

Niko Bellic

Laurie G. Kirszner, Stephen R. Mandell

Law, Video Games, Virtual Realities Dale Mitchell, Ashley Pearson, Timothy D.

Peters, 2023-10-20 This edited volume explores the intersection between the coded realm of the video game and the equally codified space of law through an insightful collection of critical readings. Law is the ultimate multiplayer role-playing game. Involving a process of world-creation, law presents and codifies the parameters of licit and permitted behaviour, requiring individuals to engage their roles as a legal subject – the player-avatar of law – in order to be recognised, perform legal actions, activate rights or fulfil legal duties. Although traditional forms of law (copyright, property, privacy, freedom of expression) externally regulate the permissible content, form, dissemination, rights and behaviours of game designers, publishers, and players, this collection examines how players simulate, relate, and engage with environments and experiences shaped by legality in the realm of video game space. Featuring critical readings of video games as a means of understanding law and justice, this book contributes to the developing field of cultural legal studies, but will also be of interest to other legal theorists, socio-legal scholars, and games theorists.

HCI in Games Xiaowen Fang, 2022-06-16 This book constitutes the refereed proceedings of the 4th International Conference on HCI in Games, HCI in Games 2022, held as part of the 23rd International Conference, HCI International 2022, which was held virtually in June/July 2022. The total of 1271 papers and 275 posters included in the HCII 2022 proceedings was carefully reviewed and selected from 5487 submissions. The HCI in Games 2022 proceedings intends to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners in the fields of HCI and games. The Conference addresses HCI principles, methods and tools for better games.

Games and Learning Alliance Antonios Liapis, Georgios N. Yannakakis, Manuel

Gentile, Manuel Ninaus, 2019-11-20 This book constitutes the refereed proceedings of the 8th International Conference on Games and Learning Alliance, GALA 2019, held in Athens, Greece, in November 2019. The 38 regular papers presented together with 19 poster papers were carefully reviewed and selected from 76 submissions. The papers cover the following topics: serious game design and pedagogical foundations; AI and technology for SG; gamification; applications and case studies; and posters. The chapter Cyber Chronix, Participatory Research Approach to Develop and Evaluate a Storytelling Game on Personal Data Protection Rights and Privacy Risks is available open access under a CC BY 4.0 license at link.springer.com.

The Ethics of Computer Games Miguel Sicart, 2011-08-19

Why computer games can be ethical, how players use their ethical values in gameplay, and the implications for game design. Despite the emergence of computer games as a dominant cultural industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games. Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case

studies examining single-player games (using Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay.

Sidemen: The Book The Sidemen, 2016-10-18 Billions of you have watched their videos and millions of you have followed them on social media. So here we go; it's time to back up because YouTube superstars, The Sidemen, are finally here in book form and they're dishing the dirt on each other as well as the YouTube universe. There's nowhere to hide as KSI, Miniminter, Behzinga, Zerkaa, Vikkstar123, Wroetoshaw and Tobjizzle go in hard on their living habits, their football ability, and their dodgy clobber, while also talking Fifa, Vegas and superheroes. They'll also give you their grand house tour, letting you in on a few secrets, before showing you their hall of fame, as well as revealing some of their greatest shames. Along the way you'll learn how seven of the world's biggest YouTube stars started off with nothing more than a computer console, a PC and a bad haircut before joining forces to crush the internet. And they'll tell you just how they did it (because they're nice like that) with their ultimate guide to YouTube while also sharing their memories of recording their favourite videos as well as a typical day in the life of The Sidemen. You'll feel like you're with them every step of the way, smelling the 'sweet' aroma of the boys' favourite dishes in the kitchen, stamping your passport as you follow them on their trips around the world and kicking every ball as the boys gear up for the biggest football match of their lives. It's going to get personal. It's going to get intense, and JJ is going to have lots of tantrums, so take a moment to prepare yourself, because this is The Sidemen book you've been waiting for!

