Shigeru Miyamoto: Super Mario Bros., Donkey Kong, The Legend of Zelda (Influential Video Game Designers)

Jennifer deWinter

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Video games are considered by many to be just entertainment-essentially void of skillful, artistic intervention. But as any gamer knows, there's incredible technical and graphic talent behind even a flickering Gameboy screen.

You may have never heard Shigeru Miyamoto's name, but you've probably spent many a lazy afternoon absorbed in his work. Joining Nintendo as a video game designer in the late 1970s, Miyamoto created the powerhouse franchises *Super Mario Bros.*, *The Legend of Zelda*, and *Donkey Kong*-games so ubiquitous that Miyamoto was named one of TIME's 100 Most Influential People in 2007.

Combining critical essays with interviews, bibliographies, and striking visuals, Shigeru Miyamoto unveils the artist behind thousands of glowing gaming screens, tracing out his design decisions, aesthetic preferences, and the material conditions that shaped his work. With this incredible (and incredibly unknown) figure, series editors Jennifer DeWinter and Carly Kocurek launch the Influential Video Game Designers series, at last giving these artists the recognition they deserve.

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