

Starcraft 2 Mastery Guide Rapidshare Com

Create learning experiences that transform not only learning, but life itself. Learn about, improve, and expand your world of learning. This hands-on companion to the runaway best-seller, *Deep Learning: Engage the World Change the World*, provides an essential roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. Loaded with tips, tools, protocols, and real-world examples, the easy-to-use guide has everything educators need to construct and drive meaningful deep learning experiences that give purpose, unleash student potential, and prepare students to become problem-solving change agents in a global society. "Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, *Gaming Rhythms* employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

From 2020 Democratic presidential candidate Andrew Yang, a captivating account of how "a skinny Asian kid from upstate" became a successful entrepreneur, only to find a new mission: calling attention to the urgent steps America must take, including Universal Basic Income, to stabilize our economy amid rapid technological change and automation. The shift toward automation is about to create a tsunami of unemployment. Not in the distant future--now. One recent estimate predicts 45 million American workers will lose their jobs within the next twelve years--jobs that won't be replaced. In a future marked by restlessness and chronic unemployment, what will happen to American society? In *The War on Normal People*, Andrew Yang paints a dire portrait of the American economy. Rapidly advancing technologies like artificial intelligence, robotics and automation software are making millions of Americans' livelihoods irrelevant. The consequences of these trends are already being felt across our communities in the form of political unrest, drug use, and other social ills. The future looks dire--but is it unavoidable? In *The War on Normal People*, Yang imagines a different future--one in which having a job is distinct from the capacity to prosper and seek fulfillment. At this vision's core is Universal Basic Income, the concept of providing all citizens with a guaranteed income--and one that is rapidly gaining popularity among forward-thinking politicians and economists. Yang proposes that UBI is an essential step toward a new, more durable kind of economy, one he calls "human capitalism."

Becoming the Champion

Level Up Your Social Life

The Guide to Great Video Game Design

A Game Designer's Guide to Virtual Sensation

World of Warcraft

Digital Games and Mathematics Learning

Tools for Engagement

Sborník shrnuje p?isp?vky z první výro?ní konference Central and Eastern European Game Studies, konané v Brn? ve dnech 10.–11. ?ijna 2014. P?isp?vky zam??ené na výzkum digitálních her zahrnují témata od historie k teorii, od empirických studií k aplikovanému výzkumu. Zna?ná ?ást p?isp?vk? se váže k regionu st?ední a východní Evropy.

After killing the corrupt Warchief Blackhand, Orgrim Doomhammer was quick to seize control over the Orcish Horde. Now he is determined to conquer the rest of Azeroth so that his people will once again have a home of their own in the... WORLD OF WARCRAFT Anduin Lothar, former Champion of Stormwind, has left his shattered homeland behind and led his people across the Great Sea to the shores of Lordaeron. There, with the aid of the noble King Terenas, he forges a mighty Alliance with the other human nations. But even that may not be enough to stop the Horde's merciless onslaught. Elves, dwarves, and trolls enter the fray as the two emerging factions vie for dominance. Will the valiant Alliance prevail, or will the Horde's tide of darkness consume the last vestiges of freedom on Azeroth?

If you're looking to make a career move from programmer to AI specialist, this is the ideal place to start. Based on Laurence Moroney's extremely successful AI courses, this introductory book provides a hands-on, code-first approach to help you build confidence while you learn key topics. You'll understand how to implement the most common scenarios in machine learning, such as computer vision, natural language processing (NLP), and sequence modeling for web, mobile, cloud, and embedded runtimes. Most books on machine learning begin with a daunting amount of advanced math. This guide is built on practical lessons that let you work directly with the code. You'll learn: How to build models with TensorFlow using skills that employers desire The basics of machine learning by working with code samples How to implement computer vision, including feature detection in images How to use NLP to tokenize and sequence words and sentences Methods for embedding models in Android and iOS How to serve models over the web and in the cloud with TensorFlow Serving

Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms compiles hundreds of different mechanisms, organized by category. Each has a description of how it works, discussion of its pros and cons, how it can be implemented, and examples of specific games that use it. Building Blocks can be read cover to cover, used as a reference when looking for inspiration for a new design, help solving a specific problem, or assist in getting unstuck in the midst of a project. This book, the first to collect mechanisms like this in the tabletop game design field, aims to be a practical guide that will be a great starting point for beginning designers, a handy guidebook for the experienced, and an ideal classroom textbook. Key Features The first compendium of its kind in the tabletop game field. Covers the nuts and bolts of design to resolve specific challenges. Serves as a practical guide, a great starting point for beginning designers, and a reference for seasoned professionals. Contains discussion of a series of standalone mechanisms, in a standard format and style, with cross-links to related mechanics and specific examples. Includes hundreds of mechanism entries with accompanying diagrams and sample games to study. Ideal for professional or classroom use.

