

Simcity 2013 Beginners Guide

This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JCSG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains.

Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

Digital Tools for Knowledge Construction in the Elementary Grades was written for teachers who wish to gain a better understanding of how to integrate technology into their classrooms from a student-centered perspective. When done so, students must take more control of, and therefore more responsibility for, their learning. This book is divided into two sections. Part I provides a foundation and rationale for student-centered learning, instructional strategies for technology integration, and using this approach to help teachers assess their students in meeting academic standards. Part II includes foundational technology information and appropriate use of digital tools for communication, collaboration, research, publishing, and even games for learning. This text provides methods and examples of technology integration that supports students' achievement of national academic standards by using today's digital tools for communication, collaboration, research and publishing. When students learn how to become knowledgeable global digital citizens they gain the requisite skills for tomorrow's creative thinkers, problem solvers, and decision makers.

The Digital Gaming Handbook covers the state-of-the-art in video and digital game research and development, from traditional to emerging elements of gaming across multiple disciplines. Chapters are presented with applicability across all gaming platforms over a broad range of topics, from game content creation through gameplay at a level accessible for the professional game developer while being deep enough to provide a valuable reference of the state-of-the-art research in this field. Key Features: International experts share their research and experience in game development and design Provides readers with inside perspectives on the cross-disciplinary aspects of the industry Includes retrospective and forward-looking examinations of gaming Editor: Dr. Roberto Dillon is a leading game studies educator with more than 15 years of experience in the field of game design and development.

Choosing and Using Digital Games in the Classroom

Foundations of Learning and Instructional Design Technology

Engaging Learners with Semiotics

Minecraft

Digital Tools for Knowledge Construction in the Secondary Grades

A Guide to Engineering Experiences

As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book The Web Psychologist, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. Webs of Influence delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level - with dazzling results.

In the past, not being able to program meant not being able to make video games. Now if you can draw a flow-chart you can use powerful State Machine technology to create your dream game! No-Code Video Game Development using Unity and Playmaker will teach you how to substitute flow-charts for code. As a complete course, it uses a project-based approach. The FPS project comes with over a hundred dollars worth of free #gamedev DLC: Unity Packages, Playmaker Templates, Character Models, Animations, Materials, and more!

You'll also learn game design documentation and theory, Mecanim, Particle Systems, and UI. By the time you're done you'll have gained the skills needed to create your own dream game, all without writing any code!

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Games are increasingly becoming the focus for research due to their cultural and economic impact on modern society. However, there are many different types of approaches and methods than can be applied to understanding games or those that play games. This book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative, qualitative and mixed methods. In addition, approaches using game development for research is described. Each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games. Through this, the book provides an overview of research methods that enable us to better our understanding on games.

Simulation and Learning

Lessons Learned from Reading the Signs

E-Learning

The Digital Gaming Handbook

How People Learn II

The Psychology of Online Persuasion

You may be contemplating your first Linux installation. Or you may have been using Linux for years and need to know more about adding a network printer or setting up an FTP server. Running Linux, now in its fifth edition, is the book you'll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of Running Linux is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio and video playback applications, groupware functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. Running Linux covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration--including dial-up, ADSL, and cable modems--in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications--and also tells you what programming tools are available if you're interested in contributing to these applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of Running Linux have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing the additional information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, Running Linux will provide expert advice just when you need it.

"Semiotics has explained the cognitive mechanisms of a complex, subtle and important phenomenon affecting all human interactions and communications across socio-cultural, socio-economic groups. Semiotics has captured a durable and enriching functionality from multiple disciplines including psychology, anthropology, sociology, philosophy, marketing and their multidisciplinary off-spring, such as, educational psychology, consumer psychology, visual literacy, media studies, etc. Semiotic treatises have explored critical factors affecting the relationship between any intended message and the message recipient's interpretation. The factors that shape interpretation inherently affect learning and often directly affect learner engagement with the content. Learning environments have been culturally-laden communication experiences which academics, largely segmented by discipline, have described but often cloaked in semiotic jargon. Each chapter integrates example after example of semiotics in everyday activities and events, such as stories, graphics, movies, games, infographics, and educational strategies. The chapters also present the most salient semiotic features for learning environments. The book describes semiotics as a communications phenomenon with practical implications for educators to

enhance courses and programs with semiotic features in any educational environment but especially in mediated e-learning environments"--

