

## And Playing The Role Of Herself Ke Lane

**Role Play** is an important part of every child’s entitlement. This lively book will guide you in planning, stimulating and organising role play inside and out. Part 1 discussed why role play is important. Part 2 presents activities suitable for a range of role play situations. There are ideas for materials, equipment and locations, including advice on making the most of limited resources. Unlock your imagination and help your children to bring out what’s inside! Learn the secrets of great communicators, professional speakers, and C-level executives “Gina is a maestro of public speaking! She coached me for my TED talk, and I am forever grateful to her for giving me the technical and emotional training I needed to take the stage.” —Susan Cain, bestselling author of Quiet “Gina is an incredible coach who’ll increase your impact when presenting in an executive setting—or any professional interaction. But she can’t be everywhere, so this book is the next best thing! A must-read.” —Greg Behar, CEO of Nestle Science and Health Every body tells a story. From the moment an actor steps on stage, an audience collectively feels whether his or her performance is authentic, forced, or over the top. Business professionals are also performers—and the workplace is their stage. In *Play the Part*, executive communication consultant Gina Barnett brings the same techniques actors use to bear on all types of presentation and communication situations, from the board room to the conference stage. She reveals how the body affects our communication and thought patterns and how to align these consistently for maximum success. Featuring practical exercises, she shows you how to develop presence and become more intuitive, so you can navigate challenging communication situations with optimal results. You worked hard to earn your title. Now it’s time to play the part.

Play is a ubiquitous and universal aspect of early childhood. Although it may take different forms throughout development and across cultures, decades of research have found play to be related to important, positive outcomes. Play provides children with valuable cognitive, emotional, and interpersonal learning opportunities. It can act as a mode of communication for young children and allows them to practice ways of managing complex interpersonal interactions. Specific aspects of play, such as children’s creativity in pretend play, have been associated with resilience and coping. The significance of play in childhood has led to its frequent use in the assessment of child development and in the implementation of child and parent-child psychological and educational interventions. Historically, however, the validity and efficacy of these interventions have not been rigorously evaluated. Further, few assessment and intervention models have included parents, teachers, and other key caregivers, but have focused only on the child. This Research Topic will bring together the most current literature on the use of play in child assessment and intervention.

You Make the Difference speaks directly to those of us who find ourselves preoccupied with the sheer effort of coping with life’s many demands and who long for real answers, inner security, and self-fulfillment. Eric Butterworth’s wise and inspiring book provides us with guidance for living life to the fullest and achieving that most elusive state: happiness. In this book, he reveals how we carry within ourselves the capacity to transform our lives, and provides a road map to getting to know yourself which, Butterworth says, is the “key to happiness.”

**Play the Part: Master Body Signals to Connect and Communicate for Business Success**

**Role Playing**

**Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study**

**The role of play in children’s learning**

**Dragons in the Stack: A Teen Librarian’s Guide to Tabletop Role-Playing**

**The role of play in the early years**

High-level corruption, high-priced addiction, high-voltage infidelity. The American Dream . . . Loving husband, doting father, respected politician. On the surface, California Governor Montgomery ‘Monty’ Fields appears to have it all—and he intends to keep it that way. But even a powerful man like Monty can’t control everything or everyone . . . First Lady Ellaina ‘Elle’ Lockhart-Fields has a juicy secret. One that she’s succeeded in keeping under wraps. Until her longtime lover shows up as her husband’s top security officer and threatens to ruin everything. Desperate, Elle concocts a clever plan. But it’s far more dangerous than she realizes. Thanks to her scandalous affair with the governor, single mother Brooklyn Pryce is living in luxury. But empty nights and lonely holidays are starting to break her spirit. A passionate encounter with a mystery man inspires her to leave Monty. But that’s not as easy as she thinks . . . Behind it all is a reporter who’s been tracking Monty’s every move, determined to bring him down, no matter who he has to stude to get the job done. And as pressure from the women in Monty’s life, the press, and his partners in white-collar crime starts to boil over, Monty begins to unravel in ways no one sees coming . . .