Game Architecture and Design

Starcraft: Ghost--Nova

Actionable Gamification

AI and Machine Learning for Coders

Intervention and Research

A Guide to Engineering Experiences

Official Strategy Guide

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren ' t sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

Digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies. Its ubiquity, as well as the sheer volume of hours young people spend gaming, should make it ripe for urgent academic enquiry, yet the subject was a research backwater until the turn of the millennium. Even today, as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens, the subject is still treated with scepticism in some academic circles. This handbook aims to reflect the relevance and value of studying digital games, now the subject of a growing number of studies, surveys, conferences and publications. As an overview of the current state of research into digital gaming, the 42 papers included in this handbook focus on the social and cultural relevance of gaming. In doing so, they provide an alternative perspective to one-dimensional studies of gaming, whose agendas do not include cultural factors. The contributions, which range from theoretical approaches to empirical studies, cover various topics including analyses of games themselves, the player-game interaction, and the social context of gaming. In addition, the educational aspects of games and gaming are treated in a discrete section. With material on non-commercial gaming trends such as ' modding ', and a multinational group of authors from eleven nations, the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content.

Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles are locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. Bhekar Ro: a bleak, backwater world on the fringe of the Terran Dominion, where every day is a struggle to survive for its handful of human colonists. It is a veritable wasteland -- one speck of dust among many in the vast, dark sea of space. But when the most violent storm in recent memory unearths an unfathomable alien artifact, Bhekar Ro becomes the greatest prize in the Terran Sector -- the Holy Grail of the Zerg, the Protoss, and Humanity alike -- as forces from the three great powers converge to claim the lost secrets of the most powerful species the universe has ever known. shadow of the xel'naga An original tale of space warfare novels set in the world of the bestselling computer game!

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.

Communicative Figurations

The Gamer's Guide to Social Success

A Handbook of Digital Games Studies

Thrawn: Treason (Star Wars)

Transforming Communications in Times of Deep Mediatization

Prophets of Deceit

Kids Living and Learning with New Media

***NATIONAL BESTSELLER** • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger- General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.*

“This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming.”

— John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "SolarSKI's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris SolarSKI gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although Drawing Basics and Video Game Art is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook
iMaximize Your iMac Plug in, turn on, double-click. With an iMac, getting onto the Web or into a program is easy. But there is a universe of incredible iMac possibilities that aren't quite so obvious. This book shows you how to find them. Created by the editor-in-chief of Macworld and two Mac experts, My iMac reveals the secrets of iMac mastery, from "Zen and the Art of iMac Setup" to "A Landlubber's Guide to the Internet." CD-ROM packed with valuable software! Free Norton AntiVirus and Norton Utilities trials from Symantec Free Expander and utility products from Aladdin (shareware) Free Recover-iT Internet Backup Service tryout from Dantz Plus a Free iMac library with over 30 utilities, applications, icon sets, and games, including demos of Dark Vengeance, Lode Runner, Civilization II, and StarCraft! See Appendix B for details. Unleash the iMac Difference Move stuff from your old Mac to your iMac Discover all the goodies in the new Mac operating system Speed up your iMac with ten easy tips Get more work out of AppleWorks Make the most of the Internet — your complete guide to browsers, service providers, e-mail, games, managing personal finances, and building your own personal Web page Troubleshoot problems, from modem hangups to system conflicts www.idgbooks.com System Requirements: One iMac in any color

This document provides guidance to States and operators for developing procedures and policies for dealing with dangerous goods incidents on board aircraft. It contains general information on the factors that may need to be considered when dealing with any dangerous goods incident and provides specific emergency response drill codes for each item listed in the Technical Instructions for the Safe Transport of Dangerous Goods by Air

Revised and Updated Edition

What Video Games Have to Teach Us About Learning and Literacy. Second Edition

An Encyclopedia of Mechanisms

The War on Normal People

Shadow of the Xel'naga

Game Research Methods: An Overview

My iMac

This highly practical resource integrates the powerful dynamics of family into residential treatment and outdoors-based therapy for young people. Recognizing both the family as the systemic base for promoting change in adolescents and the therapeutic potential of the residential/wilderness setting, experts show how aligning the two can enhance the healing value of the program while promoting higher standards for care. Chapters describe innovative, science-based interventions and techniques for treating common behavioral and emotional problems along a continuum of family involvement and separation, to address issues affecting the family as well as the identified patient. With its accessible ideas and compelling case studies, the book ably demonstrates the critical role of family in adolescent patients' successful transition to post-treatment life. Among the topics covered:
• A parallel process: home therapy while the adolescent or young adult is in residential care.
• Intentional separation of families: increasing differentiation through wilderness therapy.
• Emerging family therapy models utilized in residential settings.
• Engaging families in Outdoor Behavioral Healthcare.
• Research on coping skills used by youth with emotional and behavioral disorders.
• Expanding our understanding of the place of family therapy in residential treatment. Family Therapy with Adolescents in Residential Treatment offers novel, exciting, and effective strategies and techniques for practitioners and mental health professionals particularly interested in family therapy with adolescents, and in related interventions and research.

