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A Focus On: 100 Most Popular Unreal Engine Games Encyclopedia of Video Games [2 volumes] CityMaker Playstation 3 The Routledge Research Companion to Planning and Culture Natal Signs: Cultural Representations of Preguancy, Birth and Parenting The Persistence of Code in Game Engine Culture Paratextualizing Games History in Games Now the Chips Are Down Write Your Way into Animation and Games Military Ethics and Emerging Technologies Five Ring Circus Women in Historical and Archaeological Video Games Mental Health in the Digital Age The Routledge Companion to Games in Architecture and Urban Planning Virtual, Augmented Reality and Serious Games for Healthcare 1 Game Localization Librarian's Guide to Games and Gamers First Student Usability in Educational Software and Games: Improving Experiences Myst and Riven Routledge International Handbook of Schools and Schooling in Asia Tomb Raider BLS A History of Evil in Popular Culture Introduction to Game Analysis Nazisploitation! Proceedings of the International Conference on Managing the Asian Century Videogame Sciences and Arts Gamification in Education: Breakthroughs in Research and Practice Final Fantasy Simulation and Game-Based Learning in Emergency and Disaster Management Players Unleashed! The Ashgate Encyclopedia of Literary and Cinematic Monsters Game Theoretic Analysis of Congestion, Safety and Security Dungeons, Dragons, and Digital Denizens Serious Games Development and Applications Computer Games

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2012-08-16

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Focus On: 100 Most Popular Unreal Engine Games

2012-09-28

this encyclopedia collects and organizes theoretical and historical content on the topic of video games covering the people systems technologies and theoretical concepts as well as the games themselves this two volume encyclopedia addresses the key people companies regions games systems institutions technologies and theoretical concepts in the world of video games serving as a unique resource for students the work comprises over 300 entries from 97 contributors including ralph baer and nolan bushnell founders of the video game industry and some of its earliest games and systems contributing authors also include founders of institutions academics with doctoral degrees in relevant fields and experts in the field of video games organized alphabetically by topic and cross referenced across subject areas encyclopedia of video games the culture technology and art of gaming will serve the needs of students and other researchers as well as provide fascinating information for game enthusiasts and general readers

Encyclopedia of Video Games [2 volumes]

2016-03-23

citymaker presents a method and a set of tools to generate alternative solutions for an urban context the method proposes the use of a combined set of design patterns encoding typical design moves used by urban designers the combination of patterns generates different layouts which can be adjusted by manipulating several parameters in relation to updated urban indicators the patterns were developed from observation of typical urban design procedures first encoded as discursive grammars and later translated into parametric design patterns the citymaker method and tools allows the designer to compose a design solution from a set of programmatic premises and fine tune it by pulling parameters whilst checking the changes in urban indicators these tools improve the designer s awareness of the consequences of their design moves

CityMaker

2015-09-01

it has become increasingly evident that effective planning for sustainable communities environments and

economies pivots on the ability of planners to see the possibilities for culture in comprehensive social historical and environmental terms and to more fully engage with the cultural practices processes and theorisation that comprise a social formation more broadly an approach to planning theory and practice that is itself formed through a close engagement with culture is required this research companion brings together leading experts from around the world to map the contours of the relationship between planning and culture and to present these inextricably linked concepts and issues together in one place by examining significant trends in varying national and international contexts the contributors scrutinise the theories and practices of both planning and culture and explore not only their interface but significant divergences and tensions in doing so this collection provides the first comprehensive overview and analysis of planning and culture interdisciplinary and international in scope it is comprised of six parts organised around the themes of global and historical contexts key dimensions of planning and cultural theory and practice and cultural and planning dynamics each section includes a final chapter that provides a case study lens which pulls the themes of the section together with reference to a significant planning issue or initiative

Playstation 3

2020-04-07

natal signs cultural representations of pregnancy birth and parenting explores some of the ways in which reproductive experiences are taken up in the rich arena of cultural production the chapters in this collection pose questions unsettle assumptions and generate broad imaginative spaces for thinking about representation of pregnancy birth and parenting they demonstrate the ways in which practices of consuming and using representations carry within them the productive forces of creation bringing together an eclectic and vibrant range of perspectives this collection offers readers the possibility to rethink and reimagine the diverse meanings and practices of representations of these significant life events engaging theoretical reflection and creative image making the contributors explore a broad range of cultural signs with a focus on challenging authoritative representations in a manner that seeks to reveal rather than conceal the insistently problematic and contestable nature of image culture natal signs gathers an exciting set of critically engaged voices to reflect on some of life's most meaningful moments in ways that affirm natality as the renewed promise of possibility

