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Game Usability Games in Libraries The Greatest Stories Ever Played Lost in a Good Game Perceiving Play The Meaning of Video Games Games and Gamification in Market Research Playing Smart Playing the Universe A Casual Revolution Characteristics of Games Intermedia Games—Games Inter Media Level Up: Secrets of the Games We Love The Magic Circle: Principles of Gaming & Simulation Playing at a Distance Video Games as Culture On the Design of Game-Playing Agents Half-Real Games and Learning Alliance Gaming and the Arts of Storytelling Buttonless Beginning Android Games A World of Excesses General Video Game Artificial Intelligence Games and Genres in Roblox Game Theory Games for Health The Biggest Names of Video Games The Brain-Boosting Benefits of Gaming Practical Game Design Computer Games and Technical Communication Game Development Essentials More Tiny Games for Kids The Epic Evolution of Video Games Gaming the Stage SuperBetter Computer Games and New Media Cultures Playing the Past Gaming and the Virtual Sublime Game On!

Game Usability

2008-08-12

computers used to be for geeks and geeks were fine with dealing with a difficult and finicky interface they liked this it was even a sort of badge of honor e g the unix geeks but making the interface really intuitive and useful think about the first macintosh computers took computers far far beyond the geek crowd the mac made hci human c

Games in Libraries

2014-02-11

librarians are beginning to see the importance of game based learning and the incorporation of games into library services this book is written for them so they can use games to improve people s understanding and enjoyment of the library full of practical suggestions the essays discuss not only innovative uses of games in libraries but also the game making process the contributors are all well versed in games and game based learning and a variety of different types of libraries are considered the essays will inspire librarians and educators to get into this exciting new area of patron and student services

The Greatest Stories Ever Played

2022-04-12

in this fun and informative ya non fiction title dustin hansen author of game on a self confessed video game addict with over 20 years experience in the gaming industry examines the storytelling skills shown in some of the most beloved and moving games of all time we all know that video games are fun but can a video game make you cry can it tell you a powerful love story can a video game make you think differently about war about the environment about the choices you make whether it s playing through blockbuster esque adventures uncharted god of war the last of us diving deep into hidden bits of story and lore red dead redemption ii bioshock journey or building relationships that change the fate of the world itself persona 5 undertale video games are bringing stories to life in ways that are immediate interactive and immersive focusing on some of the best most memorable experiences in gaming the greatest stories ever played examines the relationship between gaming and storytelling in a new way

Lost in a Good Game

2019-04-04

etchells writes eloquently a heartfelt defence of a demonised pastime the times once in an age a piece of culture comes along that feels like it was specifically created for you the beats and words and ideas are there because it is your life the creator is describing lost in a good game is exactly that it will touch your heart and mind and even if bowser chun li or q bert weren t crucial parts of your youth this is a flawless victory for everyone adam rutherford when pete etchells was 14 his father died from motor neurone disease in order to cope he immersed himself in a virtual world first as an escape but later to try to understand what had happened etchells is now a researcher into the psychological effects of video games and was co author on a recent paper explaining why who plans to classify game addiction as a danger to public health are based on bad science and he thinks are a bad idea in this his first book he journeys through the history and development of video games from turing s chess machine to mass multiplayer online games like world of warcraft via scientific study to investigate the highs and lows of playing and get to the bottom of our relationship with games why we do it and what they really mean to us at the same time lost in a good game is a very unusual memoir of a writer coming to terms with his grief via virtual worlds as he tries to work out what area of popular culture we should classify games a relatively new technology under

Perceiving Play

2009

computer games are increasingly prevalent and cause both curiosity and concern in the general public so understanding these games and play is important game researchers need to work quickly to document report and analyse the effect on our modern society as an increasing amount of people make new and drastically different choices in how they spend their time perceiving play the art and study of computer games looks at the directions and findings of this research and examines how game research integrates the studies of social science ethnography textual analysis and criticism economy law and technology book jacket

