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KEY=GAME - HICKS CRISTINA

VIRTUAL, AUGMENTED AND MIXED REALITY: DESIGN AND DEVELOPMENT

14TH INTERNATIONAL CONFERENCE, VAMR 2022, HELD AS PART OF THE 24TH HCI INTERNATIONAL CONFERENCE, HCII 2022, VIRTUAL EVENT, JUNE 26 - JULY 1, 2022, PROCEEDINGS, PART I

Springer Nature This two-volume set LNCS 13317 and 13318 constitutes the thoroughly refereed proceedings of the 14th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2022, held virtually as part of the 24rd HCI International Conference, HCII 2022, in June/July 2022. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The 56 papers included in this 2-volume set were organized in topical sections as follows: Developing VAMR Environments; Evaluating VAMR environments; Gesture-based, haptic and multimodal interaction in VAMR; Social, emotional, psychological and persuasive aspects in VAMR; VAMR in learning, education and culture; VAMR in aviation; Industrial applications of

VAMR. The first volume focuses on topics related to developing and evaluating VAMR environments, gesture-based, haptic and multimodal interaction in VAMR, as well as social, emotional, psychological and persuasive aspects in VAMR, while the second focusses on topics related to VAMR in learning, education and culture, VAMR in aviation, and industrial applications of VAMR.

HANDBOOK OF RESEARCH ON TRANSFORMATIVE AND INNOVATIVE PEDAGOGIES IN EDUCATION

IGI Global Various pedagogies, such as the use of digital learning in education, have been used and researched for decades, but many schools have little to show for these initiatives. This contrasts starkly with technology-supported initiatives in other fields such as business and healthcare. Traditional pedagogies and general digital technology applications have yet to impact education in a significant way that transforms learning. A primary reason for this minimal impact on learning is that digital technologies have attempted to make traditional instructional processes more efficient rather than using a more appropriate paradigm for learning. As such, it is important to look at digital technology as a partner and use transformative applications to become partners with students (not teachers) to empower their learning process both in and out of school. The Handbook of Research on Transformative and Innovative Pedagogies in Education is a comprehensive reference that identifies and justifies the paradigm of transformative learning and pedagogies in education. It provides exemplars of existing transformative applications that, if used as partners to empower student learning, have the potential to dramatically engage students in a type of learning that better fits 21st century learners. Covering topics such as gamification, project-based learning, and professional development, this major reference work is an essential resource for pre-service and in-service teachers, educational technologists, instructional designers, educational administration and faculty, researchers, and academicians seeking pedagogical models that inspire students to learn meaningfully.

GAME FEEL

A GAME DESIGNER'S GUIDE TO VIRTUAL SENSATION

CRC Press "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The

understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

INFORMATION MODELLING AND KNOWLEDGE BASES XXII

IOS Press

ECGBL 2019 13TH EUROPEAN CONFERENCE ON GAME-BASED LEARNING

Academic Conferences and publishing limited

ONLINE GAMING IN CONTEXT

THE SOCIAL AND CULTURAL SIGNIFICANCE OF ONLINE GAMES

Routledge There is little question of the social, cultural and economic importance of video games in the world today, with gaming now rivalling the movie and music sectors as a major leisure industry and pastime. The significance of video games within our everyday lives has certainly been increased and shaped by new technologies and gaming patterns, including the rise of home-based games consoles, advances in mobile telephone technology, the rise in more 'sociable' forms of gaming, and of course the advent of the Internet. This book explores the opportunities, challenges and patterns of gameplay and sociality afforded by the Internet and online gaming. Bringing together a series of original essays from both leading and emerging academics in the field of game studies, many of which employ new empirical work and innovative theoretical approaches to gaming, this book considers key issues crucial to our

understanding of online gaming and associated social relations, including: patterns of play, legal and copyright issues, player production, identity construction, gamer communities, communication, patterns of social exclusion and inclusion around religion, gender and disability, and future directions in online gaming.

DEVELOPMENTS IN CURRENT GAME-BASED LEARNING DESIGN AND DEPLOYMENT

IGI Global Educational gaming is becoming more popular at universities, in the military, and in private business. Multidisciplinary research which explores the cognitive and psychological aspects that underpin successful educational video games is therefore necessary to ensure proper curriculum design and positive learning outcomes. **Developments in Current Game-Based Learning Design and Deployment** highlights the latest research from professionals and researchers working in the fields of educational games development, e-learning, multimedia, educational psychology, and information technology. It promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of game-based Learning environments.