ECGBL 2019 13th European Conference on Game-Based Learning Lars Elbæk, Gunver Majgaard, Andrea Valente, Saifuddin Khalid, 2019-10-03

Agency and Media Reception Susanne Eichner, 2014-01-21 What happens to our sense of agency, our general ability to perform actions in our life worlds, in the course of media reception and appropriation? Whilst considering media communication as a special form of social action, this work reconsiders the key concepts of social action theory, pragmatism, communication theory as well as film, game and television theory. It thus integrates agency as the key to understanding 'doing media' and at the same time conceptualizes agency as a specific mode of involvement across media boundaries. This approach amalgamates miscellaneous ideas and conceptions such as interactivity, participation, cognitive control, play or empowerment and applies the theoretical considerations on the basis of textual analyses of the films *Inception* and *The Proposal*, the TV shows *Lost* and *I'm a Celebrity* and the video games *Grand Theft Auto IV* and *The Walking Dead*.

Video Games, Violence, and the Ethics of Fantasy Christopher Bartel, 2020-07-23 Is it ever morally wrong to enjoy fantasizing about immoral things? Many video games allow players to commit numerous violent and immoral acts. But, should players worry about the morality of their virtual actions? A common argument is that games offer merely the virtual representation of violence. No one is actually harmed by committing a violent act in a game. So, it cannot be morally wrong to perform such acts. While this is an intuitive argument, it does not resolve the issue. Focusing on why individual players are motivated to entertain immoral and violent fantasies, *Video Games, Violence, and the Ethics of Fantasy* advances debates about the ethical criticism of art, not only by shining light on the interesting and under-examined case of virtual fantasies, but also by its novel application of a virtue ethical account. Video games are works of fiction that enable players to entertain a fantasy. So, a full understanding of the ethical criticism of video games must focus attention on why individual players are motivated to entertain immoral and violent fantasies. *Video Games, Violence, and the Ethics of Fantasy* engages with debates and

critical discussions of games in both the popular media and recent work in philosophy, psychology, media studies, and game studies.

Practical Argument Laurie G. Kirsznner, Stephen R. Mandell, 2011-05-16 From the best-selling authors of the most successful reader in America comes *Practical Argument*. No one writes for the introductory composition student like Kirsznner and Mandell, and *Practical Argument* simplifies the study of argument. A straightforward, full-color, accessible introduction to argumentative writing, it employs an exercise-driven, thematically focused, step-by-step approach to get to the heart of what students need to understand argument. In clear, concise, no-nonsense language, *Practical Argument* focuses on basic principles of classical argument and introduces alternative methods of argumentation. *Practical Argument* forgoes the technical terminology that confuses students and instead explains concepts in understandable, everyday language, illustrating them with examples that are immediately relevant to students' lives.

Drawing Basics and Video Game Art Chris Solarski, 2012-09-18 This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. Solarski's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf. — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. *Drawing Basics and Video Game Art* is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like *BioShock*, *Journey*, the Mario series, and *Portal 2*, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although *Drawing Basics and Video Game Art* is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

If You Like The Sopranos... Leonard Pierce, 2011-10-01 (Limelight). The best-loved crime family in America is just part of a grand tradition of mob movies, gangster flicks, great television dramas, and a sensibility that is part Sicily and part New Jersey. *If You Like the Sopranos...* is the first book that starts with Tony and the gang in their humble homes in the Garden State and explores the astonishing amount of great films, TV shows, and other pop-culture wonders that any fan of the Sopranos will love. From *The Godfather* and *Bonnie and Clyde* to *The Wire*, to lesser-known noirs, Jimmy Cagney classics, contemporary HBO dramas, Martin Scorsese's best work, and even the rock'n'roll that inspired the classic Sopranos soundtrack, this is the one book that every fan needs if he or she ever has to go on the lam.

The Toxic Meritocracy of Video Games Christopher A. Paul, 2018-02-20 An avid gamer and sharp media critic explains meritocracy's negative contribution to video game culture—and what can be done about it Video games have brought entertainment, education, and innovation to millions, but gaming also has its dark sides. From the deep-

bred misogyny epitomized by GamerGate to the endemic malice of abusive player communities, gamer culture has had serious real-world repercussions, ranging from death threats to sexist industry practices and racist condemnations. In *The Toxic Meritocracy of Video Games*, new media critic and longtime gamer Christopher A. Paul explains how video games' focus on meritocracy empowers this negative culture. Paul first shows why meritocracy is integral to video-game design, narratives, and values. Games typically valorize skill and technique, and common video-game practices (such as leveling) build meritocratic thinking into the most basic premises. Video games are often assumed to have an even playing field, but they facilitate skill transfer from game to game, allowing certain players a built-in advantage. *The Toxic Meritocracy of Video Games* identifies deep-seated challenges in the culture of video games—but all is not lost. As Paul argues, similarly meritocratic institutions like professional sports and higher education have found powerful remedies to alleviate their own toxic cultures, including active recruiting and strategies that promote values such as contingency, luck, and serendipity. These can be brought to the gamer universe, Paul contends, ultimately fostering a more diverse, accepting, and self-reflective culture that is not only good for gamers but good for video games as well.