“One of the funniest voices in the inspirational genre.”—Booklist Lucetta Plum is an actress on the rise in New York City, but is forced to abandon her starring role when a fan’s interest turns threatening. Lucetta’s widowed friend, Abigail Hart, is delighted at the opportunity to meddle in Lucetta’s life and promptly whisks her away to her grandson’s estate to hide out. Bram Haverstein may appear to simply be a somewhat eccentric gentleman of means, but a mysterious career and a secret fascination with a certain actress mean there’s much more to him than society knows. Lucetta, who has no interest in Abigail’s matchmaking machinations, has the best intentions of remaining cordial but coolly distant to Bram. But when she can’t ignore the strange and mysterious things going on in his house, it’ll take more than good intentions to keep her from trying to discover who Bram is behind the part he plays.

Role-playing games offer a chance to pretend, make believe, and share fantasy. They often invoke heavy themes into their game play: morality, violence, politics, spirituality, or sexuality. Although interesting moral debates perennially appear in the media and academia concerning the appropriateness of games’ ability to deal with such adult concepts, very little is known about the intersection between games, playfulness, and sexuality and what this might mean for players. This book offers an in-depth, ethnographic look into the phenomenon of erotic role-play through the experiences of players in multiplayer and tabletop role-playing games. Brown explores why participants engage in erotic role-play; discusses the rules involved in erotic role-play; and uncovers what playing with sexuality in ludic environments means for players, their partners, and their everyday lives. Taken together, this book provides a rich, nuanced, and detailed account of a provocative topic.

Sandra Smidt sets out to explain what play is and why it is so important as one of the key ways of learning, particularly – but not solely – for young children. She argues that all play is purposeful, and can only truly considered to be play when the child has chosen what to do, where and how to do it. Using case studies drawn from all over the world, Smidt challenges some of the prevailing myths relating to play and pays close attention to what it is that early years professionals need to do to interpret the play, understand its purpose for the child and sometimes extend it. Attention is paid to the close links that play has with creativity, and the author also highlights the importance of being able to explain to colleagues, parents and even those in government, why play matters so much in terms of learning and development. This book will be of interest to anyone involved in early years’ education.

**A New Performing Art**

**Essays on the Cultural Influence of RPGs**

**Role Playing Materials**

**Role Play in the Early Years**

**Music in the Role-Playing Game**

**Towards Social Justice and Equity**

This text examines the theoretical basis of role play and the range of approaches involved. It enables the reader to develop: a strategy for conducting valid role play; an idea of the questions to be asked when planning a role play; and an understanding of the issues that must be addressed.

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players.
• Discusses collection development, cataloging, and programs for teens
• Supplies detailed reviews of scores of popular and less well-known role-playing games
• Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

Reconsidering the Role of Play in Early Childhood: Towards Social Justice and Equity—a compilation of current play research in early childhood education and care—challenges, disrupts, and reexamines conventional perspectives on play. By highlighting powerful and provocative studies from around the world that attend to the complexities and diverse contexts of children ’ s play, the issues of social justice and equity related to play are made visible. This body of work is framed by the phenomenological viewpoint that presumes equity is best confronted and improved through developing an expanded understanding of play in its multiple variations and dimensions. The play studies explore the potential and troubles of play in teaching and learning, children ’ s agency in play, the actual spaces where children play, and different perspectives of play based on identity and culture. The editors invite readers to use the research as an inspiration to reconsider their conceptions of play and to take action to work for a world where all children have access to play. This book was originally published as a special issue of Early Child Development and Care.