INTERACTIVITY AND GAME CREATION

9TH EAI INTERNATIONAL CONFERENCE, ARTSIT 2020, AALBORG, DENMARK, DECEMBER 10-11, 2020, PROCEEDINGS

Springer Nature This book constitutes the refereed post-conference proceedings of the 9th International Conference on Interactivity and Game Creation, ArtsIT 2020, held in Aalborg, Denmark, in December 2020. Due to COVID-19 pandemic the conference was held virtually. The 28 revised full papers presented were carefully selected from 60 submissions. The papers represent a forum for the dissemination of cutting-edge research results in the area of arts, design and technology, including open related topics like interactivity and game creation. They are grouped in terms of content on art, installation and performance; games; design; intelligence and creativity in healthcare; wellbeing and aging.

DESIGNING VIRTUAL WORLDS

New Riders A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

ELEMENTS OF GAME DESIGN

MIT Press An introduction to the basic concepts of game design, focusing on techniques used in commercial game production. This textbook by a well-known game designer introduces the basics of game design, covering tools and techniques used by practitioners in commercial game production. It presents a model for analyzing game design in terms of three interconnected levels—mechanics and systems, gameplay, and player experience—and explains how novice game designers can use these three levels as a framework to guide their design process. The text is notable for emphasizing models and vocabulary used in industry practice and focusing on the design of games as dynamic systems of gameplay. The book first introduces the core model and framework for analyzing and designing games. It then discusses the three levels in detail, explaining player experience and identifying design goals; introducing low-level structural analysis of gameplay in terms of basic mechanics; describing how mechanics build up into systems; and presenting concepts for understanding gameplay, defined as the dynamic behavior of players when they interact with mechanics and systems. Finally, the book offers students advice on creating game prototypes using an iterative, user-centered process. Each chapter offers a set of exercises for individuals and design challenges for groups.

AUGMENTED REALITY GAMES I

UNDERSTANDING THE POKÉMON GO PHENOMENON

Springer This is the first of two comprehensive volumes that provide a thorough and multi-faceted research into the emerging field of augmented reality games and consider a wide range of its major issues. These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers, practitioners and artists from 20 countries. In Volume I, the phenomenon of the Pokémon GO game is analysed in theoretical, cultural and conceptual contexts, with emphasis on its nature and the educational use of the game in children and adolescents. Game transfer phenomena, motives for playing Pokémon GO, players' experiences and memorable moments, social interaction, long-term engagement, health implications and many other issues raised by the Pokémon GO game are systematically examined and discussed. **Augmented Reality Games I** is essential reading not only for researchers, practitioners, game developers and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games.

HANDMADE PIXELS

INDEPENDENT VIDEO GAMES AND THE QUEST FOR AUTHENTICITY

MIT Press An investigation of independent video games—creative, personal, strange, and experimental—and their claims to handcrafted authenticity in a purely digital medium. Video games are often dismissed as mere entertainment products created by faceless corporations. The last twenty years, however, have seen the rise of independent, or “indie,” video games: a wave of small, cheaply developed, experimental, and personal video games that react against mainstream video game development and culture. In *Handmade Pixels*, Jesper Juul examines the paradoxical claims of developers, players, and festivals that portray independent games as unique and hand-crafted objects in a globally distributed digital medium. Juul explains that independent video games are presented not as mass market products, but as cultural works created by people, and are promoted as authentic alternatives to mainstream games. Writing as a game player, scholar, developer, and educator, Juul tells the story of how independent games—creative, personal, strange, and experimental—became a historical movement that borrowed the term “independent” from film and music while finding its own kind of independence. Juul describes how the visual style of independent games signals their authenticity—often by referring to older video games or analog visual styles. He shows how developers use strategies for creating games with financial, aesthetic, and cultural independence; discusses the aesthetic innovations of “walking simulator” games; and explains the controversies over what is and what isn't a game. Juul offers examples from independent games ranging from *Dys4ia* to *Firewatch*; the text is richly illustrated with many color images.