The Routledge Research Companion to Planning and Culture

2021-11-30

with its unique focus on video game engines the data driven architectures of game development and play this innovative textbook examines the impact of software on everyday life and explores the rise of engine driven culture through a series of case studies eric freedman lays out a clear methodology for studying the game development pipeline and uses the video game engine as a pathway for media scholars and

practitioners to navigate the complex terrain of software practice examining several distinct software ecosystems that include the proprietary efforts of amazon apple capcom epic games and unity technologies and the unique ways that game engines are used in non game industries freedman illustrates why engines matter the studies bind together designers and players speak to the labors of the game industry value the work of both global and regional developers and establish critical connection points between software and society freedman has crafted a much needed entry point for students new to code and a research resource for scholars and teachers working in media industries game development and new media

Natal Signs: Cultural Representations of Preguancy, Birth and Parenting

2020-10-31

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

The Persistence of Code in Game Engine Culture

2016-02-12

where do we end up when we enter the time machine that is the digital game one axiomatic truth of historical research is that the past is the time space that eludes human intervention every account made of the past is therefore only an approximation but how is it that strolling through ancient alexandria can feel so real in the virtual world claims of authenticity are prominent in discussions surrounding the digital games of our time what is historical authenticity and does it even matter when does authenticity or the lack thereof become political by answering these questions the book illuminates the ubiquitous category of authenticity from the perspective of historical game studies

Paratextualizing Games

2012-11-12

the story of a pioneering microcomputer its beginnings as part of a national computer literary project its innovative hardware and its creative uses in 1982 the british broadcasting corporation launched its

computer literacy project intended to introduce interested adults to the world of computers and computing the bbc accompanied this initiative with television programs courses books and software an early experiment in multi platform education the bbc along with acorn computers also introduced the bbc microcomputer which would be at the forefront of the campaign the bbc micro was designed to meet the needs of users in homes and schools to demystify computing and to counter the general pessimism among the media in britain about technology in this book alison gazzard looks at the bbc micro examining the early capabilities of multi platform content generation and consumption and the multiple literacies this approach enabled not only in programming and software creation but also in accessing information across a range of media and in do it yourself computing she links many of these early developments to current new media practices gazzard looks at games developed for the bbc micro including granny s garden an educational game for primary schools and elite the seminal space trading game she considers the shift in focus from hardware to peripherals describing the teletext adapter as an early model for software distribution and the domesday project which combined texts video and still photographs as a hypermedia like experience gazzard s account shows the bbc micro not only as a vehicle for various literacies but also as a user oriented machine that pushed the boundaries of what could be achieved in order to produce something completely new

History in Games

2016-01-08

launch your career in writing for video games or animation with the best tips tricks and tutorials from the focal press catalog all at your fingertips let our award winning writers and game developers show you how to generate ideas and create compelling storylines concepts and narratives for your next project write your way into animation and games provides invaluable information on getting into the game and animation industries you will benefit from decades of insider experience about the fields of animation and games with an emphasis on what you really need to know to start working as a writer navigate the business aspects gain unique skills and develop the craft of writing specifically for animation and games learn from the cream of the crop who have shared their knowledge and experience in these key focal press guides digital storytelling second edition by carolyn handler miller animation writing and development by jean ann wright writing for animation comics and games by christy marx story and simulations for serious games by nick iuppa and terry borst writing for multimedia and the third edition by timothy garrand