And Playing the Role of Herself/Undy Rose by Rce

QUERP - Quick Easy Role Play

Tabletop Role-Playing Games and the Experience of Imagined Worlds

Surgeon

The Role of Play in Children ’ s Health and Development

Frontier Zone: The Role-playing Game of the Future 2nd Edition

Playing to Learn

Role-play as a Heritage Practice is the first book to examine physically performed role-enactments, such as live-action role-play (LARP), tabletop role-playing games (TRPG), and hobbyist historical reenactment (RH), from a combined game studies and heritage studies perspective. Demonstrating that non-digital role-plays, such as TRPG and LARP, share many features with RH, the book contends that all three may be considered as heritage practices. Studying these role-plays as three distinct genres of playful, participatory and performative forms of engagement with cultural heritage, Mochocki demonstrates how an exploration of the affordances of each genre can be valuable. Showing that a player’s engagement with history or heritage material is always multi-layered, the book clarifies that the layers may be conceptualised simultaneously as types of heritage authenticity and as types of in-game immersion. It is also made clear that RH, TRPG and LARP share commonalities with a multitude of other media, including video games, historical fiction and film. Existing within, and contributing to, the fiction and non-fiction mediasphere, these role-enactments are shaped by the same large-scale narratives and discourses that persons, families, communities, and nations use to build memory and identity. Role-play as a Heritage Practice will be of great interest to academics and students engaged in the study of heritage, memory, nostalgia, role-playing, historical games, performance, fans and transmedia narratology.

Music in the Role-Playing Game: Heroes & Harmonies offers the first scholarly approach focusing on music in the broad class of video games known as role-playing games, or RPGs. Known for their narrative sophistication and long playtimes, RPGs have long been celebrated by players for the quality of their cinematic musical scores, which have taken on a life of their own, drawing large audiences to live orchestral performances. The chapters in this volume address the role of music in popular RPGs such as Final Fantasy and World of Warcraft, delving into how music interacts with the gaming environment to shape players’ perceptions and engagement. The contributors apply a range of methodologies to the study of music in this genre, exploring topics such as genre conventions around music, differences between music in Japanese and Western role-playing games, cultural representation, nostalgia, and how music can shape deeply personal game experiences. Music in the Role-Playing Game expands the growing field of studies of music in video games, detailing the considerable role that music plays in this modern storytelling medium, and breaking new ground in considering the role of genre. Combining deep analysis with accessible personal accounts of authors’ experiences as players, it will be of interest to students and scholars of music, gaming, and media studies.

Actress Caidence Harris is living her dreams: she’s got a leading role on a hot new police drama, and although her new-found celebrity has changed her life, she’s still able to lead a quiet life off the set, indulging her passion to be outdoors, surrounded by the beauty of nature. There is one dream?one passion?she hasn’t fulfilled just yet, but that doesn’t seem to be possible.Robyn Ward is a natural beauty, and a magnetic, talented actress on the fast track to stardom. Unfortunately for Caid, she already has a partner on that track, an athlete who gleams as brightly on the courts as he does on the red carpet.Soon Caid sees that all is not as it appears, but can she take a chance and risk her heart when the outcome is so uncertain? It’s a role for which there’s no script, and no rehearsal. . .

With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry:

Bethesda, located in Rockville, Maryland; BioWare in Edmonton, Alberta, and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players’ belief that players control the companies’ game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications (“modding”) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

The Role of Play in Child Assessment and Intervention

You Make the Difference

A History of Bethesda, BioWare, and CD Projekt Red

A Lesbian Medical Romance

The Role of Play in Human Development

The Creation of Narrative in Tabletop Role-Playing Games

As part of an international dialogue between researchers in educational technology, this title investigates where games can motivate students to learn and improve their knowledge and skills.