THE UNITY GAME ENGINE AND THE CIRCUITS OF CULTURAL SOFTWARE

Springer Nature Videogames were once made with a vast range of tools and technologies, but in recent years a small number of commercially available 'game engines' have reached an unprecedented level of dominance in the global videogame industry. In particular, the Unity game engine has penetrated all scales of videogame development, from the large studio to the hobbyist bedroom, such that over half of all new videogames are reportedly being made with Unity. This book provides an urgently needed critical analysis of Unity as 'cultural software' that facilitates particular production workflows, design methodologies, and software literacies. Building on long-standing methods in media and cultural studies, and drawing on interviews with a range of videogame developers, Benjamin Nicoll and Brendan Keogh argue that Unity deploys a discourse of democratization to draw users into its 'circuits of cultural software'. For

scholars of media production, software culture, and platform studies, this book provides a framework and language to better articulate the increasingly dominant role of software tools in cultural production. For videogame developers, educators, and students, it provides critical and historical grounding for a tool that is widely used yet rarely analysed from a cultural angle.

INTEGRATING TECHNOLOGY IN POSITIVE PSYCHOLOGY PRACTICE

IGI Global Most research on the psychological impact of computers and the Internet has focused on the negative side of technology - i.e. how the use (abuse) of interactive systems and videogames can negatively affect mental health and behavior. On the other hand, less attention has been devoted to understanding how emerging technologies can promote optimal functioning at individual, group, and community levels. Integrating Technology in Positive Psychology Practice explores the various roles that technology can play in the development of psychological interventions aimed at helping people thrive. Exploring the ways in which ICT can be utilized to foster positive emotions, promote engagement in empowering activities, and support connectedness between individuals, groups, and communities, this timely publication is designed for use by psychologists, IT developers, researchers, and graduate students.

DESIGN AND IMPLEMENTATION OF EDUCATIONAL GAMES: THEORETICAL AND PRACTICAL PERSPECTIVES

THEORETICAL AND PRACTICAL PERSPECTIVES

IGI Global "This book will give readers a solid understanding of issues in educational game design and deployment in the classroom"--Provided by publisher.

LEARNING AND COLLABORATION TECHNOLOGIES. NOVEL LEARNING ECOSYSTEMS

4TH INTERNATIONAL CONFERENCE, LCT 2017, HELD AS PART OF HCI INTERNATIONAL 2017, VANCOUVER, BC, CANADA, JULY 9-14, 2017, PROCEEDINGS, PART I

Springer The two-volume set LNCS 10295 and 10296 constitute the refereed proceedings of the 4th International Conference on Learning and Collaboration Technologies, LCT 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, in conjunction with 15 thematically similar conferences. The 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected

from 4340 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume are organized in the following topical sections: multimodal and natural interaction for learning; learning and teaching ecosystems; e-learning, social media and MOOCs; beyond the classroom; and games and gamification for learning.

SERIOUS GAMES

Frontiers Media SA

THE COMPLETE STEP-BY-STEP GUIDE TO DESIGNING AND TEACHING ONLINE COURSES

Teachers College Press In this valuable resource, experts share deep knowledge including practical “how-to” and preventive trouble-shooting tips. Instructors will learn about course design and development, instructional methods for online teaching, and student engagement and community building techniques. The book contains successful teaching strategies, guidance for facilitating interactions and responding to diversity, and assessments, as well as future directions for online learning. With many field-tested examples and practice assignments, and with voices from students, teachers, and experts, this book arms instructors and administrators with the tools they need to teach effective and empowering online courses. This one-stop resource addresses all of the core elements of online teaching in terms that are universally applicable to any content area and at any instructional level. “A rare book in education: one that is not only highly useful but also intellectually coherent and based on robust, transferable principles of learning and teaching. All educators—in online environments and in brick-and-mortar schools—will find this an invaluable resource.” —From the Foreword by Grant Wiggins “We now know we can get increased participation with online tools to make thinking more visible and switch the traditional delivery of instruction to personalize learning. While it is inevitable that online learning will become an important skill for everyone, the ideas, concepts, strategies, design elements, and tools in the book by Thormann and Zimmerman can also be applied to blended learning.” —Alan November, Senior Partner and Founder, November Learning “The authors of this book have created an excellent resource for anyone interested in becoming an online instructor or improving his or her skills in online teaching. The authors share a wealth of step-by-step activities, examples of assignments and teaching strategies that will guide both novice and experienced teachers as they expand their skills into the online realm. Even as a ‘veteran’ online instructor the book provided me with new ideas to try in my next online class.” —Sam Gladstein, Coordinator, Edmonds eLearning