Moral Combat Patrick M. Markey, Christopher J. Ferguson, 2017-03-21 In family rooms across America, millions of children and teenagers are playing video games, such as *Call of Duty*, *Halo*, and *Grand Theft Auto*, roaming violent virtual worlds—with virtual guns in their hands. In what sometimes seems like an increasingly violent world, it's only natural to worry about the effects of all this pixelated gore. But is that concern misplaced? Authors and psychologists Patrick M. Markey and Christopher J. Ferguson say it is. The media and politicians have been sounding the alarm for years, and with every fresh tragedy involving a young perpetrator comes another flurry of articles about the dangers of violent media. The problem is this: Their fear isn't supported by the evidence. In fact, unlike the video game-trained murder machines depicted in the press, school shooters are actually less likely to be interested in violent games than their peers. In reality, most well-adjusted children and teenagers play violent video games, all without ever exhibiting violent behavior in real life. What's more, spikes in sales of violent games actually correspond to decreased rates of violent crime. If that surprises you, you're not alone—the national dialogue on games and violence has been hopelessly biased. But that's beginning to change. Scholars are finding that not only are violent games not one of society's great evils, they may even be a force for good. In *Moral Combat*, Markey and Ferguson explore how video games—even the bloodiest—can have a positive impact on everything from social skills to stress, and may even make us more morally sensitive. Tracing the rise of violent games from arcades to online deathmatches, they have spent years on the front lines of the video game debate and now offer a comprehensive overview of the scientific research on gaming. With humor, complete honesty, and extensive research, they separate the myth from the medium. *Moral Combat* is an irreverent and informative guide to the worries—and wonders—of our violent virtual world.

Making Democracy Fun Josh A. Lerner, 2024-02-06 Drawing on the tools of game design to fix democracy. Anyone who has ever been to a public hearing or community meeting would agree that participatory democracy can be boring. Hours of repetitive presentations, alternately alarmist or complacent, for or against, accompanied by constant heckling, often with no clear outcome or decision. Is this the best democracy can offer? In *Making Democracy Fun*, Josh Lerner offers a novel solution for the sad state of our deliberative democracy: the power of good game design. What if public meetings featured competition and collaboration (such as team challenges), clear rules (presented and modeled in multiple ways), measurable progress (such as scores and levels), and engaging sounds and visuals? These game mechanics would make meetings more effective and more enjoyable—even fun. Lerner reports that institutions as diverse as the United Nations, the

U.S. Army, and grassroots community groups are already using games and game-like processes to encourage participation. Drawing on more than a decade of practical experience and extensive research, he explains how games have been integrated into a variety of public programs in North and South America. He offers rich stories of game techniques in action, in children's councils, social service programs, and participatory budgeting and planning. With these real-world examples in mind, Lerner describes five kinds of games and twenty-six game mechanics that are especially relevant for democracy. He finds that when governments and organizations use games and design their programs to be more like games, public participation becomes more attractive, effective, and transparent. Game design can make democracy fun—and make it work.

Unlimited Replays William Gibbons, 2018-04-02 Classical music is everywhere in video games. Works by composers like Bach and Mozart fill the soundtracks of games ranging from arcade classics, to indie titles, to major franchises like BioShock, Civilization, and Fallout. Children can learn about classical works and their histories from interactive iPad games. World-renowned classical orchestras frequently perform concerts of game music to sold-out audiences. But what do such combinations of art and entertainment reveal about the cultural value we place on these media? Can classical music ever be video game music, and can game music ever be classical? Delving into the shifting and often contradictory cultural definitions that emerge when classical music meets video games, *Unlimited Replays* offers a new perspective on the possibilities and challenges of trying to distinguish between art and pop culture in contemporary society.