The Meaning of Video Games

2008-04-11

the meaning of video games takes a textual studies approach to an increasingly important form of expression in today s culture it begins by assuming that video games are meaningful not just as sociological or economic or cultural evidence but in their own right as cultural expressions worthy of scholarly attention in this way this book makes a contribution to the study of video games but it also aims to enrich textual studies early video game studies scholars were quick to point out that a game should never be reduced to merely its story or narrative content and they rightly insist on the importance of studying games as games but here steven e jones demonstrates that textual studies which grows historically out of ancient questions of textual recension multiple versions production reproduction and reception can fruitfully be applied to the study of video games citing specific examples such as myst and lost katamari damacy halo façade nintendo s wii and will wright s spore the book explores the ways in which textual studies concepts authorial intention textual variability and performance the paratext publishing history and the social text can shed light on video games as more than formal systems it treats video games as cultural forms of expression that are received as they are played out in the world where their meanings get made

Games and Gamification in Market Research

2018-11-03

games are the most engaging medium of all time they harness storytelling and heuristics drive emotion and push the evolution of technology in a way that no other platform has or can it s no surprise then that games and gamification are revolutionizing the market research industry offering opportunities to reinvigorate the notoriously sluggish engagement levels seen in traditional surveying methods this not only improves data quality but offers untapped insights unattainable through traditional methods games and gamification in market research shows readers how to design researchgames and gamified surveys that will intrinsically engage participants and how best to use these methodologies to become and stay commercially competitive in a world where brands and organizations are increasingly interested in the feelings and contexts that drive consumer choices games and gamification in market research gives readers the skills to use the components in games to encourage play and observe consumer behaviours via simulations for predictive modelling written by betty adamou the uk s leading research game designer and named as one of seven women shaping the future of market research it explains the ways in which these methodologies will evolve with technologies such as virtual reality and artificial intelligence and how it will shape research careers alongside a companion website this book provides a fully immersive and fascinating overview of game based research

Playing Smart

2019-01-15

a new vision of the future of games and game design enabled by ai can games measure intelligence how will artificial intelligence inform games of the future in playing smart julian togelius explores the connections between games and intelligence to offer a new vision of future games and game design video games already depend on ai we use games to test ai algorithms challenge our thinking and better understand both natural and artificial intelligence in the future togelius argues game designers will be able to create smarter games that make us smarter in turn applying advanced ai to help design games in this book he tells us how games are the past present and future of artificial intelligence in 1948 alan turing one of the founding fathers of computer science and artificial intelligence handwrote a program for chess today we have ibm s deep blue and deepmind s alphago and huge efforts go into developing ai that can play such arcade games as pac man programmers continue to use games to test and develop ai creating new benchmarks for ai while also challenging human assumptions and cognitive abilities game design is at heart a cognitive science togelius reminds us when we play or design a game we plan think spatially make predictions move and assess ourselves and our performance by studying how we play and design games togelius writes we can better understand how humans and machines think ai can do more for game design than providing a skillful opponent we can harness it to build game playing and game designing ai agents enabling a new generation of ai augmented games with ai we can explore new frontiers in learning and play

Playing the Universe

2007

comprising a series of conversational recollections this book tells the story of rena point bolton a stó lo matriarch and craftswoman the narrative touches on point bolton s childhood by the fraser river during the depression her ancestor the warrior xéyteleq and her later years on a reserve while the stó lo people kept secret their cultural practices to avoid persecution by paternalistic institutions point bolton helped to revive some of the old crafts and ceremonies the result of a long term collaboration between richard daly and point bolton this book attests to point bolton s desire to inspire her people to blend traditional ways of knowing with the pursuit of modern education richard daly is a social anthropologist translator editor and aboriginal rights consultant who resides near oslo norway rena point bolton is a xwélmexw stó lo weaver and artist who helped to revive knowledge of and interest in canadian aboriginal art

A Casual Revolution

2010

understanding games whether computer games card games board games or sports by analyzing certain common traits characteristics of games offers a new way to understand games by focusing on certain traits including number of players rules degrees of luck and skill needed and reward effort ratio and using these characteristics as basic points of comparison and analysis these issues are often discussed by game players and designers but seldom written about in any formal way this book fills that gap by emphasizing these player centric basic concepts the book provides a framework for game analysis from the viewpoint of a game designer the book shows what all genres of games board games card games computer games and sports have to teach each other today s game designers may find solutions to design problems when they look at classic games that have evolved over years of playing