The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of *The Ultimate History of Video Games* reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. *The Ultimate History: Volume 1* tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like *Space Invaders*, *Centipede*, and *Pac-Man* helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover • the video game that saved Nintendo from bankruptcy • the serendipitous story of *Pac-Man*'s design • the misstep that helped topple Atari's \$2-billion-a-year empire • the coin shortage caused by *Space Invaders* • the fascinating reasons behind the rise, fall, and rebirth of Sega • and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field. Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and estimating backlogs Working with distributed and offshore teams Institutionalizing improvements, and extending agility throughout the organization Packed with real-world examples straight from Lacey's experience, this book will be invaluable to anyone transitioning to Scrum, seeking to improve their early results, or trying to get back on track.

Teaching Strategies: A Guide to Effective Instruction

Digital Tools for Knowledge Construction in the Elementary Grades

Distance Education for Teacher Training

Learners, Contexts, and Cultures

Artificial Intelligence and Games

The Art of Game Design

Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technology

Digital Tools for Knowledge Construction in the Secondary Grades was written for teachers who wish to gain a better understanding of how to integrate technology into their classrooms from a student-centered perspective. When done so, students must take more control of, and therefore more responsibility for, their learning. This book is divided into two sections. Part I provides a foundation and rationale for student-centered learning, instructional strategies for technology integration, and using this approach to help teachers assess their students in meeting academic standards. Part II includes foundational technology information and appropriate use of digital tools for communication, collaboration, research, publishing, and even games for learning. This text provides methods and examples of technology integration that supports students' achievement of national academic standards by using today's digital tools for communication, collaboration, research and publishing. When students learn how to become knowledgeable global digital citizens they gain the requisite skills for tomorrow's creative thinkers, problem solvers, and decision makers.

This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises,

lecture slides and reading.

A comprehensive, practical guide to composing video game music, from acquiring the necessary skills to finding work in the field. Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity. Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In A Composer's Guide to Game Music, Winifred Phillips—herself an award-winning composer of video game music—provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business. A Composer's Guide to Game Music offers indispensable guidance for musicians and composers who want to deploy their creativity in a dynamic and growing industry, protect their musical identities while working in a highly technical field, and create great music within the constraints of a new medium.

A Distribution-Neutral Guide for Servers and Desktops***Writing Interactive Music for Video Games******OMG! - Operations Management Game: A Customizable Serious Simulation Board Game for Learning the Core Principles of Operations Management******Agile Advice for Your First Year and Beyond******A Practical Guide to Indie Game Marketing******Media Rich Instruction***

TEACHING STRATEGIES: A GUIDE TO EFFECTIVE INSTRUCTION, now in its tenth edition, is known for its practical, applied help with commonly used classroom teaching strategies and tactics. Ideal for anyone studying education or involved in a site-based teacher education program, the book focuses on topics such as lesson planning, questioning, and small-group and cooperative-learning strategies. The new edition maintains the book's solid coverage, while incorporating new and expanded material on InTASC standards, a new chapter on teaching in the inclusive classroom, and an up-to-date discussion of assessment as it relates to inclusion. The text continues to be supported by a rich media package anchored by TeachSource Video Cases, which bring text content to life in actual classroom situations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Ever wanted to build something in Minecraft? This book answers ALL of your questions! * How to build the best buildings * Best furniture ideas * Cool house designs * Structures And MORE!! Buy NOW! ON 50% SALE FOR A LIMITED TIME!

The main idea of this book is that to comprehend the instructional potential of simulation and to design effective simulation-based learning environments, one has to consider both what happens inside the computer and inside the students' minds. The framework adopted to do this is model-centered learning, in which simulation is seen as particularly effective when learning requires a restructuring of the individual mental models of the students, as in conceptual change. Mental models are by themselves simulations, and thus simulation models can extend our biological capacity to carry out simulative reasoning. For this reason, recent approaches in cognitive science like embodied cognition and the extended mind hypothesis are also considered in the book.. A conceptual model called the "epistemic simulation cycle" is proposed as a blueprint for the comprehension of the cognitive activities involved in simulation-based learning and for instructional design.

