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Bitmap Books

Paratextualizing Games Benjamin Beil, Gundolf S. Freyermuth, Hanns Christian Schmidt, 2021-11-30 Gaming no longer only takes place as a ›closed interactive experience‹ in front of TV screens, but also as broadcast on streaming platforms or as cultural events in exhibition centers and e-sport arenas. The popularization of new technologies, forms of expression, and online services has had a considerable influence on the academic and journalistic discourse about games. This anthology examines which paratexts gaming cultures have produced - i.e., in which forms and formats and through which channels we talk (and write) about games - as well as the way in which paratexts influence the development of games. How is knowledge about games generated and shaped today and how do boundaries between (popular) criticism, journalism, and scholarship have started to blur? In short: How does the paratext change the text?

Being Dragonborn Mike Piero, Marc A. Ouellette, 2021-09-28 The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, Skyrim is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing Skyrim, in many ways, is akin to playing 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

A New Literacies Sampler Michele Knobel, Colin Lankshear, 2007 The study of new literacies is quickly emerging as a major research field. This book «samples» work in the broad area of new literacies research along two dimensions. First, it samples some typical examples of new literacies - video gaming, fan fiction writing, weblogging, role play gaming, using websites to participate in affinity practices, memes, and other social activities involving mobile technologies. Second, the studies collectively sample from a wide range of approaches potentially available for researching and studying new literacies from a sociocultural perspective. Readers will come away with a rich sense of what new literacies are, and a generous appreciation of how they are being researched.

Procedural Storytelling in Game Design Tanya X. Short, Tarn Adams, 2019-03-14 This edited collection of chapters concerns the evolving discipline of procedural storytelling in video games. Games are an interactive medium, and this interplay between author, player and machine provides new and exciting ways to create and tell stories. In each essay, practitioners of this artform demonstrate how traditional storytelling tools such as characterization, world-building, theme, momentum and atmosphere can be adapted to full effect, using specific examples from their games. The reader will learn to construct narrative systems, write procedural dialog, and generate compelling characters with unique personalities and backstories. Key Features Introduces the differences between static/traditional game design and procedural game design Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways World's finest guide for how to begin thinking about procedural design

Designing Games Tynan Sylvester, 2013-01-03 Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

Role Playing Materials Rafael Bienia, 2016

Players Making Decisions Zack Hiwiler, 2015-12-09 Game designers today are expected to have an arsenal of multi-disciplinary skills at their disposal in the fields of art and design, computer programming, psychology, economics, composition, education, mythology—and the list goes on. How do you distill a vast universe down to a few salient points? *Players Making Decisions* brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions. It is the decision to move right or left, to pass versus shoot, or to develop one's own strategy that makes the game enjoyable to the player. As a game designer, you are never entirely certain of who your audience will be, but you can enter their world and offer a state of focus and concentration on a task that is intrinsically rewarding. This detailed and easy-to-follow guide to game design is for both digital and analog game designers alike and some of its features include: A clear introduction to the discipline of game design, how game development teams work, and the game development process Full details on prototyping and playtesting, from paper prototypes to intellectual property protection issues A detailed discussion of cognitive biases and human decision making as it pertains to games Thorough coverage of key game elements, with practical discussions of game mechanics, dynamics, and aesthetics Practical coverage of using simulation tools to decode the magic of game balance A full section on the game design business, and how to create a sustainable lifestyle within it

The Interactive Past Angus A. A. Mol, Angenitus Arie Andries Mol, Csilla E. Ariese-Vandemeulebroucke, Krijn H. J. Boom, Aris Politopoulos, 2017 Video games, even though they are one of the present's quintessential media and cultural forms, also have a surprising and many-sided relation with the past. From seminal series like Sid Meier's Civilization or Assassin's Creed to innovative indies like Never Alone and Herald, games have integrated heritages and histories as key components of their design, narrative, and play. This has allowed hundreds of millions of people to experience humanity's diverse heritage through the thrill of interactive and playful discovery, exploration, and (re-)creation. Just as video games have embraced the past, games themselves are also emerging as an exciting new field of inquiry in disciplines that study the past. Games and other interactive media are not only becoming more and more important as tools for knowledge dissemination and heritage communication, but they also provide a creative space for theoretical and methodological innovations. The Interactive Past brings together a diverse group of thinkers -- including archaeologists, heritage scholars, game creators, conservators and more -- who explore the interface of video games and the past in a series of unique and engaging writings. They address such topics as how thinking about and creating games can inform on archaeological method and theory, how to leverage games for the communication of powerful and positive narratives, how games can be studied archaeologically and the challenges they present in terms of conservation, and why the deaths of virtual Romans and the treatment of video game chickens matters. The book also includes a crowd-sourced chapter in the form of a question-chain-game, written by the Kickstarter backers whose donations made this book possible. Together, these exciting and enlightening examples provide a convincing case for how interactive play can power the experience of the past and vice versa.

