In Second Person, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play.

Second Person: Role-Playing and Story in Games and Playable Media by Pat Harrigan (Editor), Noah Wardrip-Fruin (Editor), ... at $9.98. Second Person: Role-Playing and Story in Games and Playable Media has 2 available editions to buy at Alibris

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