The essential e-learning design manual, updated with the latest research, design principles, and examples e-Learning and the Science of Instruction is the ultimate handbook for evidence-based e-learning design. Since the first edition of this book, e-learning has grown to account for at least 40% of all training delivery media. However, digital courses often fail to reach their potential for learning effectiveness and efficiency. This guide provides research-based guidelines on how best to present content with text, graphics, and audio as well as the conditions under which those guidelines are most effective. This updated fourth edition describes the guidelines, psychology, and applications for ways to improve learning through personalization techniques, coherence, animations, and a new chapter on evidence-based game design. The chapter on the Cognitive Theory of Multimedia Learning introduces three forms of cognitive load which are revisited throughout each chapter as the psychological basis for chapter principles. A new chapter on engagement in learning lays the groundwork for in-depth reviews of how to leverage worked examples, practice, online collaboration, and learner control to optimize learning. The updated instructor's materials include a syllabus, assignments, storyboard projects, and test items that you can adapt to your own course schedule and students. Co-authored by the most productive instructional research scientist in the world, Dr. Richard E. Mayer, this book distills copious e-learning research into a practical manual for improving learning through optimal design and delivery. Get up to date on the latest e-learning research Adopt best practices for communicating information effectively Use evidence-based techniques to engage your learners Replace popular instructional ideas, such as learning styles with evidence-based guidelines Apply evidence-based design techniques to optimize learning games e-Learning continues to grow as an alternative or adjunct to the classroom, and correspondingly, has become a focus among researchers in learning-related fields. New findings from research laboratories can inform the design and development of e-learning. However, much of this research published in technical journals is inaccessible to those who actually design e-learning material. By collecting the latest evidence into a single volume and translating the theoretical into the practical, e-Learning and the Science of Instruction has become an essential resource for consumers and designers of multimedia learning.

A Practical Guide***Creating Sustainable Cities******Learning, Education & Games, Volume 3: 100 Games to Use in the Classroom & Beyond******From Pong to Pokemon and Beyond . . . the Story Behind the Craze That Touched Our Lives and Changed the World******Augmented Reality Game Development******e-Learning and the Science of Instruction***

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your

game for mobile devices.

E-learning has brought an enormous change to instruction, in terms of both rules and tools. Contemporary education requires diverse and creative uses of media technology to keep students engaged and to keep up with rapid developments in the ways they learn and teachers teach. Media Rich Instruction addresses these requirements with up-to-date learning theory and practices that incorporate innovative platforms for information delivery into traditional areas such as learning skills and learner characteristics. Experts in media rich classroom experiences and online instruction delve into the latest findings on student cognitive processes and motivation to learn while offering multimedia classroom strategies geared to specific curriculum areas. Advances such as personal learning environments, gamification, and the Massive Open Online Course are analyzed in the context of their potential for collaborative and transformative learning. And each chapter features key questions and application activities to make coverage especially practical across grade levels and learner populations. Among the topics included: Building successful learning experiences online. Language and literacy, reading and writing. Mathematics teaching and learning with and through education technology. Learning science through experiment and practice. Social studies teaching for learner engagement. The arts and Technology. Connecting school to community. At a time when many are pondering the future of academic standards and student capacity to learn, Media Rich Instruction is a unique source of concrete knowledge and useful ideas for current and future researchers and practitioners in media rich instructional strategies and practices.

“This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition.” —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

The dramatic findings of a ground-breaking study of 120 immensely talented individuals reveal astonishing new information on developing talent in young people. • The Nature of the Study and Why It Was Done • Learning to Be a Concert Pianist • One Concert Pianist • The Development of Accomplished Sculptors • The Development of Olympic Swimmers • One Olympic Swimmer • Learning to Be a World-Class Tennis Player • The Development of Exceptional Research Mathematicians • One Mathematician: “Hal Foster” • Becoming an Outstanding Research Neurologist • Phases of Learning • Home Influences on Talent Development • A Long-Term Commitment to Learning • Generalizations About Talent Development