Many of today’s hottest selling games—both non-electronic and electronic—focus on such elements as shooting up as many bad guys as one can (Duke Nuk’em), beating the toughest level (Mortal Kombat), collecting all the cards (Pokémon), and scoring the most points (Tetris). Fantasy role-playing games (Dungeons & Dragons, Rolemaster, GURPS), while they may involve some of those aforementioned elements, rarely focus on them. Instead, playing a fantasy role-playing game is much like acting out a scene from a play, movie or book, only without a predefined script. Players take on such roles as wise wizards, noble knights, roguish sellwords, crafty hobbits, greedy dwarves, and anything else one can imagine and the referee allows. The players don’t exactly compete; instead, they interact with each other and with the fantasy setting. The game is played orally with no game board, and although the referee usually has a storyline planned for a game, much of the action is impromptu. Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the performance aesthetics of such games. The author provides the framework for a critical model useful in understanding the art—especially in terms of aesthetics—of role-playing games. The book also serves as a contribution to the beginnings of a body of criticism, theory, and aesthetics analysis of a mostly unrecognized and newly developing art form. There are four parts: the cultural structure, the extent to which the game relates to outside cultural elements; the formal structure, or the rules of the game; the social structure, which encompasses the degree and quality of social interaction among players; and the aesthetic structure, concerned with the emergence of role-playing as an art form.

Much work has been done on cognitive processes and creativity, but there is another half to the picture of creativity -- the affect half. This book addresses that other half by synthesizing the information that exists about affect and creativity and presenting a new model of the role of affect in the creative process. Current information comes from disparate literatures, research traditions, and theoretical approaches. There is a need in the field for a comprehensive framework for understanding and investigating the role of affect in creativity. The model presented here spells out connections between specific affective and cognitive processes important in creativity, and personality traits associated with creativity. Identifying common findings and themes in a variety of research studies and descriptions of the creative process, this book integrates child and adult research and the classic psychoanalytic approach to creativity with contemporary social and cognitive psychology. In so doing, it addresses two major questions:
• Is affect an important part of the creative process?
• If it is, then how is affect involved in creative thinking?
In addition, Russ presents her own research program in the area of affect and creativity, and introduces The Method of Measuring Affective Expression in Children’s Play -- which can be useful in child psychotherapy and creativity research. Current issues in the creativity area are also discussed, such as artistic versus scientific creativity, adjustment and the creative process, the role of computers in learning about creativity, gender differences in the creative process, and enhancing creativity in home, school, and work settings. Finally, Russ points to future research issues and directions, and discusses alternative research paradigms such as mood-induction methods versus children’s play procedures.

"The story of a turbulent, unlikely romance, a harrowing account of the lasting horrors of the Second World War, and a searing examination of one man's search for forgiveness and acceptance"---

the Role of Affect and Play in the Creative Process

Sexuality in Role-Playing Games

Ready Player One

Role Play

Heroes & Harmonies

Roleplaying in Psychotherapy

Now, at last, the Frontier Zone RPG 2nd Edition is here! Finally, the rules have been upgraded, and the images have been improved upon, for a much more enjoyable game! If you have the 1st Edition, fear not; the basic game mechanics are much the same. But the enhancements make for a richer, fuller game experience. For those new to the Frontier Zone Universe, this game is a fun and enjoyable introduction to the 22nd Century setting of the Frontier Zone. So, come on in, and enjoy the adventure! Welcome to the Frontier Zone!

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how The Hobbit and The Lord of the Rings helped shape fantasy gaming through Tolkien’s obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

This book is a printed edition of the Special Issue “The Role of Play in Children’s Health and Development” that was published in Children

Despite the rise of computer gaming, millions of adults still play face to face role playing games, which rely in part on social interaction to create stories. This work explores tabletop role playing game (TRPG) as a genre separate from computer role playing games. The relationship of TRPGs to other games is examined, as well as the interaction among the tabletop module, computer game, and novel versions of Dungeons & Dragons. Given particular attention are the narrative and linguistic structures of the gaming session, and the ways that players and gamemasters work together to construct narratives. The text also explores wider cultural influences that surround tabletop gamers.

