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interdisciplinary field

Twenty-First-Century Gothic 2020-05-15 fantasirollespil

?? ??? 2006-07-10 one world five visions enter white wolf game studio s world of darkness through the eyes of six master storytellers page 4 of cover

Role-Playing Game Studies 2018-04-17 game designers authors artists and scholars discuss how roles are played and how stories are created in role playing games board games computer games interactive fictions massively multiplayer games improvisational theater and other playable media games and other playable forms from interactive fictions to improvisational theater involve role playing and story something played and something told 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 so called because in these games and playable media it is you who plays the roles you for whom the story is being told first considers tabletop games ranging from dungeons dragons and other rpgs with an explicit social component to kim newman s choose your own adventure style novel life s lottery and its more traditional author reader interaction contributors then examine computer based playable structures that are designed for solo interaction for the singular you including the mainstream hit prince of persia the sands of time and the genre defining independent production façade finally contributors look at the intersection of the social spaces of play and the real world considering among other topics the virtual communities of such massively multiplayer online role playing games mmorpgs as world of warcraft and the political uses of digital gaming and role playing techniques as in the howard dean for iowa game the first u s presidential campaign game in engaging essays that range in tone from the informal to the technical these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as george r r martin s wild cards series and the classic infocom game planetfall appendixes contain three fully playable tabletop rpgs that demonstrate some of the variations possible in the form

Mage the Awakening 2005 this book about real vampires and the communities they have formed explores the modern world of vampirism in all its amazing variety long before dracula people were fascinated by vampires the interest has continued in more recent times with anne rice s lestat novels buffy the vampire slayer the hbo series true blood and the immensely popular twilight but vampires are not just the stuff of folklore and fiction based upon extensive interviews with members of the atlanta vampire alliance and others within vampire communities throughout the united states this fascinating book looks at the details of real vampire life and the many expressions of vampirism as it now exists in vampires today the truth about modern vampirism joseph laycock argues that today s vampires are best understood as an identity group and that vampirism has caused a profound change in how individuals choose to define themselves as vampires come out of the coffin as followers of a religion or lifestyle or as people biologically distinct from other humans their confrontation with mainstream society will raise questions as it does here about how we define normal and what it means to be human

The Essential World of Darkness 1997-09 the ultimate collection of vampire facts and fiction from vlad the impaler to barnabas collins to edward cullen to dracula and bill compton renowned religion expert and fearless vampire authority j gordon melton phd takes the reader on a vast alphabetic tour of the psychosexual macabre world of the blood sucking undead digging deep into the lore myths pop culture and reported realities of vampires and vampire legends from across the globe the vampire book the encyclopedia of the undead exposes everything about the blood

thirsty predator death and immortality sexual prowess and surrender intimacy and alienation rebellion and temptation the allure of the vampire is eternal and the vampire book explores it all the historical literary mythological biographical and popular aspects of one of the world's most mesmerizing paranormal subject this vast reference is an alphabetical tour of the psychosexual macabre world of the soul sucking undead in the first fully revised and updated edition in a decade dr j gordon melton president of the american chapter of the transylvania society of dracula bites even deeper into vampire lore myths reported realities and legends that come from all around the world from transylvania to plague infested europe to nostradamus and from modern literature to movies and tv series this exhaustive guide furnishes more than 500 essays to quench your thirst for facts biographies definitions and more

Second Person 2010-01-22 the prince of the city is gone the resulting power vacuum throws kindred society into chaos pretenders to the throne go to war they send minions to seize influential places diablerize their enemies buy allies and form alliances only to break them all in their quest to be the next ruler of the clans this is white wolf's first foray into boardgames based on vampire

Vampires Today 2009-05-14 historian johan huizinga once described game playing as the motor of humanity's cultural development predating art and literature since the late 20th century western society has undergone a ludification as the influence of game playing has grown ever more prevalent at the same time new theories of postmodernism have emphasized the importance of interactive playful behavior core concepts of postmodernism are evident in pen and paper role playing such as dungeons and dragons exploring the interrelationships among narrative gameplay players and society the author raises questions regarding authority agency and responsibility and discusses the social potential of rpgs in the 21st century