Program at Edmonds School District, WA “Cheers to Thormann and Zimmerman for providing a must-read for online teaching. This clear and practical guide takes the instructor from design to implementation of online courses. The authors remove the anxiety about online teaching for those thinking about on-screen instruction, and provide new thinking and examples for those already immersed in it. It is a great guide for those entering the field and a superb resource for those actively engaged in it.” —Anthony J. Bent, Chairman, Global Studies-21st Century Skills Committee of the Massachusetts Association of School Superintendents

Book Features: The building blocks necessary to create a successful online course. The know-how of long-time online instructors. Models for Skype conferencing with groups of students. Templates for course building, including sample assignments, activities, assessments, and emails. Detailed treatment of diversity in the online environment

Joan Thormann is professor in the division of Technology in Education at Lesley University, Cambridge, Massachusetts. She edits a column on technology and special needs for *Learning and Leading with Technology*. Isa Kaftal Zimmerman is the principal of IKZ Advisors in Boston, Massachusetts, an educational consulting firm serving educators and stakeholders in the Science, Technology, Engineering, and Mathematics (STEM) fields.

MODERNITY REIMAGINED: AN ANALYTIC GUIDE

Taylor & Francis Winner of the American Sociological Association’s Distinguished Book Award in 2012, Chandra Mukerji offers with this remarkable new book an explanation of the birth and subsequent proliferation of the many strands in the braid of modernity. The journey she takes us on is dedicated to teasing those strands apart, using forms of cultural analysis from the social sciences to approach history with fresh eyes. Faced with the problem of trying to understand what is hardest to see: the familiar, she gains analytic distance and clarity by juxtaposing cultural analysis with history, asking how modernity began and how people conjured into existence the world we now recognize as modern. Part I describes the genesis of key modern social forms: the modern self, communities of strangers, the modern state, and the industrial world economy. Part II focuses on modern social types: races, genders, and childhood. Part III focuses on some of the cultural artifacts and activities of the contemporary world that people have invented and used to cope with the burdens of self-making and to react against the broken promises of modern discourse and the silent injuries of material modernism. Beautifully illustrated with over 100 color photographs in its 10 chapters, **MODERNITY REIMAGINED** is not just an explanation, an analysis of how modern life came to be, it is also a model for how to do cultural thinking about today’s world.

RULES OF PLAY

GAME DESIGN FUNDAMENTALS

MIT Press An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

THE OXFORD HANDBOOK OF VIRTUALITY

Oxford University Press The book is a compendium of thinking on virtuality and its relationship to reality from the perspective of a variety of philosophical and applied fields of study. Topics covered include presence, immersion, emotion, ethics, utopias and dystopias, image, sound, literature, AI, law, economics, medical and military applications, religion, and sex.

DESIGNING, DEPLOYING, AND EVALUATING VIRTUAL AND AUGMENTED REALITY IN EDUCATION

IGI Global Augmented reality (AR) and virtual reality (VR) provide flexibility in education and have become widely used for the promotion of multimedia learning. This use coincides with mobile devices becoming prevalent, VR devices becoming more affordable, and the creation of user-friendly software that allows the development of AR/VR applications by non-experts. However, because the integration of AR and VR into education is a fairly new practice that is only in its initial stage, these processes and outcomes need to be improved. *Designing, Deploying, and Evaluating*

Virtual and Augmented Reality in Education is an essential research book that presents current practices and procedures from different technology-implementation stages (design, deployment, and evaluation) to help educators use AR/VR applications in their own teaching practices. The book provides comprehensive information on AR and VR applications in different educational settings from various perspectives including but not limited to mobile learning, formal/informal learning, and integration strategies with practical and/or theoretical implications. Barriers and challenges to their implementation that are currently faced by educators are also addressed. This book is ideal for academicians, instructors, curriculum designers, policymakers, instructional designers, researchers, education professionals, practitioners, and students.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT

Cengage Learning **THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT** teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at <http://gamesalad.com/manuals> and <http://cookbook.gamesalad.com>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

INTEGRATING MULTI-USER VIRTUAL ENVIRONMENTS IN MODERN CLASSROOMS

IGI Global As innovation advances and grows, classrooms are able utilize more advanced technology to educate students. Through virtual learning environments, students can experience real-life tasks and situations more directly, promoting active engagement in education. **Integrating Multi-User Virtual Environments in Modern Classrooms** provides emerging research on the development of multi-user virtual learning environments and their potential role in education. Highlighting a range of pertinent topics, such as project-based learning, social learning theory, and interactive media, this book is a vital resource for educational researchers, school teachers, college professors, and

instructional designers seeking current research on the benefits and integration of multi-user virtual environments in modern education.