Characteristics of Games

2020-12-08

this book is available as open access through the bloomsbury open access programme and is available on bloomsburycollections com while all media are part of intermedial networks video games are often at the nexus of that network they not only employ cinematics embedded books and in world television screens for various purposes but in our convergence culture video games also play a vital role in allowing players to explore transmedia storyworlds at the same time video games are frequently thematized and remediated in film television and literature indeed the central role video games assume in intermedial networks provides testament to their significance in the contemporary media environment in this volume an international group of contributors discuss not only intermedial phenomena in video games but also the intermedial networks surrounding them intermedia games games inter media will deepen readers understanding of the convergence culture of the early twenty first century and video games role in it

Intermedia Games—Games Inter Media

2019-02-21

book features ages 8 14 grades 3 8 32 pages 7 inches x 9 inches simple easy to read pages with full color pictures includes pre and post reading activities reading teaching tips and glossary included gaming and esports in level

up secrets of the games we love 3rd 8th graders unlock interesting facts and little known stories about some of the most popular video games their favorite characters and more level up your gaming knowledge young readers learn fun facts stories and the history behind their favorite video games characters and the designers behind them get an inside look at the easter eggs hidden within each game build reading skills this engaging 32 page children s book will help your child improve comprehension and build confidence with guided pre and post reading questions and fun activities leveled books part of the gaming and esports series the lower reading level text and full color pictures make this children s book an engaging read with fun and interesting facts about your child s favorite video games and characters why rourke educational media since 1980 rourke publishing company has specialized in publishing engaging and diverse non fiction and fiction books for children in a wide range of subjects that support reading success on a level that has no limits

Level Up: Secrets of the Games We Love

2021-08-11

the purpose of this unique book is to outline the core of game science by presenting principles underlying the design and use of games and simulations game science covers three levels of discourse the philosophy of science level the science level and the application or practical level the framework presented will help to grasp the interplay between forms of knowledge and knowledge content interplay that evolves through the action of the players

The Magic Circle: Principles of Gaming & Simulation

2009-01-01

an essential exploration of video game aesthetic that decenters the human player and challenges what it means to play do we play video games or do video games play us is nonhuman play a mere paradox or the future of gaming and what do video games have to do with quantum theory in playing at a distance sonia fizek engages with these and many more daunting questions forging new ways to think and talk about games and play that decenter the human player and explore a variety of play formats and practices that require surprisingly little human action idling in clicker games wandering in walking simulators automating gameplay with bots or simply watching games rather than playing them fizek shows how these seemingly marginal cases are central to understanding how we play in the digital age introducing the concept of distance fizek reorients our view of computer mediated play to play at a distance she says is to delegate the immediate action to the machine and to become participants in an algorithmic

spectacle distance as a media aesthetic framework enables the reader to come to terms with the ambiguity and aesthetic diversity of play drawing on concepts from philosophy media theory and posthumanism as well as cultural and film studies playing at a distance invites a wider understanding of what digital games and gaming are in all their diverse experiences and forms in challenging the common perception of video games as inherently interactive the book contributes to our understanding of the computer s influence on practices of play and prods us to think more broadly about what it means to play

Playing at a Distance

2022-11-01

video games are becoming culturally dominant but what does their popularity say about our contemporary society this book explores video game culture but in doing so utilizes video games as a lens through which to understand contemporary social life video games are becoming an increasingly central part of our cultural lives impacting on various aspects of everyday life such as our consumption communities and identity formation drawing on new and original empirical data including interviews with gamers as well as key representatives from the video game industry media education and cultural sector video games as culture not only considers contemporary video game culture but also explores how video games provide important insights into the modern nature of digital and participatory culture patterns of consumption and identity formation late modernity and contemporary political rationalities this book will appeal to undergraduate and postgraduate students as well as postdoctoral researchers interested in fields such video games sociology and media and cultural studies it will also be useful for those interested in the wider role of culture technology and consumption in the transformation of society identities and communities

<u>Video Games as Culture</u>

2018-03-14

evolving agents to play games is a promising technology it can provide entertaining opponents for games like chess or checkers matched to a human opponent as an alternative to the perfect and unbeatable opponents embodied by current artifical intelligences evolved agents also permit us to explore the strategy space of mathematical games like prisoner s dilemma and rock paper scissors this book summarizes explores and extends recent work showing that there are many unsuspected factors that must be controlled in order to create a plausible or useful set of agents for modeling cooperation and conflict deal making or other social behaviors the book also provides a proposal for

an agent training protocol that is intended as a step toward being able to train humaniform agents in other words agents that plausibly model human behavior