Now the Chips Are Down

2008-07-01

this volume looks at current and emerging technologies of war and some of the ethical issues surrounding their use although the nature and politics of war never change the weapons and technologies used in war do change and are always undergoing development because of that the arsenal of weapons for twenty

first century conflict is different from previous centuries weapons in today s world include an array of instruments of war that include robotics cyber war capabilities human performance enhancement for warriors and the proliferation of an entire spectrum of unmanned weapons systems and platforms tactical weapons now have the potential of strategic results and have changed the understanding of the battle space creating ethical legal and political issues unknown in the pre 9 11 world what do these technologies mean for things such as contemporary international relations the just war tradition and civil military relations directed at readers in the academic scientific military and public policy communities this volume offers current thought on ethics and emerging technologies from internationally recognized scholars addressing the full spectrum of issues in present warfare technology it includes current and ongoing topics of multi discipline and international interest such as ethics law international relations war studies public policy science and technology this book was originally published in various issues and volumes of the journal of military ethics

Write Your Way into Animation and Games

2022-06-06

this is a cleverly written and timely book new society publishers have managed to put a well designed paperback on the market just in time to wage a war of words on the tail end of a province wide gag law indeed the cloak of silence surrounding all things olympic have taken us to new levels as even the digits 2010 preceded by the name of our fair city are considered fair game and grounds for libel a historical perspective on the original intent and players in the games from the days of their creation answers trivia quesitons like who was the first athlete to win the gold while adding a nostalgic touch and the chapter on dissent and resistance of the olympics in other cities brings the whole book into international focus christina ferrero epoch times the shiny rings of the olympic games have grown tarnished over the years as doping corruption and other scandals rise to the surface those scandals are the tip of the iceberg according to author christopher a shaw the lead spokesperson for several anti games groups five ring circus details the history of how vancouver won the bid for the 2010 games who was involved and what the real motives were it describes the role of corporate media in promoting the games the machinations of government and business and the opposition that emerged disturbing questions come to light why does the international olympic committee pay no taxes who are the real estate developers behind the vancouver bid why are mega projects paid for with tax dollars what are the true costs of the games the olympic games once considered the pinnacle of athleticism and fair play have become a cesspool of greed backroom deals and the wholesale trampling of civil liberties in vancouver preparations for the 2010 games have had a substantial negative impact on the environment and have resulted in the economic cleansing of the poor and homeless this book is a cautionary tale for future olympic bid cities and will appeal to those concerned about the effects of globalization on many aspects of life christopher a shaw is a professor at the university of british columbia he is a founding member and lead spokesperson for the no games 2010 coalition and 2010 watch he lives in north vancouver

Military Ethics and Emerging Technologies

2015-04-01

this volume focuses on the depiction of women in video games set in historical periods or archaeological contexts explores the tension between historical and archaeological accuracy and authenticity examines portrayals of women in historical periods or archaeological contexts portrayals of female historians and archaeologists and portrayals of women in fantastical historical and archaeological contexts it includes both triple a and independent video games incorporating genres such as turn based strategy action adventure survival horror and a variety of different types of role playing games its chronological and geographical scope ranges from late third century bce china to mid first century bce egypt to pictish and viking europe to medieval germany to twentieth century taiwan and into the contemporary world but it also ventures beyond our universe and into the fantasy realm of hyrule and the science fiction solar system of the nebula

Five Ring Circus

2019-11-25

the internet and related technologies have reconfigured every aspect of life including mental health although the negative and positive effects of digital technology on mental health have been debated all too often this has been done with much passion and few or no supporting data in mental health in the digital age elias aboujaoude and vladan starcevic have edited a book that brings together distinguished experts from around the world to review the evidence relating to this area the first part of the book addresses threats resulting from the growing reliance on and misuse of digital technology it also looks at how some problematic behaviors and forms of psychopathology have been shaped by this technology this section reviews problematic internet and video game use effects of violent video games on the levels of aggression and of online searches for health related information on the levels of health anxiety use of digital technology to harm other people and promotion of suicide on the internet the second part of mental health in the digital age examines the ways in which digital technology has boosted efforts to help people with mental health problems these include the use of computers the internet and mobile phones to educate and provide information necessary for psychiatric treatment and to produce programs for psychological therapy as well as use of electronic mental health records to improve care mental health in the digital age is a unique and timely book because it examines comprehensively an intersection between digital technology and mental health and provides a state of the art evidence based and well balanced look at the field the book is a valuable resource and guide to an area often shrouded in controversy as it is a work of critical thinking that separates the hype from the facts and offers data driven conclusions it is of interest particularly to mental health professionals but also to general audience

