Risen Instruction Manual Xbox 360

Ethics for the Information Age, Global EditionSongwriting For DummiesBig Data in PracticeConstruct 2 Game Development by ExampleThe Manhood TestGetting Started in Transmedia StorytellingPlugged inOwn Your SpaceThiefLessons for the Young Economist Teacher's ManualTransmedia MarketingVintage GamesConsumer BehaviorThe CRPG Book: A Guide to Computer Role-Playing GamesPocket Style ManualEssentials of Strategic ManagementAn Introduction to Music TechnologyThe PlayStation BookPlaying the PastThe Project Manager's Guide to Mastering AgileEmerging Technology Applications to Promote Physical Activity and HealthThe KumulipoFundamentals of Business (black and White)E-Learning and GamesInformation SystemsComputers Helping People with Special NeedsGames and RulesYouTube For DummiesThe Hardware HackerSalt Sugar FatApple Confidential 2.0Game Design WorkshopAging, Technology and HealthPhil Hellmuth's Texas Hold 'Em (Collins Gem)Schaum's Outline of Complex Variables, 2edThe Videogame Style Guide and Reference ManualManagement Information SystemsInvisible EnginesMedia Piracy in Emerging EconomiesGetting Started in 3D with Maya

Ethics for the Information Age, Global Edition

Songwriting For Dummies

This book is appropriate for any standalone Computers and Society or Computer Ethics course offered by a computer science, business, or philosophy department, as well as special modules in any advanced CS course. In an era where information technology changes constantly, a thoughtful response to these rapid changes requires a basic understanding of IT history, an awareness of current issues, and a familiarity with ethics. Ethics for the Information Age is unique in its balanced coverage of ethical theories used to analyze problems encountered by computer professionals in today's environment. By presenting provocative issues such as social networking, government surveillance, and intellectual property from all points of view, this market-leading text challenges students to think critically and draw their own conclusions, which ultimately prepares them to become responsible, ethical users of future technologies. Teaching and Learning Experience This program presents a better teaching and learning experience–for you and your students. It will help: Encourage Critical Thinking: A balanced, impartial approach to ethical issues avoids biased arguments, encouraging students to consider and analyze issues for themselves. Keep Your Course Current and Relevant: A thoughtful response to information technology requires an awareness of current information-technology-related issues. Support Learning: Resources are available to expand on the topics presented in the text.

Big Data in Practice

In Play Poker Like the Pros, poker master Phil Hellmuth, Jr., demonstrates exactly how to play and win -- even if you have never picked up a deck of cards -- the modern games of poker, including: Texas Hold'em, Omaha, Seven-Card Stud, and

Razz. Phil Hellmuth, Jr., a seven-time World Champion of Poker, presents his tournament-tested strategies to beat any type of player, including: The Jackal (crazy and unpredictable) The Elephant (plays too many hands) The Mouse (plays very conservatively) The Lion (skilled and tough to beat) Play Poker Like the Pros begins by laying out the rules and set-up of each game and then moves on to easy-to-follow basic and advanced strategies. Hellmuth teaches exactly which hands to play, when to bluff, when to raise, and when to fold. In addition Hellmuth provides techniques for reading other players and staying cool under pressure. There are also special chapters on how to beat online poker games and an inside look at tournament play.

Construct 2 Game Development by Example

The Manhood Test

This is the second edition of Robert Pratten's massively popular Getting Started in Transmedia Storytelling. It's a practical guide to developing cross-platform and pervasive entertainment written by a thought-leader and early practitioner. Whether you're a seasoned pro or a complete newbie, this book is filled with tips and insights gained from years of work in multi-platform interactive storytelling.