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

Games of Empire Nick Dyer-Witheford, Greig de Peuter, 2013-11-30 In the first decade of the twenty-first century, video games are an integral part of global media culture, rivaling Hollywood in revenue and influence. No longer confined to a subculture of adolescent males, video games today are played by adults around the world. At the same time, video games have become major sites of corporate exploitation and military recruitment. In *Games of Empire*, Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as *Second Life*, *World of Warcraft*, and *Grand Theft Auto*, analyzing them as the exemplary media of Empire, the twenty-first-century hypercapitalist complex theorized by Michael Hardt and Antonio Negri. The authors trace the ascent of virtual gaming, assess its impact on creators and players alike, and delineate the relationships between games and reality, body and avatar, screen and street. *Games of Empire* forcefully connects video games to real-world concerns about globalization, militarism, and exploitation, from the horrors of African mines and Indian e-waste sites that underlie the entire industry, the role of labor in commercial game development, and the synergy between military simulation software and the battlefields of

Iraq and Afghanistan exemplified by Full Spectrum Warrior to the substantial virtual economies surrounding World of Warcraft, the urban neoliberalism made playable in Grand Theft Auto, and the emergence of an alternative game culture through activist games and open-source game development. Rejecting both moral panic and glib enthusiasm, Games of Empire demonstrates how virtual games crystallize the cultural, political, and economic forces of global capital, while also providing a means of resisting them.

Virtual Character Design for Games and Interactive Media Robin James Stuart Sloan, 2015-05-07 While the earliest character representations in video games were rudimentary in terms of their presentation and performance, the virtual characters that appear in games today can be extremely complex and lifelike. These are characters that have the potential to make a powerful and emotional connection with gamers. As virtual characters become more intricate and varied, there is a growing need to examine the theory and practice of virtual character design. This book seeks to develop a series of critical frameworks to support the analysis and design of virtual characters. Virtual Character Design for Games and Interactive Media covers a breadth of topics to establish a relationship between pertinent artistic and scientific theories and good character design practice. Targeted at students, researchers, and professionals, the book aims to show how both character presentation and character performance can be enhanced through careful consideration of underlying theory. The book begins with a focus on virtual character presentation, underpinned by a discussion of biological, artistic, and sociological principles. Next it looks at the performance of virtual characters, encompassing the psychology of emotion and personality, narrative and game design theories, animation, and acting. The book concludes with a series of applied virtual character design examples. These examples examine the aesthetics of player characters, the design and performance of the wider cast of game characters, and the performance of characters within complex, hyperreal worlds.

Learning the Virtual Life Peter Pericles Trifonas, 2012-04-23 Digital technologies have transformed cultural perceptions of learning and what it means to be literate, expanding the importance of experience alongside interpretation and reflection. Learning the Virtual Life offers ways to consider the local and global effects of digital media on educational environments, as well as the cultural transformations of how we now define learning and literacy. While some have welcomed the educational challenges of digital culture and emphasized its possibilities for individual emancipation and social transformation in the new information age, others accuse digital culture of absorbing its recipients in an all-pervasive virtual world. Unlike most accounts of the educational and cultural consequences of digital culture, Learning the Virtual Life presents a neutral, advanced introduction to the key issues involved with the integration of digital culture and education. This edited collection presents international perspectives on a wide range of issues, and each chapter combines upper-level theory with real-world practice, making this essential reading for all those interested in digital media and education.

Social Exclusion, Power, and Video Game Play David G. Embrick, J. Talmadge Wright, András Lukács, 2012 While many books and articles are emerging on the new area of game studies and the application of computer games to learning, therapeutic, military, and entertainment environments, few have attempted to contextualize the importance of virtual play within a broader social, cultural, and political environment that raises the question of the significance of work, play, power, and inequalities in the modern world. Studies tend to concentrate on the content of virtual games, but few have questioned how power is produced or reproduced by publishers, gamers, or even social media; how social exclusion (based on race, class, or gender) in the virtual environment is reproduced from the real world; and how actors are able to use new media to transcend their fears, anxieties, prejudices, and assumptions. The articles presented by the contributors in this volume represent cutting-edge research in the area of critical game play with the hope of drawing

attention to the need for more studies that are both sociological and critical.

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