THE ROUTLEDGE COMPANION TO VIDEO GAME STUDIES

Routledge The number of publications dealing with video game studies has exploded over the course of the last decade, but the field has produced few comprehensive reference works. The Routledge Companion to Video Game Studies, compiled by well-known video game scholars Mark J. P. Wolf and Bernard Perron, aims to address the ongoing theoretical and methodological development of game studies, providing students, scholars, and game designers with a definitive look at contemporary video game studies. Features include: comprehensive and interdisciplinary models and approaches for analyzing video games; new perspectives on video games both as art form and cultural phenomenon; explorations of the technical and creative dimensions of video games; accounts of the political, social, and cultural dynamics of video games. Each essay provides a lively and succinct summary of its target area, quickly bringing the reader up-to-date on the pertinent issues surrounding each aspect of the field, including references for further reading. Together, they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student, scholar, and designer alike.

INTERDISCIPLINARY ADVANCEMENTS IN GAMING, SIMULATIONS AND VIRTUAL ENVIRONMENTS: EMERGING TRENDS

EMERGING TRENDS

IGI Global Gaming has long been a means for humans to share knowledge, learn new concepts, and escape the constraints of reality. Interdisciplinary Advancements in Gaming, Simulations and Virtual Environments: Emerging Trends investigates the role of games and computer-mediated simulations in a variety of environments, including education, government, and business. Exploring psychological, social, and cultural implications of games and simulations, as well as policies related to their design and development, this reference aims to support the work of researchers in this growing field, as well as bridge the gap between theory and practice in the application of electronic games to everyday situations.

THE GAMER'S BRAIN

HOW NEUROSCIENCE AND UX CAN IMPACT VIDEO GAME DESIGN

CRC Press Making a successful video game is hard. Even games that are successful at launch may fail to engage and retain players in the long term due to issues with the user experience (UX) that they are delivering. The game user experience accounts for the whole experience players have with a video game, from first hearing about it to navigating menus and progressing in the game. UX as a discipline offers guidelines to assist developers in creating the experience they want to deliver, shipping higher quality games (whether it is an indie game, AAA game, or "serious game"), and meeting their business goals while staying true to their design and artistic intent. In a nutshell, UX is about understanding the gamer's brain: understanding human capabilities and limitations to anticipate how a game will be perceived, the emotions it will elicit, how players will interact with it, and how engaging the experience will be. This book is designed to equip readers of all levels, from student to professional, with neuroscience knowledge and user experience guidelines and methodologies. These insights will help readers identify the ingredients for successful and engaging video games, empowering them to develop their own unique game recipe more efficiently, while providing a better experience for their audience. Key Features Provides an overview of how the brain learns and processes information by distilling research findings from cognitive science and psychology research in a very accessible way. Topics covered include: "neuromyths", perception, memory, attention, motivation, emotion, and learning. Includes numerous examples from released games of how scientific knowledge translates into game design, and how to use a UX framework in game development. Describes how UX can guide developers to improve the usability and the level of engagement a game provides to its target audience by using cognitive psychology knowledge, implementing human-computer interaction principles, and applying the scientific method (user research). Provides a practical definition of UX specifically applied to games, with a unique framework. Defines the most relevant pillars for good usability (ease of use) and good "engage-ability" (the ability of the game to be fun and engaging), translated into a practical checklist. Covers design thinking, game user research, game analytics, and UX strategy at both a project and studio level. Offers unique insights from a UX expert and PhD in psychology who has been working in the entertainment industry for over 10 years. This book is a practical tool that any professional game developer or student can use right away and includes the most complete overview of UX in games existing today.

METAGAMING

PLAYING, COMPETING, SPECTATING, CHEATING, TRADING, MAKING, AND BREAKING VIDEOGAMES

U of Minnesota Press The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as “games about games,” metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in Korean *StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, *Metagaming* transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don’t simply play videogames—we make metagames.