On the Design of Game-Playing Agents

2022-06-01

an in depth analysis of game development and rules and fiction in video games with concrete examples including the legend of zelda grand theft auto and more a video game is half real we play by real rules while imagining a fictional world we win or lose the game in the real world but we slay a dragon for example only in the world of the game in this thought provoking study jesper juul examines the constantly evolving tension between rules and fiction in video games discussing games from pong to the legend of zelda from chess to grand theft auto he shows how video games are both a departure from and a development of traditional non electronic games the book combines perspectives from such fields as literary and film theory computer science psychology economic game theory and game studies to outline a theory of what video games are how they work with the player how they have developed historically and why they are fun to play locating video games in a history of games that goes back to ancient egypt juul argues that there is a basic affinity between games and computers just as the printing press and the cinema have promoted and enabled new kinds of storytelling computers work as enablers of games letting us play old games in new ways and allowing for new kinds of games that would not have been possible before computers juul presents a classic game model which describes the traditional construction of games and points to possible future developments he examines how rules provide challenges learning and enjoyment for players and how a game cues the player into imagining its fictional world juul s lively style and eclectic deployment of sources will make half real of interest to media literature and game scholars as well as to game professionals and gamers

Half-Real

2011-08-19

this book constitutes the refereed proceedings of the 5th international conference on games and learning alliance gala 2016 held in utrecht the netherlands in december 2016 the 27 revised regular papers presented together with 14 poster papers were carefully reviewed and selected from 55 submissions the papers cover topics such as games and sustainability games for math and programming games and health games and soft skills games and management games and learning game development and assessment and mobile games

Games and Learning Alliance

2016-11-21

this book examines the notion of storytelling in videogames this topic allows new perspectives on the enduring problem of narrative in digital games while also opening up different avenues of inquiry the collection looks at storytelling in games from many perspectives topics include the remediation of conrad s heart of darkness in games such as spec ops the line the storytelling similarities in twin peaks and deadly premonition a new concept of choice poetics the esthetics of alien films and games and a new theoretical overview of early game studies on narrative

Gaming and the Arts of Storytelling

2019-07-12

on the forefront of the mobile gaming revolution are real people with stories that are crazy stressful hilarious and in some cases heart wrenching written by respected video game journalist ryan rigney with a foreword by john davison buttonless tells the stories of the people behind the games rigney takes you on a tour that covers more than 65 of the best and most beloved iphone and ipad games telling the never before heard tales behind them based on more than 100 exclusive interviews with some of the biggest names in ios development buttonless chronicles the adversities that top developers had to overcome and delivers numerous funny interesting anecdotes from behind the scenes of the itunes app store examples include george fan lead designer of plants vs zombies kris piotrowski co creator of superbrothers sword and sworcery ep jaakko iisalo lead designer of angry birds katherine anna kang head of id mobile and lead designer of doom ii rpg justin smith creator of enviro bear 2010 paul bettner lead designer of words with friends simon oliver creator of rolando donald mustard lead designer of infinity blade and plenty of others you ll also learn the real origins of angry birds how ios critical darling jet car stunts was born from one of the worst games of 1999 carmageddon 3 canabalt creator adam saltsman s weird obsession with leaping out of windows how the first ever iraqi video game went unpublished for 20 years before becoming an ios exclusive the tweet that saved words with friends the napkin drawing that became the biggest selling comic book series on the app store

Buttonless

2011-12-15

learn all of the basics needed to join the ranks of successful android game developers you ll start with game design fundamentals and android programming basics and then progress toward creating your own basic game engine and playable game apps that work on android smartphones and tablets beginning android games third edition gives you everything you need to branch out and write your own android games for a variety of hardware do you have an awesome idea for the next break through mobile gaming title beginning android games will help you kick start your project this book will guide you through the process of making several example game apps using apis available in android what you ll learn gain the fundamentals of game programming in the context of the android platform use android s apis for graphics audio and user input to reflect those fundamentals develop two 2d games from scratch based on canvas api and opengl es create a full featured 3d game publish your games get crash reports and support your users complete your own playable 2d opengl games who this book is for people with a basic knowledge of java who want to write games on the android platform it also offers information for experienced game developers about the pitfalls and peculiarities of the platform