Getting Started in Transmedia Storytelling

An Introduction to Music Technology, Second Edition provides a clear overview of the essential elements of music technology for today's musician. This book focuses on the topics that underlie the hardware and software in use today: Sound, Audio, MIDI, Computer Notation, and Computer- Assisted Instruction. Appendices cover necessary computer hardware and software concepts. Written for both music technology majors and non-majors, this textbook introduces fundamental principles and practices so students can learn to work with a wide range of software programs, adapt to new music technologies, and apply music technology in their performance, composition, teaching, and analysis. Features: Thorough explanations of key topics in music technology Content applicable to all software and hardware, not linked to just one piece of software or gear In-depth discussion of digital audio topics, such as sampling rates, resolutions, and file formats Explanations of standard audio plug-ins including dynamics processors, EQs, and delay based effects Coverage of synthesis and sampling in software instruments Pedagogical features, including: Further Reading sections that allow the student to delve deeper into topics of interest Suggested Activities that can be carried out with a variety of different programs Key Terms at the end of each chapter What Do I Need? Chapters covering the types of hardware and software needed in order to put together Audio and MIDI systems A companion website with links to audio examples that demonstrate various concepts, step-by-step tutorials, relevant hardware, software, and additional audio and video resources. The new edition has been fully updated to cover new technologies that have emerged since the first edition, including iOS and mobile platforms, online notation software, alternate controllers, and Open Sound Control (OSC).

Plugged in

"Instead of becoming Men when they reach the age of adulthood, our boys remain sniveling, whining little babies. Under our very noses, our young adult males are failing in greater numbers to reach Manhood." An absolutely believable and unreservedly scathing indictment of our deteriorating social norms and declining state of Manhood in Tony Lavelle's revolutionary new book, The Manhood Test. He has authored the definitive work that will help any guy who really wants it, to become a Man. Tony's book is unlike any other on the subject of Manhood. Specifically, he defined candidly what a Man is. Also, true to the title, the author designed a series of legitimate manhood tests that can be administered to any male. The first test, for instance, when scored, will determine if the boy is--or is not--a mature & responsible Adult and a Man. Other tests in the book can be used to validate whether a guy is also a good citizen, husband, and father. For the ladies, who are tired of kissing so many toads searching for her prince, Tony has devised an easy 20 question "Pre-Husband Test." In 10 minutes, she can evaluate any guy to determine if he is authentic "husband material worth a wedding," or just another toad. Complete with skill checklists and detailed instructions as to how to train and prepare males to pass the tests, The Manhood Test is as insightful as it is practical in teaching any boy or young adult male to be a Man.

Own Your Space

The two-volume set LNCS 8547 and 8548 constitutes the refereed proceedings of the 14th International Conference on Computers Helping People with Special Needs, ICCHP 2014, held in Paris, France, in July 2014. The 132 revised full papers and 55 short papers presented were carefully reviewed and selected from 362 submissions. The papers included in the first volume are organized in the following topical sections: accessible media; digital content and media accessibility; 25 years of the Web: weaving accessibility; towards e-inclusion for people with intellectual disabilities; the impact of PDF/UA on accessible PDF; accessibility of non-verbal communication; emotions for accessibility (E4A), games and entertainment software; accessibility and therapy; implementation and take-up of e-accessibility; accessibility and usability of mobile platforms for people with disabilities and elderly persons; portable and mobile platforms for people with disabilities and elderly persons; people with cognitive disabilities: At, ICT and AAC; autism: ICT and AT; access to mathematics, science and music and blind and visually impaired people: AT, HCI and accessibility.

Thief

For over a decade, Andrew "bunnie" Huang, one of the world's most esteemed hackers, has shaped the fields of hacking and hardware, from his cult-classic book Hacking the Xbox to the open-source laptop Novena and his mentorship of various hardware startups and developers. In The Hardware Hacker, Huang shares his experiences in manufacturing and open hardware, creating an illuminating and compelling career retrospective. Huang's journey starts with his first visit to the staggering electronics markets in Shenzhen, with booths overflowing with capacitors, memory chips, voltmeters, and possibility. He shares how he navigated

the overwhelming world of Chinese factories to bring chumby, Novena, and Chibitronics to life, covering everything from creating a Bill of Materials to choosing the factory to best fit his needs. Through this collection of personal essays and interviews on topics ranging from the legality of reverse engineering to a comparison of intellectual property practices between China and the United States, bunnie weaves engineering, law, and society into the tapestry of open hardware. With highly detailed passages on the ins and outs of manufacturing and a comprehensive take on the issues associated with open source hardware, The Hardware Hacker is an invaluable resource for aspiring hackers and makers.