Women in Historical and Archaeological Video Games

2014-04-25

the routledge companion to games in architecture and urban planning aims to identify and showcase the rich diversity of games including simulation games game like approaches game scenarios and gamification processes for teaching learning design and research in architecture and urban planning this collection creates an opportunity for exchange and reflection on games in architecture and urban planning theoretical discussions descriptive accounts and case studies presenting empirical evidence are featured combined with reflections constructive critical analysis discussions of connections and various influences on this field twenty eight international contributors have come together from eleven countries and five continents to present their studies on games in architecture and urban planning pose new questions and advocate for innovative perspectives

Mental Health in the Digital Age

2013-08-29

there is a tremendous interest among researchers for the development of virtual augmented reality and games technologies due to their widespread applications in medicine and healthcare to date the major applications of these technologies include medical simulation telemedicine medical and healthcare training pain control visualisation aid for surgery rehabilitation in cases such as stroke phobia and trauma therapies many recent studies have identified the benefits of using virtual reality augmented reality or serious games in a variety of medical applications this research volume on virtual augmented reality and serious games for healthcare 1 offers an insightful introduction to the theories development and applications of virtual augmented reality and digital games technologies in medical and clinical settings and healthcare in general it is divided into six sections section one presents a selection of applications in medical education and healthcare management section two relates to the nursing training health literacy and healthy behaviour section three presents the applications of virtual reality in neuropsychology section four includes a number of applications in motor rehabilitation section five aimed at therapeutic games for various diseases and the final section presents the applications of virtual reality in healing and restoration this book is directed to the healthcare professionals scientists researchers professors and the students who wish to explore the applications of virtual augmented reality and serious games in healthcare further

The Routledge Companion to Games in Architecture and Urban Planning

2021-11-15

video games are part of the growing digital entertainment industry for which game localization has

become pivotal in serving international markets as well as addressing the practical needs of the industry to facilitate translator and localizer training this book seeks to conceptualize game localization in an attempt to locate it in translation studies in the context of the technologization of contemporary translation practices designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in game studies as well as translation studies the book s readership is intended to be translation scholars game localization practitioners and those in game studies developing research interest in the international dimensions of the digital entertainment industry the book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century s key global industries

Virtual, Augmented Reality and Serious Games for Healthcare 1

2012-08-31

helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users as games grow ever more ubiquitous in our culture and communities they have become popular staples in public library collections and are increasing in prominence in academic ones many librarians especially those who are not themselves gamers or are only acquainted with a handful of games are ill prepared to successfully advise patrons who use games this book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games whether they are new to gaming or seasoned players through advisory services this book maps all types of games board roleplaying digital and virtual reality providing all the information needed to understand and appropriately recommend games to library users organized by game type hundreds of descriptions offer not only bibliographic information title publication date series and format platform but genre classifications target age ranges for players notes on gameplay and user behavior type and short descriptions of the game s basic premise and appeals

Game Localization

2011-05-26

this book explores new models of interaction and human computer interaction paradigms as applied to learning environments provided by publisher

Librarian's Guide to Games and Gamers

2018-05-11

the inaugural title in the landmark video games series

First

2011-12-05

this comprehensive handbook is the ultimate reference work providing authoritative and international overviews of all aspects of schools and schooling in asia split into 19 sections it covers curriculum learning and assessment private supplementary tutoring special education gender issues ethnic minority education and lgbtqi students in asian schools the volume displays the current state of the scholarship for schools and schooling in asia including emerging controversial and cutting edge contributions using a thematic approach the content offers a broad sweep of the region with a focus on theoretical cultural and political issues as well as identifying educational issues and priorities such as curriculum assessment teacher education school leadership etc all of which impact students and learning in multiple ways the routledge international handbook of schools and schooling in asia brings together experts in each area to contribute their knowledge providing a multidimensional and rich view of the issues confronting the region s school and education systems