Procedural Generation in Game Design Tanya Short, Tarn Adams, 2017-06-12 Making a game can be an intensive process, and if not planned accurately can easily run over budget. The use of

procedural generation in game design can help with the intricate and multifarious aspects of game development; thus facilitating cost reduction. This form of development enables games to create their play areas, objects and stories based on a set of rules, rather than relying on the developer to handcraft each element individually. Readers will learn to create randomized maps, weave accidental plotlines, and manage complex systems that are prone to unpredictable behavior. Tanya Short's and Tarn Adams' *Procedural Generation in Game Design* offers a wide collection of chapters from various experts that cover the implementation and enactment of procedural generation in games. Designers from a variety of studios provide concrete examples from their games to illustrate the many facets of this emerging sub-discipline. Key Features: Introduces the differences between static/traditional game design and procedural game design Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways Includes industry leaders' experiences and lessons from award-winning games World's finest guide for how to begin thinking about procedural design

Role-Playing Game Studies Sebastian Deterding, José Zagal, 2018-04-17 This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like *Dungeons & Dragons* to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like *Fallout* and *World of Warcraft*. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

Dragon Tarot Nigel Suckling, 2008-02-01 Majestic in their power, dragons inhabit the mythic world of the unconscious. In this traditional 78-card deck are fire-breathing dragons, sea serpents, winged dragons of the air, and earth-dwellers who intends to reveal the secrets of the past, the possibilities of the present and all the potential of the future.

Game Balance Ian Schreiber, Brenda Romero, 2021-08-16 Within the field of game design, game balance can best be described as a black art. It is the process by which game designers make a game simultaneously fair for players while providing them just the right amount of difficulty to be both exciting and challenging without making the game entirely predictable. This involves a combination of mathematics, psychology, and occasionally other fields such as economics and game theory. *Game Balance* offers readers a dynamic look into game design and player theory. Throughout the book, relevant topics on the use of spreadsheet programs will be included in each chapter. This book therefore doubles as a useful reference on Microsoft Excel, Google Spreadsheets, and other spreadsheet programs and their uses for game designers. FEATURES The first and only book to explore game balance as a topic in depth Topics range from intermediate to advanced, while written in an accessible style that demystifies even the most challenging mathematical concepts to the point where a novice student of game design can understand and apply them Contains powerful spreadsheet techniques which have been tested with all major spreadsheet programs and battle-tested with real-world game design tasks Provides short-form exercises at the end of each chapter to allow for practice of the techniques discussed therein along with three long-term projects divided into parts throughout the book that involve their creation Written by award-winning designers with decades of experience in the field Ian Schreiber has been in the industry since 2000, first as a programmer and then as a game designer. He has worked on eight published game titles, training/simulation games for three Fortune 500 companies, and has advised countless student projects. He is the co-founder of Global Game Jam, the largest in-person game jam event in the world. Ian has taught game design and development courses at a variety of colleges and universities since 2006. Brenda Romero is a BAFTA award-winning game director, entrepreneur, artist, and Fulbright award recipient and is presently game director and creator of the *Empire of Sin* franchise. As a game director, she has worked on 50 games and contributed to many seminal titles, including the *Wizardry* and *Jagged Alliance* series and titles in the *Ghost Recon*, *Dungeons & Dragons*, and *Def Jam* franchises.