Lessons for the Young Economist Teacher's Manual

Marketing attempts to influence the way consumers behave. These attempts have implications for the organizations making the attempt, the consumers they are trying to influence, and the society in which these attempts occur. We are all consumers and we are all members of society, so consumer behavior, and attempts to influence it, are critical to all of us. This text is designed to provide an understanding of consumer behavior. This understanding can make us better consumer, better marketers, and better citizens. A primary purpose of this text is to provide the student with a usable, managerial understanding of consumer behavior.-Pref.

Transmedia Marketing

Vintage Games

Consumer Behavior

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

The CRPG Book: A Guide to Computer Role-Playing Games

This book uses practical examples to teach readers, and imparts the key skills and techniques of working in Construct 2 through building complete game projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development, design, and production.

Pocket Style Manual

Essentials of Strategic Management

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing

on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

An Introduction to Music Technology

Aging, Health and Technology takes a problem-centered approach to examine how older adults use technology for health. It examines the many ways in which technology is being used by older adults, focusing on challenges, solutions and perspectives of the older user. Using aging-health technology as a lens, the book examines issues of technology adoption, basic human factors, cognitive aging, mental health, aging and usability, privacy, trust and automation. Each chapter takes a case study approach to summarize lessons learned from unique examples that can be applied to similar projects, while also providing general information about older adults and technology. Discusses human factors design challenges specific to older adults Covers the wide range of health-related uses for technology—from fitness to leading a more engaged life Utilizes a case study approach for practical application Envisions what the future will hold for technology and older adults Employs a roster of interdisciplinary contributors

The PlayStation Book

This book constitutes the refereed proceedings of the 12th International Conference on e-Learning and Games, EDUTAINMENT 2018, held in Xi'an, China, in June 2018. The 32 full and 32 short papers presented in this volume were carefully reviewed and selected from 85 submissions. The papers were organized in topical sections named: virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; game rendering and animation; game rendering and animation and computer vision in edutainment; e-learning and game; and computer vision in edutainment.

Playing the Past

(Black & White version) Fundamentals of Business was created for Virginia Tech's MGT 1104 Foundations of Business through a collaboration between the Pamplin College of Business and Virginia Tech Libraries. This book is freely available at: http://hdl.handle.net/10919/70961 It is licensed with a Creative Commons-NonCommercial ShareAlike 3.0 license.

The Project Manager's Guide to Mastering Agile

The Kumulipo is the sacred creation chant of a family of Hawaiian alii, or ruling chiefs. Composed and transmitted entirely in the oral tradition, its 2000 lines provide an extended genealogy proving the family's divine origin and tracing the family history from the beginning of the world.

Emerging Technology Applications to Promote Physical Activity and Health

Journalists, stop playing guessing games! Inside the answers to your most pressing questions await: Videogame, one word or two? Xbox, XBox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism.

The Kumulipo

Chronicles the best and the worst of Apple Computer's remarkable story.