The Vampire Book 2010-09-01 the voice of the afterlife don't believe the hype the missionaries may say they help folks but who do you think started all this they're some bad people brothers and sisters they're helping something big and nasty and they ain't scared of you in fact they know every trick you do how do you figure they're so good at being dead you may not like the answer because the truth has a taste for you in shadow games the true nature of the characters adversaries is revealed as is the cult behind the pigment trade and its connection to spectres helping the heroes however is a new character class new roles to combat the coming storm and a new way to use spite to fuel abilities in a deadly gamble between need and power

Vampire 2004-10-30 the 1980s saw the peak of a moral panic over fantasy role playing games such as dungeons and dragons a coalition of moral entrepreneurs that included representatives from the christian right the field of psychology and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game dangerous games explores both the history and the sociological significance of this panic fantasy role playing games do share several functions in common with religion however religion is a socially constructed world of shared meaning can also be compared to a fantasy role playing game in fact the claims of the moral entrepreneurs in which they presented themselves as heroes battling a dark conspiracy often resembled the very games of imagination they condemned as evil by attacking the imagination they preserved the taken for granted status of their own socially constructed reality interpreted in this way the panic over fantasy role playing games yields new insights about how humans play and together construct and maintain meaningful worlds laycock's clear and accessible writing ensures that dangerous games will be required reading for those with an interest in religion popular culture and social behavior both in the classroom and beyond

The Postmodern Joy of Role-Playing Games 2018-02-16 grab a stake a fistful of garlic a crucifix and holy water as
2023-08-19 5/10 applied pathophysiology a conceptual approach to the mechanisms of disease

you enter the dark blood curdling world of the original pain in the neck in this ultimate collection of vampire facts fangs and fiction what accounts for the undying fascination people have for vampires how did encounters with death create centuries old myths and folklore in virtually every culture in the world when did the early literary vampires as pictured by goethe coleridge shelley polidori byron and nodier as the personifications of man s darker side transform from villains into today s cultural rebels showing how vampire like creatures organically formed in virtually every part of the world the vampire almanac the complete history by renowned religion expert and fearless vampire authority j gordon melton ph d examines the historic societal and psychological role the vampire has played and continues to play in understanding death man s deepest desires and human pathologies it analyzes humanity s lusts fears and longing for power and the forbidden today the vampire serves as a powerful symbol for the darker parts of the human condition touching on death immortality forbidden sexuality sexual power and surrender intimacy alienation rebellion violence and a fascination with the mysterious the vampire is often portrayed as a symbolic leader advocating an outrageous alternative to the demands of conformity vampires can also be tools for scapegoating such as when women are called vamps and bosses are described as bloodsuckers meet all of the villains anti heroes and heroes of myths legends books films and television series across cultures and today s pop culture in the vampire almanac it assembles and analyzes hundreds of vampiric characters people and creatures including buffy the vampire slayer vlad the impaler edward cullen and the twilight saga bram stoker lestat de lioncourt and the vampire chronicles lon chaney true blood bela lugosi dracula dark shadows lilith vampire weekend batman nosferatu and so many more there is a lot to sink your teeth into with this deep exhumation of the undead quench your thirst for facts histories biographies definitions analysis immortality and more this gruesomely thorough book of vampire facts also has a helpful bibliography an extensive index and numerous photos adding to its usefulness