Level Design Christopher W. Totten, 2017-03-27 In this book, veteran game developers, academics, journalists, and others provide their processes and experiences with level design. Each provides a unique perspective representing multiple steps of the process for interacting with and creating game levels – experiencing levels, designing levels, constructing levels, and testing levels. These diverse perspectives offer readers a window into the thought processes that result in memorable open game worlds, chilling horror environments, computer-generated levels, evocative soundscapes, and many other types of gamespaces. This collection invites readers into the minds of professional designers as they work and provides evergreen topics on level design and game criticism to inspire both new and veteran designers. Key Features: Learn about the processes of experienced developers and level designers in their own words Discover best-practices for creating levels for persuasive play and designing collaboratively Offers analysis methods for better understanding game worlds and how they function in response to gameplay Find your own preferred method of level design by learning the processes of multiple industry veterans

David Perry on Game Design David Perry, Rusel DeMaria, 2009 Presents a collection of ready-to-use ideas to create computer and video games, with information on game types, storyline creation, character development, weapons and armor, game worlds, obstacles, and goals and rewards.

A Guide to Japanese Role-Playing Games Bitmap Books, 2021-10-25

Queens of Fennbirn Kendare Blake, 2018-05-03 *Queens of Fennbirn* contains two gripping stories from the New York Times bestselling *Three Dark Crowns* universe, written by Kendare Blake. *The Young Queens* is the story of the three queens when they were born, before they were separated - it gives a short glimpse of the time when they all lived together, loved each other and protected one another. It's also the story of the day they were torn apart and the immediate years that followed before the opening of *Three Dark Crowns*. *The Oracle Queen* - historically, baby queens born with the sight gift were drowned. This had been the practice for hundreds of years, so long that few were even born any more, as if the Goddess knew it would be a waste. It is a harsh sentence, but necessary, for it is well-known that in a queen the sight gift will run strong. Strong enough to drive her mad. This is the tale of the last sight-gift queen to be allowed to live. She was overcome by paranoia and false visions, driven past the brink by the phantom thoughts of others in her head, so she set upon the capital with bloody ruin, murdering whole houses, whole family lines, without trial. Or at least, that is how the tale is told. This is her story.

Twelve Years a Slave Solomon Northup, 2024-01-04 Filmatized in 2013 and the official recipient of three Oscars, Solomon Northup's powerful slave narrative 'Twelve Years a Slave' depicts Nortup's life as he is sold into slavery after having spent 32 years of his life living as a free man in New York. Working as a travelling musician, Northup goes to Washington D.C, where he is kidnapped, sent to New Orleans, and sold to a planter to suffer the relentless and brutal life of a slave. After a dozen years, Northup escapes to return to his family and pulls no punches, as he describes his fate and that of so many other black people at the time. It is a harrowing but vitally important book, even today. For further reading on this subject, try 'Uncle Tom's Cabin' by Harriet Beecher Stowe. Solomon Northup (c.1807-c.1875) was an American abolitionist and writer, best remembered for his powerful race memoir 'Twelve Years a Slave'. At the age of 32, when he was a married farmer, father-of-three, violinist and free-born man, he was kidnapped in Washington D.C and shipped to New Orleans, sold to a planter and enslaved for a dozen years. When he gained his

freedom, he wrote his famous memoir and spent some years lecturing across the US, on behalf of the abolitionist movement. 'Twelve Years a Slave' was published a year after 'Uncle Tom's Cabin' by Harriet Beecher Stowe and built on the anti-slavery momentum it had developed. Northup's final years are something of a mystery, though it is thought that he struggled to cope with family life after being freed.

How to Talk about Videogames Ian Bogost, 2015-11-15 Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In *How to Talk about Videogames*, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

Understanding Video Games Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca, 2015-12-07 *Understanding Video Games* is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: Learn the major theories and schools of thought used to study games, including ludology and narratology; Understand the commercial and organizational aspects of the game industry; Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; Explore the aesthetics of game design, including rules, graphics, audio, and time; Analyze the narrative strategies and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of serious games. Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, *Understanding Video Games* provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Paranoia XP A. Varney, 2005-02-28 *Classic Paranoia* features a collection of some of the best loved scenarios from the original edition of the game, fully updated to be compatible with the new edition. Once again players and games masters can experience the delights of such games as Yellow Clearance Black Box Blues, Hill Sector Blues and so forth. *Paranoia XP* is the entirely updated and perfected version of the darkly humorous RPG originally published by West End Games.

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