GAMES AS TEXTS

A PRACTICAL APPLICATION OF TEXTUAL ANALYSIS TO GAMES

CRC Press *Games as Texts* provides an overview and practical steps for analysing games in terms of their representations of social structures, class, power, race, sexuality, gender, animals, nature, and ability. Each chapter applies a traditional literary theory to the narrative and mechanics of games and explores the social commentary the games encourage. This approach demonstrates to players, researchers, games media, and non-gamers how they can

engage with these cultural artefacts through both critical reading and theoretical interpretations. **Key Features:**
Explores games through various literary and theoretical lenses Provides exemplar analysis and guiding questions to help readers think critically about games Highlights the social commentary that all texts can reveal—including games—and how this impacts narrative and mechanics

3D ENGINE DESIGN FOR VIRTUAL GLOBES

CRC Press Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics. Topics covered include: Rendering globes, planet-sized terrain, and vector data Multithread resource management Out-of-core algorithms Shader-based renderer design

GAME DESIGN WORKSHOP

A PLAYCENTRIC APPROACH TO CREATING INNOVATIVE GAMES, THIRD EDITION

CRC Press Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

THE ULTIMATE GUIDE TO VIDEO GAME WRITING AND DESIGN

Lone Eagle • Authors are top game designers • Aspiring game writers and designers must have this complete bible There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to

Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, there's complete information on how to present a visionary new idea to developers and publishers. Got game? Get *The Ultimate Guide to Video Game Writing and Design*. From the Trade Paperback edition.

GAMISH

A GRAPHIC HISTORY OF GAMING

Penguin UK *Shortlisted for the British Book Design and Production Award for Graphic Novels* 'A love letter to gaming in all its forms - from board games, to role-play, to virtual reality and video games. For fans of gaming, this is the perfect read. For those new to gaming, it is the perfect introduction' *The Scotsman* A thrilling illustrated journey through the history of video games and what they really mean to us Pac-Man. Mario. Minecraft. Doom. Ever since he first booted up his brother's dusty old Atari, comic artist Edward Ross has been hooked on video games. Years later, he began to wonder: what makes games so special? Why do we play? And how do games shape the world we live in? This lovingly illustrated book takes us through the history of video games, from the pioneering prototypes of the 1950s to the modern era of blockbuster hits and ingenious indie gems. Exploring the people and politics behind one of the world's most exciting art-forms, *Gamish* is a love letter to something that has always been more than just a game.

CRITICAL GAMING: INTERACTIVE HISTORY AND VIRTUAL HERITAGE

Routledge This book explains how designing, playing and modifying computer games, and understanding the theory behind them, can strengthen the area of digital humanities. This book aims to help digital humanities scholars understand both the issues and also advantages of game design, as well as encouraging them to extend the field of computer game studies, particularly in their teaching and research in the field of virtual heritage. By looking at re-occurring issues in the design, playtesting and interface of serious games and game-based learning for cultural heritage and interactive history, this book highlights the importance of visualisation and self-learning in game studies and how this can intersect with digital humanities. It also asks whether such theoretical concepts can be applied to practical learning situations. It will be of particular interest to those who wish to investigate how games and virtual

environments can be used in teaching and research to critique issues and topics in the humanities, particularly in virtual heritage and interactive history.

RESEARCHING LEARNING IN VIRTUAL WORLDS

Springer Science & Business Media Most of the chapters in this book are extended papers from Research Learning in Virtual Environments (reLIVE08), an international conference held by the UK Open University in Milton Keynes in November 2008. Authors of the best papers and presentations from the conferences were invited to contribute to Research Learning in Virtual Worlds, the first book to specifically address research methods and related issues for education in virtual worlds. The book covers a range of research undertaken in virtual worlds. It opens with an accessible introduction both to the book and to the subject area, making it an ideal springboard for those who are new to research in this area. The subsequent ten chapters present work covering a range of research methodologies across a broad discipline base, providing essential reading for advanced undergraduate or postgraduate researchers working in education in virtual worlds, and engaging background material for researchers in similar and related disciplines.

GAMES AND LEARNING ALLIANCE

SECOND INTERNATIONAL CONFERENCE, GALA 2013, PARIS, FRANCE, OCTOBER 23-25, 2013, REVISED SELECTED PAPERS

Springer This book constitutes the refereed proceedings of the Second International Conference on Games and Learning Alliance, GALA 2013, held in Paris, France, in October 2013. The 25 revised papers presented together with 9 poster papers were carefully reviewed and selected from numerous submissions. The papers advance the state of the art in the technologies and knowledge available to support development and deployment of serious games. They are organized in 3 research tracks on design, technology and application. Also included is the outcome of a GALA workshop on a widely applied instructional design model: 4C-ID.