Student Usability in Educational Software and Games: Improving Experiences

2014-07-15

evil isn t simply an abstract theological or philosophical talking point in our society the idea of evil feeds entertainment manifests in all sorts of media and is a root concept in our collective psyche this accessible and appealing book examines what evil means to us evil has been with us since the garden of eden when eve unleashed evil by biting the apple outside of theology evil remains a highly relevant concept in contemporary times evil villains in films and literature make these stories entertaining our criminal justice system decides the fate of convicted criminals based on the determination of their status as evil or insane this book examines the many manifestations of evil in modern media making it clear how this idea pervades nearly all aspects of life and helping us to reconsider some of the notions about evil that pop culture perpetuates and promotes covering screen media such as film television and video games print media that include novels and poetry visual media like art and comics music and political polemics the essays in this book address an eclectic range of topics the diverse authors include americans who left the united states during the vietnam war era conservative christian political pundits rock musicians classical linguists disney fans scholars of american slavery and experts on holocaust literature and films from portrayals of evil in the television shows the wire and 24 to the violent lyrics of the rap duo insane clown posse to the storylines of the lord of the rings and harry potter books readers will find themselves rethinking what evil is and how they came to hold their beliefs

Myst and Riven

2019-01-21

this accessible textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis as the field of game studies grows videogame writing is evolving from the mere evaluation of gameplay graphics sound and replayability to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context clara fernández vara s concise primer provides readers with instruction on the basic building blocks of game analysis examination of context content and reception and formal qualities as well as the vocabulary necessary for talking about videogames distinguishing characteristics examples are drawn from a range of games both digital and non digital from portal and world of warcraft to monopoly and the book provides a variety of exercises and sample analyses as well as a comprehensive ludography and glossary in this second edition of the popular textbook fernández vara brings the book firmly up to date pulling in fresh examples from ground breaking new works in this dynamic field introduction to game analysis remains a unique practical tool for students who want to become more fluent writers and critics not only of videogames but also of digital media overall

Routledge International Handbook of Schools and Schooling in Asia

2012-01-01

a brilliant line up of international contributors examine the implications of the portrayals of nazis in low brow culture and that culture s re emergence today

Tomb Raider

2014-01-13

this volume presents the refereed papers given at the international conference on managing the asian century held in singapore in july 2013 the proceedings of this conference include original papers contributed by researchers from many countries on different continents the papers cover multi disciplinary areas such as management the social sciences development economics banking finance engineering management and education all in connection with the development of countries in asia further the papers are based on the 9 tracks at the conference transnational education antecedents of asia s competitiveness emerging trends in banking finance and accounting business and revenue models in the gaming industry psychological issues in asia emerging retail and service industries entrepreneurship creativity and innovation systems thinking and systems practices tourism initiatives relationships and issues in the asia pacific region

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2019-12-26

this book constitutes the refereed proceedings of the 11th international conference on videogame sciences and arts vj 2019 held in aveiro portugal in november 2019 the 20 full papers presented were carefully reviewed and selected from 50 submissions they were organized in topical sections named games and theories table boards esports uses and methodologies game criticism

A History of Evil in Popular Culture

2018-01-05

serious games provide a unique opportunity to fully engage students more than traditional teaching approaches understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century gamification in education breakthroughs in research and practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums highlighting a range of topics such as learning through play virtual worlds and educational computer games this publication is ideally designed for educators administrators software designers and stakeholders in all levels of education

Introduction to Game Analysis

2021-04-02

simulation and game based learning are essential applications in a learning environment as they provide learners an opportunity to apply the course material in real life scenarios introducing real life learning allows the learner to make critical decisions at different points within the simulation providing constructive education that leads to a cognitive understanding of the material the use of simulations provides the learner with the ability to cognitively store and recall learning in real life experiences therefore it is crucial to not only provide course material but to have students apply what they have learned in simulations that replicate real life scenarios these learned skills are essential for students to be marketable and thrive in a career field where decision making problem solving and critical thinking are job requirements simulation and game based learning in emergency and disaster management is a cutting edge research book that examines the best practices and holistic development when it comes to simulation learning within emergency and disaster management as well as global security drawing upon the neuroscience of learning classroom instruction can be enhanced to incorporate active experiential learning activities that positively impact a learner with long term information retention each simulation project is carried out in different environments with different goals in mind and developed under various constraints for these reasons this book will provide insight into the simulation planning and development process provide examples of online simulations and game based learning activities and provide insight on simulation

development and implementation that can be used across disciplines in educational and training settings as such it is ideal for academicians instructional designers curriculum designers education professionals researchers and students

Nazisploitation!