The Fantasy Role-Playing Game

The Role-Playing Society

Role-play as a Heritage Practice

Teaching English as a Second Language

Affect and Creativity

Techniques and Procedures

This book engages non-digital role-playing games—such as table-top RPGs and live-action role-plays—in and from Japan, to sketch their possibilities and fluidities in a global context. Currently, non-digital RPGs are experiencing a second boom worldwide and are increasingly gaining scholarly attention for their inter-media relations. This study concentrates on Japan, but does not emphasise unique Japanese characteristics, as the practice of embodying an RPG character is always contingently realised. The purpose is to trace the transcultural entanglements of RPG practices by mapping four arenas of conflict: the tension between reality and fiction; stereotypes of escapism; mediation across national borders; and the role of scholars in the making of role-playing game practices.

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize.

The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • i09 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—109

The first young adult novel translated from Russian, a brave coming-out, coming-of-age story. In June 2013, the Russian government passed laws prohibiting “gay propaganda,” threatening jail time and fines to offenders. That same month, in spite of these harsh laws, a Russian publisher released PLAYING A PART, a young adult novel with openly gay characters. It was a brave, bold act, and now this groundbreaking story has been translated for American readers. In PLAYING A PART, Grisha adores everything about the Moscow puppet theater where his parents work, and spends as much time there as he can. But life outside the theater is not so wonderful. The boys in Grisha’s class bully him mercilessly, and his own grandfather says hateful things about how he’s not “masculine” enough. Life goes from bad to worse when Grisha learns that Sam, his favorite actor and mentor, is moving: He’s leaving the country to escape the extreme homophobia he faces in Russia. How Grisha overcomes these trials and writes himself a new role in his own story is heartfelt, courageous, and hopeful.

Welcome to second edition QUERP, the game of Quick Easy Role Playing. Featured in the book are: All the rules you need to play: Advice for Gamesmasters; A special solo adventure; A group adventure designed for beginners. Perfect for first-time role players or those looking for a quick ‘pick-up’ game without any complicated rules to learn, QUERP provides a complete system suitable for anyone of any age. The game mechanic uses 2d6 to resolve each outcome (The QUERP Game System)

Playing the Part

Developing Imagination and Creativity Through Role Play

Transcultural Dynamics and Orderings

Playing the Part (A Class of Their Own Book #3)

Digital Role Playing as a Motivator of Study

A Play for the End of the World

Offers a focal point in lessons integrating the four skills. Gives experienced teachers fresh ideas, and less experienced teachers lots of practical support.

Die Dissertation Role Playing Materials untersucht die materielle Seite von Larp, Mixed Reality und Pen'n'Paper Rollenspielen. Wie kooperieren Gewandung, Virtuelle-Realität-Brille, oder ein Bleistift mit Erzählung und Spielregeln? Neben Antworten auf diese Frage versucht das Buch das Verständnis von Rollenspielen als eine Handlung zu erweitern, die nicht nur von Menschen geprägt wird. Role Playing Materials examines how larp, mixed and tabletop role-playing games work. Costumes, computers, pen and paper are not passive elements. Materials change and are changed during role-playing game sessions, because they work together with narrative and ludic elements. If we think about materials as social elements, how do they make role-playing games work? To answer this question, Role Playing Materials draws on ethnographic fieldwork among role-playing communities in Germany. The analysis draws upon the fields of game studies, and science, technology and society studies.

This role-play notebook is designed to help people make connections with others and build the relationships they want to live happier lives. Each activity is devoted to a strategy or technique that will help you, the reader, engage in a process of analysis that will help you, the reader, engage in a process of analysis that really do make a difference. If you are searching for a book to enhance your skills in questioning techniques and have fun in the bargain, then this book is for you.

This15-hour!free course explored the role of play in children’s learning, and the importance of spontaneous play and socialising in the playground.