PUSH

SOFTWARE DESIGN AND THE CULTURAL POLITICS OF MUSIC PRODUCTION

Oxford University Press Push: Software Design and the Cultural Politics of Music Production shows how changes in the

design of music software in the first decades of the twenty-first century shaped the production techniques and performance practices of artists working across media, from hip-hop and electronic dance music to video games and mobile apps. Emerging alongside developments in digital music distribution such as peer-to-peer file sharing and the MP3 format, digital audio workstations like FL Studio and Ableton Live introduced design affordances that encouraged rapid music creation workflows through flashy, user-friendly interfaces. Meanwhile, software such as Avid's Pro Tools attempted to protect its status as the industry standard, professional DAW of choice by incorporating design elements from pre-digital music technologies. Other software, like Cycling 74's Max, asserted its alterity to commercial DAWs by presenting users with nothing but a blank screen. These are more than just aesthetic design choices. Push examines the social, cultural, and political values designed into music software, and how those values become embodied by musical communities through production and performance. It reveals ties between the maximalist design of FL Studio, skeuomorphic design in Pro Tools, and gender inequity in the music products industry. It connects the computational thinking required by Max, as well as iZotope's innovations in artificial intelligence, with the cultural politics of Silicon Valley's design thinking. Finally, it thinks through what happens when software becomes hardware, and users externalize their screens through the use of MIDI controllers, mobile media, and video game controllers. Amidst the perpetual upgrade culture of music technology, Push provides a model for understanding software as a microcosm for the increasing convergence of globalization, neoliberal capitalism, and techno-utopianism that has come to define our digital lives.

HANDBOOK OF RESEARCH ON EDUCATIONAL DESIGN AND CLOUD COMPUTING IN MODERN CLASSROOM SETTINGS

IGI Global In the digital age, the integration of technology has become a ubiquitous aspect of modern society. These advancements have significantly enhanced the field of education, allowing students to receive a better learning experience. The Handbook of Research on Educational Design and Cloud Computing in Modern Classroom Settings is a pivotal reference source for the latest research findings on the strategic role of cloud computing in education, teaching, and the learning process. Featuring extensive coverage on relevant areas such as personal learning environment, cloud-based learning, and educational models, this publication is an ideal resource for educators, professionals, school administrators, researchers, and practitioners in the field of education.

CHALLENGES FOR GAME DESIGNERS

Charles River Media Welcome to a book written to challenge you, improve your brainstorming abilities, and sharpen your game design skills! **Challenges for Game Designers: Non-Digital Exercises for Video Game Designers** is filled with enjoyable, interesting, and challenging exercises to help you become a better video game designer, whether you are a professional or aspire to be. Each chapter covers a different topic important to game designers, and was taken from actual industry experience. After a brief overview of the topic, there are five challenges that each take less than two hours and allow you to apply the material, explore the topic, and expand your knowledge in that area. Each chapter also includes 10 "non-digital shorts" to further hone your skills. None of the challenges in the book require any programming or a computer, but many of the topics feature challenges that can be made into fully functioning games. The book is useful for professional designers, aspiring designers, and instructors who teach game design courses, and the challenges are great for both practice and homework assignments. The book can be worked through chapter by chapter, or you can skip around and do only the challenges that interest you. As with anything else, making great games takes practice and **Challenges for Game Designers** provides you with a collection of fun, thoughtprovoking, and of course, challenging activities that will help you hone vital skills and become the best game designer you can be.

INCREASING PRODUCTIVITY AND EFFICIENCY IN ONLINE TEACHING

IGI Global Distance learning has become very popular in recent years, making evident some of the problems inherent to online classes as they are today. High attrition rates, driven in part by student isolation and low satisfaction, have plagued online courses. For an online class to succeed, it must be built upon engaging media and meaningful interaction. **Increasing Productivity and Efficiency in Online Teaching** provides a reference for educators in virtual classrooms and enumerates strategies to foster instructor engagement and support. Because co-construction of information, opposed to rote memorization of disseminated facts, engages students and develops critical thinking skills, online education must shift to reflect this. Drawing from learning theory, this publication focuses on the ways educators can shape their online classes to best suit their students and leave them with knowledge and course satisfaction. This book is recommended for researchers, developers, students of education, administrators, and online educators in all subject areas.