2011

a compelling examination of the the practice and implications of modding as they apply to the bestselling computer game the sims

Proceedings of the International Conference on Managing the Asian Century

2016-04-01

from vampires and demons to ghosts and zombies interest in monsters in literature film and popular culture has never been stronger this concise encyclopedia provides scholars and students with a comprehensive and authoritative a z of monsters throughout the ages it is the first major reference book on monsters for the scholarly market over 200 entries written by experts in the field are accompanied by an overview introduction by the editor generic entries such as ghost and vampire are cross listed with important specific manifestations of that monster in addition to monsters appearing in english language literature and film the encyclopedia also includes significant monsters in spanish french italian german russian indian chinese japanese african and middle eastern traditions alphabetically organized the entries each feature suggestions for further reading the ashgate encyclopedia of literary and cinematic monsters is an invaluable resource for all students and scholars and an essential addition to library reference shelves

Videogame Sciences and Arts

2014-12-31

maximizing reader insights into the roles of intelligent agents in networks air traffic and emergency departments this volume focuses on congestion in systems where safety and security are at stake devoting special attention to applying game theoretic analysis of congestion to protocols in wired and wireless networks power generation air transportation and emergency department overcrowding reviewing exhaustively the key recent research into the interactions between game theory excessive crowding and safety and security elements this book establishes a new research angle by illustrating linkages between the different research approaches and serves to lay the foundations for subsequent analysis congestion excessive crowding is defined in this work as all kinds of flows e g road sea air traffic people data information water electricity and organisms analysing systems where congestion occurs which may be in

parallel series interlinked or interdependent with flows one way or both ways this book puts forward new congestion models breaking new ground by introducing game theory and safety security into proceedings addressing the multiple actors who may hold different concerns regarding system reliability e g one or several terrorists a government various local or regional government agencies or others with stakes for or against system reliability this book describes how governments and authorities may have the tools to handle congestion but that these tools need to be improved whilst additionally ensuring safety and security against various threats this game theoretic analysis sets this two volume book apart from the current congestion literature and ensures that the work will be of use to postgraduates researchers 3rd 4th year undergraduates policy makers and practitioners

Gamification in Education: Breakthroughs in Research and Practice

2012-02-16

dungeons dragons and digital denizens is a collection of scholarly essays that seeks to represent the far reaching scope and implications of digital role playing games as both cultural and academic artifacts as a genre digital role playing games have undergone constant and radical revision pushing not only multiple boundaries of game development but also the playing strategies and experiences of players divided into three distinct sections this premiere volume captures the distinctiveness of different game types the forms of play they engender and their social and cultural implications contributors examine a range of games from classics like final fantasy to blockbusters like world of warcraft to obscure genre bending titles like lux pain working from a broad range of disciplines such as ecocriticism rhetoric performance gender and communication these essays yield insights that enrich the field of game studies and further illuminate the cultural psychological and philosophical implications of a society that increasingly produces plays and discourses about role playing games

Final Fantasy

2014-10-03

this book constitutes the refereed proceedings of the 5th international conference on serious games development and applications sgda 2014 held in berlin germany in october 2014 the 14 revised full papers presented together with 4 short papers were carefully reviewed and selected from 31 submissions the focus of the papers was on the following games for health games for medical training serious games for children music and sound effects games for other purposes and game design and theories

Simulation and Game-Based Learning in Emergency and Disaster

Management

2017-04-27

this book constitutes the refereed proceedings of the 5th computer games workshop cgw 2016 and the 5th workshop on general intelligence in game playing agents giga 2016 held in conjunction with the 25th international conference on artificial intelligence ijcai 2016 in new york usa in july 2016 the 12 revised full papers presented were carefully reviewed and selected from 25 submissions the papers address all aspects of artificial intelligence and computer game playing they discuss topics such as monte carlo methods heuristic search board games card games video games perfect and imperfect information games puzzles and single player games multi player games combinatorial game theory applications computational creativity computational game theory evaluation and analysis game design knowledge representation machine learning multi agent systems opponent modeling planning

Players Unleashed!

The Ashgate Encyclopedia of Literary and Cinematic Monsters

Game Theoretic Analysis of Congestion, Safety and Security

Dungeons, Dragons, and Digital Denizens

Serious Games Development and Applications

Computer Games

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