Connecting Curriculum To All Learners

Concepts and Practice

Revised and Updated Edition

Designing Games

Running Linux

jQuery Game Development Essentials

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

Learn how to market for your indie game, even with a small budget and limited resources. For those who want to earn a regular income from making indie games, marketing can be nearly as vital to the success of the game as the game itself. A Practical Guide to Indie Game Marketing provides you with the tools needed to build visibility and sell your game. With special focus on developers with small budgets and limited staff and resources, this book is packed with recommendations and techniques that you can put to use immediately. As a seasoned marketing professional, author Joel Dreskin provides insight into practical, real-world experiences from marketing numerous successful games and also shares tips on mistakes to avoid. Presented in an easy to read format, A Practical Guide to Indie Game Marketing includes information on establishing an audience and increasing visibility so you can build successes with your studio and games. Through case studies, examples, guidelines and tips, you will learn best practices for developing plans for your game launches, PR, community engagement, channel promotions and more Sample timelines help you determine how long in advance of a launch to prepare your first public communications, when to announce your game, as well as recommended timing for releasing different game assets Book also includes marketing checklist 'cheat sheets', dos and don'ts and additional resources

There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. How People Learn II: Learners, Contexts, and Cultures provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an

in-depth look at the constellation of influences that affect individual learning. How People Learn II will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

A Composer's Guide to Game Music

Game Research Methods: An Overview

No-Code Video Game Development Using Unity and Playmaker

Learn Unity for 2D Game Development

A Composer's Guide

A Model-Centered Approach

Creating cities of cultural vigour and physical beauty that are also sustainable in economic and environmental terms.

Provides an examination of past and future e-learning approaches, and explores the implications of applying e-learning in practice. This work is useful for those involved in technology learning systems. It is of relevance to those involved in ICT and education modules, and e-learning courses.

This fundamental work explains in detail systems for active safety and driver assistance, considering both their structure and their function. These include the well-known standard systems such as Anti-lock braking system (ABS), Electronic Stability Control (ESC) or Adaptive Cruise Control (ACC). But it includes also new systems for protecting collisions protection, for changing the lane, or for convenient parking. The book aims at giving a complete picture focusing on the entire system. First, it describes the components which are necessary for assistance systems, such as sensors, actuators, mechatronic subsystems, and control elements. Then, it explains key features for the user-friendly design of human-machine interfaces between driver and assistance system. Finally, important characteristic features of driver assistance systems for particular vehicles are presented: Systems for commercial vehicles and motorcycles.

Game analysis allows us to understand games better, providing insight into the player-game relationship, the construction of the game, and its sociocultural relevance. 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. Introduction to Game Analysis serves as an accessible guide to analyzing games using strategies borrowed from textual analysis. Clara Fernández-Vara's concise primer provides 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 Bioshock 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.

Joint International Conference, JCSG 2021, Virtual Event, January 12–13, 2022, Proceedings

Serious Games

Awesome Building Ideas for You!

Introduction to Game Analysis

В одно касание. Бизнес-стратегии Google, Apple, Facebook, Amazon и других корпораций

A book of lenses

Бесплатный Android приносит Google кучу денег. Как? Microsoft высмеивает в рекламе свой Office 365. Почему? С подпиской Prime компания Amazon работает себе в убыток. Зачем? Adobe больше не продает Photoshop. В чем смысл? Хотите узнать, что делает эти компании по-настоящему великими? Google, Facebook, Spotify, Uber, Amazon, Netflix — они захватили рынок и с помощью новейших технологий и продуманных бизнес-решений удерживают лидерство. Но что стоит за высокими технологиями и почему это работает? Хотите быть в курсе трендов и разбираться в современных бизнес-стратегиях? Узнать, почему технологические гиганты принимали бизнес-решения, которые порой кажутся странными? Понять, как IT-компании справляются со сбоями и динамично растущими рынками? Авторы книги — продакт-менеджеры из Google, Facebook и Microsoft — помогут вам сориентироваться в будущем, которое уже наступило.

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

First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Written as a concise yet practical guide with an explicit focus on utilizing jQuery for game development, you'll learn how to create stunning games that look great without the hassle of learning about a complex game engine in the process. Knowledge of JavaScript and jQuery as well as basic experience with frontend development is all you need to start making games in a matter of hours with this essential guide. Whilst also suitable for those who simply want to start making games with jQuery, it's specifically targeted at web developers that want to experiment with and utilize their existing skills.

Developing Talent in Young People

The Ultimate History of Video Games, Volume 1

Handbook of Driver Assistance Systems

A Guide to Japanese Role-Playing Games

The Scrum Field Guide

Basic Information, Components and Systems for Active Safety and Comfort