Beginning Android Games

2016-12-08

this book explores gaming culture focusing on competent players and excessive use addressing the contested question of whether addiction is possible in relation to computer games specifically online gaming a world of excesses demonstrates that excessive playing does not necessarily have detrimental effects and that there are important contextual elements that influence what consequences playing has for the players based on new empirical studies including in depth interviews and virtual ethnography and drawing on material from international game related sites this book examines the reasons for which gaming can occupy such a central place in people s lives to the point of excess as such it will be of interest to sociologists and psychologists working in the fields of cultural and media studies the sociology of leisure information technology and addiction

A World of Excesses

2013-08-28

research on general video game playing aims at designing agents or content generators that can perform well in multiple video games possibly without knowing the game in advance and with little to no specific domain knowledge the general video game ai framework and competition propose a challenge in which researchers can test their favorite ai methods with a potentially infinite number of games created using the video game description language the open source framework has been used since 2014 for running a challenge competitors around the globe submit their best approaches that aim to generalize well across games additionally the framework has been used in ai modules by many higher education institutions as assignments or as proposed projects for final year undergraduate and master s students and ph d candidates the present book written by the developers and organizers of the framework presents the most interesting highlights of the research performed by the authors during these years in this domain it showcases work on methods to play the games generators of content and video game optimization it also outlines potential further work in an area that offers multiple research directions for the future

General Video Game Artificial Intelligence

2019-10-09

roblox is more than just a video game it is a platform where millions of players create and share games with each other with more than 40 million games available now and thousands more being added every day it offers players a never ending source of fun and adventure in this book readers will discover which kinds of games they can play in roblox and learn about some of today s most popular examples includes table of contents author biography sidebars glossary index and informative backmatter

Games and Genres in Roblox

2020-05-21

a fundamental introduction to modern game theory from a mathematical viewpoint game theory arises in almost every fact of human and inhuman interaction since oftentimes during these communications objectives are opposed or cooperation is viewed as an option from economics and finance to biology and computer science researchers and practitioners are often put in complex decision making scenarios whether they are interacting with each other or working with evolving technology and artificial intelligence acknowledging the role of mathematics in making logical and advantageous decisions game theory an introduction uses modern software applications to create analyze and implement effective decision making models while most books on modern game theory are either too abstract or too applied this book provides a balanced treatment of the subject that is both conceptual and hands on game

theory introduces readers to the basic theories behind games and presents real world examples from various fields of study such as economics political science military science finance biological science as well as general game playing a unique feature of this book is the use of maple to find the values and strategies of games and in addition it aids in the implementation of algorithms for the solution or visualization of game concepts maple is also utilized to facilitate a visual learning environment of game theory and acts as the primary tool for the calculation of complex non cooperative and cooperative games important game theory topics are presented within the following five main areas of coverage two person zero sum matrix games nonzero sum games and the reduction to nonlinear programming cooperative games including discussion of both the nucleolus concept and the shapley value bargaining including threat strategies evolutionary stable strategies and population games although some mathematical competence is assumed appendices are provided to act as a refresher of the basic concepts of linear algebra probability and statistics exercises are included at the end of each section along with algorithms for the solution of the games to help readers master the presented information also explicit maple and mathematica commands are included in the book and are available as worksheets via the book s related site the use of this software allows readers to solve many more advanced and interesting games without spending time on the theory of linear and nonlinear programming or performing other complex calculations with extensive examples illustrating game theory s wide range of relevance this classroom tested book is ideal for game theory courses in mathematics engineering operations research computer science and economics at the upper undergraduate level it is also an ideal companion for anyone who is interested in the applications of game theory

Game Theory

2011-02-14

founded in 2004 the games for health project supports community knowledge and business development efforts to use cutting edge games and game technologies to improve health and health care the games for health conference brings together researchers medical professionals and game developers to share information about the impact of games playful interaction and game technologies on health health care and policy over two days more than 400 attendees participate in over 60 sessions provided by an international array of 80 speakers cutting across a wide range of activities in health and health care topics include exergaming physical therapy disease management health behavior change biofeedback rehab epidemiology training cognitive health nutrition and health education

Games for Health

2013-10-25

collecting bugs drawing cartoons writing plays studying robotics these are just some of the hobbies that inspired the creation of video games such as pokémon and the legend of zelda who are these men and women who helped launch the gaming industry from private computer labs to widely available popular entertainment read this book to find out who and what inspired your favorite video games