Orpheus Shadow Games 2003-12 role playing game historian ben riggs unveils the secret history of TSR the company that unleashed imaginations with dungeons dragons was driven into ruin by disastrous management decisions and then saved by their bitterest rival ben riggs manages to walk the fine line between historical accuracy and fun about as well as anyone and slaying the dragon is equal parts historical accuracy and entertainment it was an essential read for me while directing and producing the official D&D documentary but I'd recommend it to anyone regardless of the subject material it's a wild and fun ride through the turbulent history of one of the most influential brands in our lifetime joe manganiello co created by wargame enthusiasts gary gygax and dave arneson the original dungeons dragons role playing game released by TSR Tactical Studies Rules in 1974 created a radical new medium the role playing game for the next two decades TSR rocketed to success producing multiple editions of D&D numerous settings for the game magazines video games New York Times bestselling novels by Margaret Weis Tracy Hickman and R. A. Salvatore and even a TV show but by 1997 a series of ruinous choices and failed projects brought TSR to the edge of doom only to be saved by their fiercest competitor Wizards of the Coast the company behind the collectible card game Magic the Gathering unearthed from ben riggs's own adventurous campaign of in depth research interviews with major players and acquisitions of secret documents slaying the dragon reveals the true story of the rise and fall of TSR go behind the scenes of their Lake Geneva headquarters where innovative artists and writers redefined the sword and sorcery genre managers and executives sabotaged their own success by alienating their top talent ignoring their customer fanbase accruing a mountain of debt and agreeing to deals which by the end made them into a publishing company unable to publish so much as a postcard as epic and fantastic as the adventures TSR published slaying the dragon is the legendary tale of the rise and fall of the company that created the role playing game

technology and sociologies of media

Tabletop RPG Design in Theory and Practice at the Forge, 2001-2012 2020-09-02 this book explores the major challenges that the long standing and diversely debated demise of postmodernism signifies for american literature art culture history and politics in the present third decade of the twenty first century its scope comprises a vigorous discussion of all these diverse fields undertaken by distinguished scholars as well as junior researchers u s americanists and european americanists alike focusing on socio political and cultural developments in the contemporary u s their contributions highlight the interconnectedness of the geopolitical economic environmental and technological crises that define the historical present on global scale chapter 16 is available open access under a creative commons attribution 4 0 international license via link springer.com

Game Preview 2014-05-04 a one stop complete guide to tabletop role playing games for novice librarians as well as seasoned players tabletop role playing games rpgs are a perfect fit for library teen services they not only hold great appeal for teen patrons but also help build important skills ranging from math and literacy to leadership and dramatics role playing games are cost effective too *dragons in the stacks* explains why rpgs are so effective at holding teenagers attention identifies their specific benefits outlines how to select and maintain a rpg collection and demonstrates how they can enhance teen services and be used in teen programs detailed reviews of role playing games are included as well with pointers on their strengths weaknesses and library applications coauthored by an experienced young adult librarian and an adult services librarian this is the definitive guide to rpgs in the library and the only one currently available

Online Games, Social Narratives 2014-06-13 the study of new literacies is quickly emerging as a major research field this book samples work in the broad area of new literacies research along two dimensions first it samples some typical examples of new literacies video gaming fan fiction writing weblogging role play gaming using websites to participate in affinity practices memes and other social activities involving mobile technologies second the studies collectively sample from a wide range of approaches potentially available for researching and studying new literacies from a sociocultural perspective readers will come away with a rich sense of what new literacies are and a generous appreciation of how they are being researched

American Studies after Postmodernism 2024-01-23 many of today s most commercially successful videogames from call of duty to company of heroes are war themed titles that play out in what are framed as authentic real world settings inspired by recent news headlines or drawn from history while such games are marketed as authentic representations of war they often provide a selective form of realism that eschews problematic yet salient aspects of war in addition changes in the way western states wage and frame actual wars makes contemporary conflicts increasingly resemble videogames when perceived from the vantage point of western audiences this interdisciplinary volume brings together scholars from games studies media and cultural studies politics and international relations and related fields to examine the complex relationships between military themed videogames and real world conflict and to consider how videogames might deal with history memory and conflict in alternative ways it asks what is the role of videogames in the formation and negotiation of cultural memory of past wars how do game narratives and designs position the gaming subject in relation to history war and militarism and how far do critical anti war peace games offer an alternative or challenge to mainstream commercial titles

Dragons in the Stacks 2014-10-17

Street Fighter 1994-06

A New Literacies Sampler 2007

2023-08-19

War Games 2019-12-12

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