Fundamentals of Business (black and White)

Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go throughrapid and profound transformation due to the widespread adoption ofagile methodologies. Those changes are likely to dramaticallychange the role of project managers in many environments as we haveknown them and raise the bar for the entire project managementprofession; however, we are in the early stages of thattransformation and there is a lot of confusion about the impact ithas on project managers: There are many stereotypes and misconceptions that exist aboutboth Agile and traditional plan-driven project management, Agile and traditional project management principles andpractices are treated as separate and independent domains ofknowledge with little or no integration between the two andsometimes seen as in conflict with each other Agile and "Waterfall" are thought of as two binary,mutually-exclusive choices and companies sometimes try to force-fittheir business and projects to one of those extremes when the rightsolution is to fit the approach to the project It's no wonder that many Project Managers might beconfused by all of this! This book will help project managersunravel a lot of the confusion that exists; develop a totally newperspective to see Agile and traditional plan-driven projectmanagement principles and practices in a new light as complementaryto each other rather than competitive; and learn to develop anadaptive approach to blend those principles and practices togetherin the right proportions to fit any situation. There are many books on Agile and many books on traditionalproject management but what's very unique about this book isthat it takes an objective approach to help you understand thestrengths and weaknesses of both of those areas to see how they canwork synergistically to improve project outcomes in anyproject. The book includes discussion topics, real world casestudies, and sample enterprise-level agile frameworks thatfacilitate hands-on learning as well as an in-depth discussion ofthe principles behind both Agile and

traditional plan-drivenproject management practices to provide a more thorough level ofunderstanding.

E-Learning and Games

Discusses online security and safety for teenagers covers such topics as downloads, viruses, spyware, MySpace, identity theft, online predators, blogging, and online shopping.

Information Systems

Thorough yet concise, ESSENTIALS OF STRATEGIC MANAGEMENT, Third Edition, is a brief version of the authors' market-leading text STRATEGIC MANAGEMENT: AN INTEGRATED APPROACH. Following the same framework as the larger book, ESSENTIALS helps students identify and focus on core concepts in the field in a more succinct, streamlined format. Based on real-world practices and current thinking, the text's presentation of strategic management features an increased emphasis on the business model concept as a way of framing the issues of competitive advantage. Cutting-edge research, new strategic management theory, and a hands-on approach allow students to explore major topics in management, including corporate performance, governance, strategic leadership, technology, and business ethics. In addition, a high-quality case program examines small, medium, and large companies--both domestic and international--so that students gain experience putting chapter concepts into real-world practice in a variety of scenarios. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Computers Helping People with Special Needs

YouTube For Dummies takes the classic Dummies tact in helping tech novices get a handle on a popular technology that more tech-savvy audiences consider "simple." With so much content on YouTube getting media attention, more first-timers are jumping on the site and they need help. The book also helps the next step audience of users looking to add content to YouTube. Content includes: Watching the Tube - includes getting your PC ready for YouTube viewing, finding video, signing up for an account, and creating favorites. Loading Video to YouTube—covers the nuts and bolts of shooting video, transferring it to a PC, editing it, and sending it up to YouTube. Bringing Along YouTube—covers the various ways you can use YouTube video in places other than on the site. Includes mobile YouTube and adding videos to your MySpace page or another Web site. I Always Wanted To Direct—explores how to use YouTube's directors program to upload longer video, use the site for marketing, or launch your own videoblog.

Games and Rules

Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every

major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. Invisible Engines explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.

YouTube For Dummies

The guide that helps students study faster, learn better, and get top grades More than 40 million students have trusted Schaum's to help them study faster, learn better, and get top grades. Now Schaum's is better than ever-with a new look, a new format with hundreds of practice problems, and completely updated information to conform to the latest developments in every field of study. Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

The Hardware Hacker

Teaches how to use Maya to create three-dimensional animation projects, including focusing on such topics as lighting, modeling, and character skinning.

