

## They called it Moba | Jesús Barranco Reyes

Where is the line between fantasy and reality? Does this difference exist? According to some Eastern schools of thought, everything is illusion. In true Hogwarts style, Tinco and his friends get ready to use their talent in the realm of the Web. In this case, there are no magic wands, nor spells; computers and videogames are the protagonists. This is the main character's passion, a 17-year-old-boy, a worthy member for the Gamer Generation. The Multiplayer Online Battle Arenas (M.O.B.A) are not merely a hobby, they are part of his daily life and, sometimes, they are the field in which he shows his intelligence, insight and sense of justice. Surely, this kind of hobby can only be understood by those who know that, as in real life, what matters is never obvious. In the case of Tinco and his companions, the game is just a pretext, a way to pass through adolescence and to experience first love, friendship, team spirit and school life. In *They called it Moba*, Jesús Barranco Reyes opens the door to a parallel dimension which represents a before and an after. A rite of initiation in which the protagonist, among killings, returns to the base and magic powers, learns about solidarity, comradeship, compassion and perseverance. It is no coincidence that the author mentions the pediatrician and psychoanalyst Donald Wood Winnicott: he stated that "It's through games (and through them only) that the child or the adult can, as individuals, be creative and express their personality; in fact, only being creative an individual can discover himself." Finally, *They called it Moba* is a story that invites us, through the freshness of a teenager, to take a trip in a trip, to live a unique adventure, to laugh, to feel both tenderness and curiosity for the experiences that occur in Wien and, almost at the same time, in an imprecise place in the digital cosmos.

**Jesús Barranco Reyes** is a part-time gamer and a full-time reader. During the day he disguises himself as a forest ranger on the El Hierro Island, where he shares his Batcave with his wife and his weird fellows, working on innovation and emergency management projects. The gossip says that all his professional skills can be acquired in a *Starcraft* season or in a *World of Warcraft* raid. He's a fan of HOTS, of WOW, of SC2, of CSGO, of CR, of LOL and many other acronyms, more than a man his age should know. He spends more of his time thinking about videogames than playing them and, sometimes, he writes about them. This is his first novel on this topic... and the world would probably survive without a second one.

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