The Biggest Names of Video Games

2017-01-01

audisee ebooks with audio combine professional narration and sentence highlighting for an engaging read aloud experience has anyone ever told you gamers out there that your time would be better spent studying well don t let go of that joystick just yet turns out advancing to that next level of super mario brothers has a similar effect on your brain as getting an a on your spelling test video games have been successful at training elite groups in the u s military and future doctors discover how they can help boost your brain power too

The Brain-Boosting Benefits of Gaming

2017-01-01

design accessible and creative games across genres platforms and development realities key features implement the skills and techniques required to work in a professional studio ace the core principles and processes of level design world building and storytelling design interactive characters that animate the gaming world book description if you are looking for an up to date and highly applicable guide to game design then you have come to the right place immerse yourself in the fundamentals of game design with this book written by two highly experienced industry professionals to share their profound insights as well as give valuable advice on creating games across genres and development platforms practical game design covers the basics of game design one piece at a time starting with learning how to conceptualize a game idea and present it to the development team you will gradually move on to devising a design plan for the whole project and adapting solutions from other games you will also discover how to produce original game mechanics without relying on existing reference material and test and eliminate anticipated design risks you will then design elements that compose the playtime of a game followed by

making game mechanics content and interface accessible to all players you will also find out how to simultaneously ensure that the gameplay mechanics and content are working as intended as the book reaches its final chapters you will learn to wrap up a game ahead of its release date work through the different challenges of designing free to play games and understand how to significantly improve their quality through iteration polishing and playtesting what you will learn define the scope and structure of a game project conceptualize a game idea and present it to others design gameplay systems and communicate them clearly and thoroughly build and validate engaging game mechanics design successful business models and prepare your games for live operations master the principles behind level design worldbuilding and storytelling improve the quality of a game by playtesting and polishing it who this book is for whether you are a student eager to design a game or a junior game designer looking for your first role as a professional this book will help you with the fundamentals of game design by focusing on best practices and a pragmatic approach practical game design provides insights into the arts and crafts from two senior game designers that will interest more seasoned professionals in the game industry

Practical Game Design

2018-04-19

taking as its point of departure the fundamental observation that games are both technical and symbolic this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing divided into five parts computer games and technical communication engages with questions related to workplace communities and gamic simulations industry documentation manuals gameplay and ethics training testing and number crunching and the work of games and gamifying work in that computer games rely on a complex combination of written verbal visual algorithmic audio and kinesthetic means to convey information technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex the contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication production and consumption in this increasingly ubiquitous technical and symbolic medium

Computer Games and Technical Communication

2016-05-23

game designers are faced with the challenge of balancing consumer expectations with strict marketing requirements schedule deadlines and budget limitations with a hands on practical approach game development essentials gameplay

mechanics shows readers how to approach game design in an efficient way that meets the objectives of the target audience as well as the businesses that find development book jacket

Game Development Essentials

2008

amusing raucous and inventive the guardian from award winning game designers hide seek come tons of brand new games for real world play tiny games takes traditional parlour games and adds a touch of modern game design know how to allow any number of players to have fun whatever they re doing more tiny games for kids provides even more games for parents to play with young children including a special section on games to play while travelling with kids on trains planes and automobiles for more play ideas for young children try tiny games for kids or combine all of the books in the tiny games series for a more playful existence

More Tiny Games for Kids

2016-08-25

have you ever wondered what video games would be like if they never changed the first games were little more than bouncing dots on a plain screen modern games include astonishing action realistic environments and epic story lines take a look at how video games have evolved over the years and learn about the kinds of games we might be playing in the future

The Epic Evolution of Video Games

2013-10-01

rich connections between gaming and theater stretch back to the 16th and 17th centuries when england s first commercial theaters appeared right next door to gaming houses and blood sport arenas in the first book length exploration of gaming in the early modern period gina bloom shows that theaters succeeded in london s new entertainment marketplace largely because watching a play and playing a game were similar experiences audiences did not just see a play they were encouraged to play the play and knowledge of gaming helped them become better theatergoers examining dramas written for these theaters alongside evidence of analog games popular then and today bloom argues for games as theatrical media and theater as an interactive gaming technology gaming the stage also

introduces a new archive for game studies scenes of onstage gaming which appear at climactic moments in dramatic literature bloom reveals plays to be systems of information for theater spectators games of withholding divulging speculating and wagering on knowledge her book breaks new ground through examinations of plays such as the tempest arden of faversham a woman killed with kindness and a game at chess the histories of familiar games such as cards backgammon and chess less familiar ones like game of the goose and even a mixed reality theater videogame