Salt Sugar Fat

Proven techniques for songwriting success This friendly, hands-on guide tackles the new face of the recording industry, guiding you through the shift from traditional sales to downloads and mobile music, as well as how you can harness social media networks to get your music "out there." You get basic songwriting concepts, insider tips and advice, and inspiration for writing — and selling —

meaningful, timeless songs. Songwriting 101 — get a grip on everything you need to know to write a song, from learning to listen to your "inner voice" to creating a "mood" and everything in between Jaunt around the genres — discover the variety of musical genres and find your fit, whether it's rock, pop, R&B, gospel, country, or more Let the lyrics out — master the art of writing lyrics, from finding your own voice to penning the actual words to using hooks, verses, choruses, and bridges Make beautiful music — find your rhythm, make melodies, and use chords to put the finishing touches on your song Work the Web — harness online marketing and social networks like Facebook, Twitter, and others to get your music heard by a whole new audience Open the book and find: What you need to know before you write a single note Tips on finding inspiration Ways to use poetic devices in lyrics Computer and Web-based shortcuts and technologies to streamline songwriting A look at famous songwriting collaborators Writing for stage, screen, and television How to make a demo to get your song heard Advice on how to make money from your music Songwriting For Dummies, 2nd Edition (9781119675655) was previously published as Songwriting For Dummies, 2nd Edition (9780470615140). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product.

Apple Confidential 2.0

Uncover Every Secret--Illustrated maps of every location will show you where to find all unique loot, collectibles, and supplies. Become a Master Thief--Do you want to utilize the vast arsenal at your fingertips or do you prefer to manipulate the environment with your Focus abilities? No matter the approach, we've got you covered with our wide variety of tips and strategies for each level. Maximize your Game Time--Every Thieving Challenge covered as you play to get your extra gold. Master all Weapons and Focus Abilities--Complete breakdown of every weapon and details about the Focus abilities will ensure you are well prepared for anything The City can throw at you. Play it on Every Platform--Guide covers PlayStation 3, PlayStation 4, Xbox 360, Xbox One and PC Free eGuide Access--Redeem your code to unlock the mobile-friendly eGuide version of the complete strategy guide.

Game Design Workshop

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.

Aging, Technology and Health

Transmedia Marketing: From Film and TV to Games and Digital Media skillfully guides media makers and media marketers through the rapidly changing world of entertainment and media marketing. Its groundbreaking transmedia approach integrates storytelling and marketing content creation across multiple media platforms – harnessing the power of audience to shape and promote your story. Through success stories, full color examples of effective marketing techniques in action, and insight from top entertainment professionals, Transmedia Marketing covers the fundamentals of a sound 21st century marketing and content plan. You'll master the strategy behind conducting research, identifying target audiences, setting goals, and branding your project. And, you'll learn first-hand how to execute your plan's publicity, events, advertising, trailers, digital and interactive content, and social media. Transmedia Marketing enlivens these concepts with: Hundreds of vibrant examples from across media platforms – The Hunger Games, Prometheus, The Dark Knight, Bachelorette, The Lord of the Rings, Despicable Me 2, Food, Inc., Breaking Bad, House of Cards, Downton Abbey, Game of Thrones, Top Chef, Pokémon, BioShock Infinite, Minecraft, Outlast, Titanfall, LEGO Marvel Super Heroes, Halo 4, Lonelygirl15, Annoying Orange Real-world advice from 45 leading industry writers, directors, producers, composers, distributors, marketers, publicists, critics, journalists, attorneys, and executives from markets, festivals, awards, and guilds Powerful in-depth case studies showcasing successful approaches – A.I. Artificial Intelligence, Mad Men, Lizzie Bennet Diaries, Here Comes Honey Boo Boo, and Martin Scorsese Presents the Blues Extensive Web content at www.transmediamarketing.com featuring a primer on transmedia platforms – film, broadcast, print, games, digital media, and experiential media; expanded case studies; sample marketing plans and materials; and exclusive interviews With Transmedia Marketing, you'll be fully versed in the art of marketing film, TV, games, and digital media and primed to write and achieve the winning plan for your next media project.