Role-Playing Games of Japan

And Playing the Role of Herself

Playing a Part

The Evolution of Fantasy Role-Playing Games

Games People Play

Reconsidering The Role of Play in Early Childhood

**After publicly self-destructing over a heartbreak a year ago, bestselling romance writer Piper James has one last chance to impress her publisher by agreeing to teach Hollywood’s favorite action star how to act like he’s in love for the movie adaption of one of her books. Only playboy Mick Blackwell has no clue what love looks like. The sizzling chemistry between them, though, needs no help. And as things heat up, Piper jumps at the chance for a bit of fun between the sheets, but with two stipulations: she’s kept out of the public eye and things end when she returns to New York. Except Mick keeps changing the rules on her. Tempted by America’s favorite bad boy, Piper is wondering how far she’s willing to bend...**

**In 1974, the release of Dungeons & Dragons forever changed the way that we experience imagined worlds. No longer limited to simply reading books or watching movies, gamers came together to collaboratively and interactively build and explore new realms. Based on four years of interviews and game recordings from locations spanning the United States, this book offers a journey that explores how role-playing games use a combination of free-form imagination and tightly constrained rules to experience those realms. By developing our understanding of the fantastic worlds of role-playing games, this book also offers insight into how humans come together and collaboratively imagine the world around us.**

**World class heart surgeon, Katherine Ross meets a young woman anonymously on a dating app. When each woman realises who the other really is, can they find a way to turn their intense passion into love?A sizzling hot Age Gap Medical Romance from Emily Hayes. Dr Katherine Ross is a world class heart surgeon. She holds life and death in her hands on a daily basis. Her own heart is fiercely guarded.She finds an intense, forbidden passion with the mysterious Sophia. Can she find a way to let Sophia in, to heal her own broken heart?**

**The bestselling Games People Play is the book that has helped millions of people understand the dynamics of relationships, by psychiatrist Eric Berne.We all play games. In every encounter with other people we are doing so. The nature of these games depends both on the situation and on who we meet.Eric Berne’s classic Games People Play is the most accessible and insightful book ever written about the games we play: those patterns of behaviour that reveal hidden feelings and emotions. Wise and witty, it shows the underlying motivations behind our relationships and explores the roles that we try to play - and are forced to play.Games People Play gives you the keys to unlock the psychology of others - and yourself. You’ll become more honest, more effective, and a true team player.‘A brilliant, amusing, and clear catalogue of the psychological theatricals that human beings play over and over again’ Kurt VonnegutEric Berne was a prominent psychiatrist and bestselling author.After inventing his groundbreaking Transactional Analysis, he continued to develop and apply this new methodology leading him to publish Games People Play. This became a runaway success and Berne leaves a remarkable legacy of over 30 other books and articles, as well as the founding of the International Transactional Analysis Association.Dr Berne’s other works include Principles of Group Treatment, A Layman’s Guide to Psychiatry and Psychoanalysis', and What Do You Say After You Say Hello? He died in 1970.**

**Historical Larp, Tabletop RPG and Reenactment**

**The Digital Role-Playing Game and Technical Communication**

**A Role-Play Notebook: Questions that really make a difference!**

**The Psychology of Human Relationships**

**Theory and Practice**

While the subject of play may seem trivial for behavioral science, E.O. Wilson noted that understanding the significance of play is an important challenge facing scholars in these fields. Play is observed among juveniles across a number of animal species and is especially prevalent in young mammals, yet it is difficult to define or to attribute functional significance to it. In this book, Pellegrini argues that play is an excellent example of the ways in which biology and culture influence each other, especially during childhood. Specifically, the innovative possibilities associated with different forms of play behavior during the juvenile period can influence individuals' skill acquisition, and possibly influence the development of the species. In order to understand play in this broad sense, it is necessary to understand its phylogenetic development (across monkeys, great apes, and humans), its place within human development, and its function(s) and antecedents. Such an understanding of the role of play in childhood has implications for a deeper understanding of the role of development in the human experience. This book is unique among its competitors in that it takes an explicitly theoretical orientation as it is applied to human play, in an evolutionary context. This will be the only volume to provide a coherent theoretical framework addressing the role of play in development. In his concluding chapter, Pellegrini will synthesize his arguments and theory, and speculate about directions for future research in the area. Because of these two aspects, this book has the potential to be a highly influential book for scholars in developmental psychology, educational psychology, evolutionary biology, and play theorists in anthropology.

Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.