Gaming the Stage

2018-07-10

an innovative guide to living gamefully based on the program that has already helped nearly half a million people achieve remarkable personal growth in 2009 internationally renowned game designer jane mcgonigal suffered a severe concussion unable to think clearly or work or even get out of bed she became anxious and depressed even suicidal but rather than let herself sink further she decided to get better by doing what she does best she turned her recovery process into a resilience building game what started as a simple motivational exercise quickly became a set of rules for post traumatic growth that she shared on her blog these rules led to a digital game and a major research study with the national institutes of health today nearly half a million people have played superbetter to get stronger happier and healthier but the life changing ideas behind superbetter are much bigger than just one game in this book mcgonigal reveals a decade s worth of scientific research into the ways all games including videogames sports and puzzles change how we respond to stress challenge and pain she explains how we can cultivate new powers of recovery and resilience in everyday life simply by adopting a more gameful mind set being gameful means bringing the same psychological strengths we naturally display when we play games such as optimism creativity courage and determination to real world goals drawing on hundreds of studies mcgonigal shows that getting superbetter is as simple as tapping into the three core psychological strengths that games help you build your ability to control your attention and therefore your thoughts and feelings your power to turn anyone into a potential ally and to strengthen your existing relationships your natural capacity to motivate yourself and super charge your heroic qualities like willpower compassion and determination superbetter contains nearly 100 playful challenges anyone can undertake in order to build these gameful strengths it includes stories and data from people who have used the superbetter method to get stronger in the face of illness injury and other major setbacks as well as to achieve goals like losing weight running a marathon and finding a new job as inspiring as it is down to earth and grounded in rigorous research superbetter is a proven game plan for a better life you ll never say that something is just a game again

SuperBetter

2015-09-15

digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies its ubiquity as well as the sheer volume of hours young people spend gaming should make it ripe for urgent academic enquiry yet the subject was a research backwater until the turn of the millennium even today as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens the subject is still treated with scepticism in some academic circles this handbook aims to reflect the relevance and value of studying digital games now the subject of a growing number of studies surveys conferences and publications as an overview of the current state of research into digital gaming the 42 papers included in this handbook focus on the social and cultural relevance of gaming in doing so they provide an alternative perspective to one dimensional studies of gaming whose agendas do not include cultural factors the contributions which range from theoretical approaches to empirical studies cover various topics including analyses of games themselves the player game interaction and the social context of gaming in addition the educational aspects of games and gaming are treated in a discrete section with material on non commercial gaming trends such as modding and a multinational group of authors from eleven nations the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content

Computer Games and New Media Cultures

2014-06-11

playing the past brings together a group of interdisciplinary scholars to examine the complementary notions of history and nostalgia as they are expressed through video games and in gaming culture the scope of these related concepts moves from the personal to the cultural and essays in this collection address video game nostalgia as both an individual and societal phenomenon connecting the fond memories many of us have of classic gaming to contemporary representations of historical periods and events in video games from ms pac man and space invaders to call of duty and jfk reloaded the games many of us have played since childhood inform how we see the world today and the games we make and play today help us communicate ideas about real world history by focusing on specific games historical periods and media ecologies these essays collectively take an in depth look at the related topics of nostalgia for classic gaming gaming and histories of other media and representations of real history in video games

Playing the Past

2008

gaming and the virtual sublime considers the virtual sublime as a conceptual toolbox for understanding our affective engagement with contemporary interactive entertainment

Gaming and the Virtual Sublime

2020-08-28

find out about the fast and furious growth and evolution of video games including how they are quickly taking over the world by looking at some of the most popular innovative and influential games ever from pong the very first arcade game ever to modern hits like uncharted learn about the creators and inspiration mario was named after nintendo s landlord after he barged into a staff meeting demanding rent discover historical trivia and easter eggs the developers of halo 2 drank over 24 000 gallons of soda while making the game and explore the innovations that make each game special the ghosts in pac man are the first example of ai in a video game whether you consider yourself a hard core gamer or are just curious to see what everyone is talking about game on is the book for you

<u>Game On!</u>

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