Phil Hellmuth's Texas Hold 'Em (Collins Gem)

The best-selling author of Big Data is back, this time with a unique and in-depth insight into how specific companies use big data. Big data is on the tip of everyone's tongue. Everyone understands its power and importance, but many fail to grasp the actionable steps and resources required to utilise it effectively. This book fills the knowledge gap by showing how major companies are using big data every day, from an up-close, on-the-ground perspective. From technology, media and retail, to sport teams, government agencies and financial institutions, learn the actual strategies and processes being used to learn about customers, improve manufacturing, spur innovation, improve safety and so much more. Organised for easy dip-in navigation, each chapter follows the same structure to give you the information you need quickly. For each company profiled, learn what data was used, what problem it solved and the processes put it place to make it practical, as well as the technical details, challenges and lessons learned from each unique scenario. Learn how predictive analytics helps Amazon, Target, John Deere and Apple understand their customers Discover how big data is behind the success of Walmart, LinkedIn, Microsoft and more Learn how big data is changing medicine, law enforcement, hospitality, fashion, science and banking Develop your own big

data strategy by accessing additional reading materials at the end of each chapter

Schaum's Outline of Complex Variables, 2ed

From a Pulitzer Prize-winning investigative reporter at The New York Times comes the troubling story of the rise of the processed food industry -- and how it used salt, sugar, and fat to addict us. Salt Sugar Fat is a journey into the highly secretive world of the processed food giants, and the story of how they have deployed these three essential ingredients, over the past five decades, to dominate the North American diet. This is an eye-opening book that demonstrates how the makers of these foods have chosen, time and again, to double down on their efforts to increase consumption and profits, gambling that consumers and regulators would never figure them out. With meticulous original reporting, access to confidential files and memos, and numerous sources from deep inside the industry, it shows how these companies have pushed ahead, despite their own misgivings (never aired publicly). Salt Sugar Fat is the story of how we got here, and it will hold the food giants accountable for the social costs that keep climbing even as some of the industry's own say, "Enough already."

The Videogame Style Guide and Reference Manual

Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z

Management Information Systems

Why do we play games and why do we play them on computers? The contributors of »Games and Rules« take a closer look at the core of each game and the motivational system that is the game mechanics. Games are control circuits that organize the game world with their (joint) players and establish motivations in a dedicated space, a »Magic Circle«, whereas game mechanics are constructs of rules designed for interactions that provide gameplay. Those rules form the base for all the excitement and frustration we experience in games. This anthology contains individual essays by experts and authors with backgrounds in Game Design and Game Studies, who lead the discourse to get to the bottom of game mechanics in video games and the real world - among them Miguel Sicart and Carlo Fabricatore.

Invisible Engines

Media Piracy in Emerging Economies

As experienced teachers of novice game designers, the authors have discovered patterns in the way that students grasp game design - the mistakes they make as well as the methods to help them to create better games. Each exercise requires no background in programming or artwork, releasing beginning designers from the intricacies of electronic game production and allowing them to learn what works and what doesn't work in a game system. Additionally, these exercises teach important skills in system design: the processes of prototyping, playtesting, and redesigning.

Getting Started in 3D with Maya

As technology becomes an ever-more prevalent part of everyday life, and population-based physical activity programs seek new ways to increase life-long engagement with physical activity, these two ideas have become increasingly linked. This Special Issue attempts to offer a thorough and critical examination of emerging technologies in physical activity and health promotion, considering technological interventions in different contexts (communities, clinics, schools, homes, etc.) among various populations, exploring the challenges of integrating technology into physical activity promotion, and offering solutions for its implementation. This Special Issue aims to take a broadly positive stance toward interactive technology initiatives and, while discussing some negative implications of an increased use of technology, offers practical recommendations for promoting physical activity through various emerging technologies, including, but not limited to: Active video games (exergaming); social media; mobile device apps; health wearables; mobile games, augmented reality games, global positioning and geographic information systems; and virtual reality. Offering a logical and clear critique of emerging technologies in physical activity and health promotion, this Special Issue will provide useful suggestions and practical implications for researchers, practitioners, and educators in the fields of public health, kinesiology, physical activity and health, and healthcare.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION