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Beat Suter,Mela Kocher,René Bauer

Games and Rules Beat Suter, Mela Kocher, René Bauer, 2019-03-31 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.

Decolonizing Science in Latin American Art Joanna Page, 2021-04-15 Projects that bring the 'hard' sciences into art are increasingly being exhibited in galleries and museums across the world. In a surge of publications on the subject, few focus on regions beyond Europe and the Anglophone world. Decolonizing Science in Latin American Art assembles a new corpus of art-science projects by Latin American artists, ranging from big-budget collaborations with NASA and MIT to homegrown experiments in artists' kitchens. While they draw on recent scientific research, these art projects also 'decolonize' science. If increasing knowledge of the natural world has often gone hand-in-hand with our objectification and exploitation of it, the artists studied here emphasize the subjectivity and intelligence of other species, staging new forms of collaboration and co-creativity beyond the human. They design technologies that work with organic processes to promote the health of ecosystems, and seek alternatives to the logics of extractivism and monoculture farming that have caused extensive ecological damage in Latin America. They develop do-it-yourself, open-source, commons-based practices for sharing creative and intellectual property. They establish critical dialogues between Western science and indigenous thought, reconnecting a disembedded, abstracted form of knowledge with the cultural, social, spiritual, and ethical spheres of experience from which it has often been excluded. Decolonizing Science in Latin American Art interrogates how artistic practices may communicate, extend, supplement, and challenge scientific ideas. At the same time, it explores broader questions in the field of art, including the relationship between knowledge, care, and curation; nonhuman agency; art and utility; and changing approaches to participation. It also highlights important contributions by Latin American thinkers to themes of global significance, including the Anthropocene, climate change and environmental justice.

Choosing and Using Digital Games in the Classroom Katrin Becker, 2016-09-29 This book presents an in-depth overview of the uses of digital games in education, from K-12 up through post-secondary. Beginning with a look at the history of games in education and the context for digital games, this book guides readers through various methods of serious game implementation, including the Magic Bullet Model, which focuses on the player's point of view of the game experience. The book also includes methods of measuring the effects of games in education and guidance on creating digital game-based learning lesson plans.

ART OF POINT-AND-CLICK ADVENTURE GAMES. BITMAP BOOKS., 2020

Game Production Studies Olli Sotamaa, Jan Svelch, 2021-03-18 1. Production as a major factor of video game culture Media research often revolves around the triumvirate of texts, audiences, and industries as its main focal points. Writing in 2017, Aphra Kerr, the leading expert on video game industry, noted that video game production is an understudied area both in game studies and in media studies more broadly, especially when compared to how much has been written games and players. This edited collection aims to address this research gap by zooming in on particular issues connected to labor, development, publishing, and monetization and catch up on other areas of research, such as screen studies, which started paying attention to production decades ago. 2. A contextualized treatment of video game production As the first collection to exclusively focus on video game production, Game Production Studies offers a unique package of 16 chapters, which explore major themes of labor, development, publishing, and monetization. Building upon the rich foundations of production studies, the collection combines various methodological approaches in order to analyze the cultural practices of video game production. Altogether, it tackles a wide range of issues and topics and aspires to provide the go-to resource for anyone interested in video game production. 3. Timely case studies from across the world This edited collection brings together 16 all-new essays based on empirical research carried out in recent years across the world. Our contributors present case studies from Canada, China, Finland, France, Germany, Poland, and the US among other countries. Considering how fast the video game production networks are evolving, the collection provides both timely discussion of new trends and phenomena such as boutique publishers, in-game monetization regulation, or game jam natives and also historical probes into particular industries, which address the wider socio-historical context of these changes.

The Young Wizard's Hexopedia Anthemion Buckram, Craig Conley, 2015-04-03 The Hexopedia is a one-of-a-kind story of magic words-what they're made of, where they came from, where they can take you, and how they interact with the world and with each other. It is a whimsical training manual on speaking, writing, and listening magically. It is a treasure chest of hands-on techniques to access the full wisdom and power for beginning things, attracting things, protecting things, and bestowing things. It reveals how to assemble, paint, and manipulate words, even invisible words. It teaches how to become fluent in the language, or rather languages, of spellcraft, and how to interact on a magical level with the elements, the animals, and the trees. It is meant to enlighten its young readers and inspire them to create pure wonder and awe whenever they speak. Sources range from the hierophants of ancient Egypt; to the high priests, medicine men, sorcerers, and alchemists of the Middle Ages; to the necromancers and wizards of legend and fairy tale; to the workers of wonders and miracles throughout history. The Hexopedia showcases those powerful words and spells that give shape and form to ungraspable feats. The Hexopedia was inspired by the fact that the shop windows of Universal Studios' Wizarding World of Harry Potter (Los Angeles and Orlando) display genuine-looking tomes of magic but don't offer them for sale. The Hexopedia looks, feels, and reads like an authentic artifact of wizardry, appealing to young fans of Harry Potter, Oz, Lord of the Rings, and other sword-and-sorcery books, films, and video games. Magic words are naturally as old as conjuring itself, echoes of the rhythm and vibration of creative power. A great many of these words have stood the test of time, passed on from master to apprentice, generation through generation. These ancient, musical, poetic incantations have a profound-but not necessarily unfathomable-mystique. For example, there is profound meaning in the clichéd image of a magician pulling a rabbit out of an empty hat with the word abracadabra. The magician is speaking an ancient Hebrew phrase that means I will create with words. He is making something out of nothing, echoing that famous line from Genesis: Let there be light, and there was light, only in this case the light is a white rabbit and perhaps a flash of fire. The magic word, whether it be abracadabra or another of the magician's choosing, resonates with us because there is an instinctive understanding that words are powerful, creative forces. Unlike with so many magic books on the market, parents need not fear any nefarious intent or ideological subtext; The Hexopedia promotes a deliberately positive, universal message about empowering one's communication skills for beneficial results. This is not an indoctrination into any system of belief or religious practice; rather, the book encourages readers' imaginations as it slyly teaches ways to choose words carefully. The book offers text and diagrams that seem mysterious and occult yet are constructive and purposively devoid of religious overtones of any kind. The Hexopedia is expressly designed to foster treasured youthful experiences, inspiring a love of literacy and learning as it promotes intellectual growth through enchantment and entertainment.

Possible Worlds in Video Games: From Classic Narrative to Meaningful Actions Antonio José Planells de la Maza, 2017-11-21 In current digital games, classic fictional worlds are transformed into ludofictional worlds, spaces rich in characters and emotions that are especially affected by the intervention of a player. In this book, we propose a model, inspired by the Semantics of Fiction and Possible Worlds, which is oriented to the analysis of video games as integrated systems.

Posthumanism and the Massive Open Online Course Jeremy Knox, 2016-01-29 Posthumanism and the Massive Open Online Course critiques the problematic reliance on humanism that pervades online education and the MOOC, and explores theoretical frameworks that look beyond these limitations. While MOOCs (massive open online courses) have attracted significant academic and media attention, critical analyses of their development have been rare. Following an overview of MOOCs and their corporate means of promotion, this book unravels the tendencies in research and theory that continue to adopt normative views of user access, participation, and educational space in order to offer alternatives to the dominant understandings of community and authenticity in education.

The New Digital Storytelling Bryan Alexander, 2011-04-07 This book surveys the many ways of telling stories with digital technology, including blogging, gaming, social media, podcasts, and Web video. Digital storytelling uses new media tools and platforms to tell stories. The second wave of digital storytelling started in the 1990s with the rise of popular video production, then progressed in the new century to encompass newer, social media technologies. The New Digital Storytelling: Creating Narratives with New Media is the first book that gathers these new, old, and emergent practices in one place, and provides a historical context for these methods. Author Bryan Alexander explains the modern expression of the ancient art of storytelling, weaving images, text, audio, video, and music together. Alexander draws upon the latest technologies, insights from the latest scholarship, and his own extensive experience to describe the narrative creation process with personal video, blogs, podcasts, digital imagery, multimedia games, social media, and augmented reality—all platforms that offer new pathways for creativity, interactivity, and self-expression.

Understanding Digital Technologies and Young Children Susanne Garvis, Narelle Lemon, 2015-09-08 Understanding Digital Technologies and Young Children explores the possibilities digital technology brings to enhance the learning and developmental needs of young children. Globally, the role of technology is an increasingly important part of everyday life. In many early childhood education frameworks and curricula around the world, there is an expectation that children are developing skills to become effective communicators and are using digital technology to investigate their ideas and represent their thinking. This means that educators throughout the world are expected to actively enhance children's learning in ways that provide learning experiences with technology that are balanced and purposeful to allow the transformation of traditional authentic learning experiences. Digital technologies can be used to explore, manipulate, discover, play and interact with real and imaginative worlds to allow active meaning making. With a wide range of expert contributors, this book provides a comprehensive examination of the current research on technology and young children and the importance of engagement for learning. This approach encourages the reader to rethink the possibilities and potential of digital technologies for learning in the early years, especially in the years before formal schooling when children might be attending early childhood settings. This will be a valuable reference for anyone looking for an international perspective on digital technology and young children, and is particularly aimed at current and future teachers.

Authentic Learning for the Digital Generation Angela McFarlane, 2014-08-13 Why should we use technology to support learning? Where does the responsibility lie to prepare young people to be active and successful cybercitizens? Can we go on confiscating pupils' smartphones indefinitely? Authentic Learning for the Digital Generation is a vital examination of young people's use of personal devices, online creative communities and digital gaming. It calls into question the idea of the 'digital native' and shows clearly that the majority of young users need help and support in order to benefit from the rich learning potential of personal, mobile and online technology use. Written by a leading authority on the role of digital technologies in education, it looks in detail at the practice and implications of learning using personal devices, collaborative online spaces, learning platforms, user generated content and digital games. In particular, approaches to solving problems, building knowledge, manipulating data and creating texts are examined. It offers clear strategies, a vision for what effects on learning we might reasonably expect when children are given access to different types of technology, and explores the challenges of managing these practices in the classroom. Authentic Learning for the Digital Generation offers careful analysis at a time when there is much discussion about young people emerging from school unprepared for the world of work and often struggling to manage their personal relationships as they are exposed to strong content and harsh criticism online. It considers what we know of childhood experience in a digital world and offers ways in which schools and teachers can embrace the opportunity presented by ubiquitous ownership of connected, digital devices to enrich and deepen learning.

Storyplaying Sebastian Domsch, 2013-08-28 Incontestably, Future Narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.

The Game of Humor Charles R. Gruner, 2011-12-31 Humor, wit, and laughter surround each person. From everyday quips to the carefully contrived comedy of literature, newspapers, and television we experience humor in many forms, yet the impetus for our laughter is far from innocuous. Misfortune, stupidity, and moral or cultural defects, however faintly revealed in others and ourselves, seem to make us laugh. Although discomfiting, such negative terms as superiority, aggression, hostility, ridicule, or degradation can be applied to instances of humor. According to scholars, Thomas Hobbes's superiority theory—that humor arises from mischances, infirmities, and indecencies, where there is no wit at all—applies to most humor. With the exception of good-natured play, Charles R. Gruner claims that humor is rarely as innocent as it first appears. Gruner's proposed superiority theory of humor is all-encompassing. In The Game of Humor, he expands the scope of Hobbes's theory to include and explore the contest aspect of good-natured play. As such, the author believes all instances of humor can be examined as games, in terms of competition and keeping score—winners and losers. Gruner draws on a broad spectrum of thought-provoking examples. Holocaust jokes, sexual humor, the racist dialogue of such comic characters as Stepin Fetchit and Archie Bunker, simple puns, and many of the author's own encounters with everyday humor. Gruner challenges the reader to offer a single example of humor that cannot be de-humored by its agonistic nature. The Game of Humor makes intriguing and enjoyable reading for people interested in humor and the aspects of human motivation. This book will also be valuable to professionals in communication and information studies, sociologists, literary critics and linguists, and psychologists concerned with the conflicts and tensions of everyday life.

Game User Experience Evaluation Regina Bernhaupt, 2015-06-04 Evaluating interactive systems for their user experience (UX) is a standard approach in industry and research today. This book explores the areas of game design and development and Human Computer Interaction (HCI) as ways to understand the various contributing aspects of the overall gaming experience. Fully updated, extended and revised this book is based upon the original publication Evaluating User Experience in Games, and provides updated methods and approaches ranging from user-orientated methods to game specific approaches. New and emerging methods and areas explored include physiologically-orientated UX evaluation, user behaviour, telemetry based methods and social play as effective

evaluation techniques for gaming design and evolving user-experience. Game User Experience Evaluation allows researchers, PhD students as well as game designers and developers to get an overview on available methods for all stages of the development life cycle.

Digital Media and Textuality Daniela Côrtes Maduro,2017-12-31 Due to computers' ability to combine different semiotic modes, texts are no longer exclusively comprised of static images and mute words. How have digital media changed the way we write and read? What methods of textual and data analysis have emerged? How do we rescue digital artifacts from obsolescence? And how can digital media be used or taught inside classrooms? These and other questions are addressed in this volume that assembles contributions by artists, writers, scholars and editors such as Dene Grigar, Sandy Baldwin, Carlos Reis, and Frieder Nake. They offer a multiperspectival view on the way digital media have changed our notion of textuality.

The Art of Richard Thompson Bill Watterson,Nick Galifianakis,David Apatoff,2014-11-25 Richard Thompson is renowned among cartoonists as an artist's cartoonist. Little known to all but those close to him is the extent of his art talent. This is the book that will enlighten the rest of us and delight us with the sheer beauty of his work. Divided into six sections, each beginning with an introductory conversation between Thompson and six well-known peers, including Bill Watterson, the book will present Thompson's illustration work, caricatures, and his creation, Richard's Poor Almanack. Each section is highly illustrated, many works in color, most of them large and printed one-to-a-page. The diversity of work will help cast a wider net, well beyond Cul de Sac fans.

Reading Theatre Anne Ubersfeld,1999-01-01 Ubersfeld show how formal analysis can enrich the work of theatre practioners and offers a reading of the symbolic structures of stage space and time as well as opening up mulitple possibilities for interpreting a play's line of action.

Video Game Spaces Michael Nitsche,2008-12-05 An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

Real Time Cameras Mark Haigh-Hutchinson,2009-04-02 The control of cameras is as important in games as it is in cinema. How the camera tracks and moves determines our point of view and influences our attitude towards the content. A poorly designed camera system in a game can disrupt a users experience, while a well-designed one can make a good game into a great one. The challenge in games is that th

Populism, Media and Education Maria Ranieri,2016-01-22 Based on a major research project funded by the European Commission, Populism, Media and Education studies how discriminatory stereotypes are built online with a particular focus on right-wing populism. Globalization and migration have led to a new era of populism and racism in Western countries, rekindling traditional forms of discrimination through innovative means. New media platforms are being seen by populist organizations as a method to promote hate speech and unprecedented forms of proselytism. Race, gender, disability and sexual orientation are all being used to discriminate and young people are the preferred target for populist organizations and movements. This book examines how media education can help to deconstruct such hate speech and promote young people's full participation in media-saturated societies. Drawing on rich examples from Austria, Belgium, Bulgaria, France, Italy, Slovenia, and the UK - countries characterized by different political and cultural contexts - Populism, Media and Education addresses key questions about the meaning of new populism, the nature of e-engagement, and the role of education and citizenship in the digital century. With its international and interdisciplinary approach, this book is essential reading for academics and students in the areas of education, media studies, sociology, cultural studies, political sciences, discrimination and gender studies.

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