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

Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key Features Explore what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

This book focuses on the implementation of Artificial Intelligence in Business, Education and Healthcare. It includes research articles and expository papers on the applications of Artificial Intelligence on Decision Making, Entrepreneurship, Social Media, Healthcare, Education, Public Sector, FinTech, and RegTech. It also discusses the role of Artificial Intelligence in the current COVID-19 pandemic, in the health sector, education, and others. It also discusses the impact of Artificial Intelligence on decision-making in vital sectors of the economy.

Playing to Win

Beyond Points, Badges, and Leaderboards

Game Feel

Starcraft: Queen of Blades

Building Blocks of Tabletop Game Design

Proceedings of the Central and Eastern European Game Studies Conference Brno 2014

A Study of the Techniques of the American Agitator

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

An examination of young people's everyday new media practices—including video-game playing, text-messaging, digital media production, and social media use. Conventional wisdom about young people's use of digital technology often equates generational identity with technology identity: today's teens seem constantly plugged in to video games, social networking sites, and text messaging. Yet there is little actual research that investigates the intricate dynamics of youths' social and recreational use of digital media. Hanging Out, Messing Around, and Geeking Out fills this gap, reporting on an ambitious three-year ethnographic investigation into how young people are living and learning with new media in varied settings—at home, in after-school programs, and in online spaces. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, Hanging Out, Messing Around, and Geeking Out is distinctive for its combination of in-depth description of specific group dynamics with conceptual analysis.

Former marshal-turned-rebel Jim Raynor has broken away from the power-crazed Emperor Arcturus Mengsk. Enraged over Mengsk's betrayal of the powerful telepath, Sarah Kerrigan, to the ravenous Zerg, Raynor has lost all faith in his fellow humanity. Yet, in the aftermath of Mengsk's treachery, Raynor is plagued by strange visions of Char -- a deadly, volcanic world haunted by horrifying alien creatures. As the nightmares grow in intensity, Raynor begins to suspect that they may not be figments of his imagination -- but a desperate form of telepathic contact. Convinced that the woman he loves is still alive, Raynor launches a hasty mission to rescue Kerrigan from Char. But deep beneath the planet's smoldering surface, Raynor finds a strange chrysalis...and is forced to watch in horror as a terrible, all-too-familiar entity rises from it. Before him stands a creature of depthless malice and vengeance... Sarah Kerrigan: the Zerg Queen of Blades.

NEW YORK TIMES BESTSELLER • Grand Admiral Thrawn faces the ultimate test of his loyalty to the Empire in this epic Star Wars novel from bestselling author Timothy Zahn. "If I were to serve the Empire, you would command my allegiance." Such was the promise Grand Admiral Thrawn made to Emperor Palpatine at their first meeting. Since then, Thrawn has been one of the Empire's most effective instruments, pursuing its enemies to the very edges of the known galaxy. But as keen a weapon as Thrawn has become, the Emperor dreams of something far more destructive. Now, as Thrawn's TIE defender program is halted in favor of Director Krennic's secret Death Star project, he realizes that the balance of power in the Empire is measured by more than just military acumen or tactical efficiency. Even the greatest intellect can hardly compete with the power to annihilate entire planets. As Thrawn works to secure his place in the Imperial hierarchy, his former protégé Eli Vanto returns with a dire warning about Thrawn's homeworld. Thrawn's mastery of strategy must guide him through an impossible choice: duty to the Chiss Ascendancy, or fealty to the Empire he has sworn to serve. Even if the right choice means committing treason. Praise for Thrawn: Treason "Another excellent addition to the new canon . . . Thrawn: Treason will reward you thoroughly for your time."—GeekMom "If you've ever enjoyed a Thrawn story—whether that was Heir to the Empire and its sequels or Zahn's new novels—you'll find more of what you enjoy in Treason."—Dork Side of the Force

Designing Games

Drawing Basics and Video Game Art

Liberty's Crusade

The Nature Fix: Why Nature Makes Us Happier, Healthier, and More Creative

Applications of Artificial Intelligence in Business, Education and Healthcare

A Composer's Guide to Game Music

World of Warcraft: Beyond the Dark Portal

A prime feature of this game guide is a detailed walkthrough for all 12 levels. Expert tactics for each challenging mission are also included. Complete Vertical Tank and weapon coverage is given, along with comprehensive coverage of the 40+ button simulation controller, packaged with the game. Game secrets, including hidden missions and enemy robots, are revealed.

Four years after the end of the Brood War, Emperor Arcturus Mengsk has rebuilt much of the Terran Dominion and consolidated a new military force despite an ever-present alien threat. Within this boiling cauldron of strife and subversion, a young woman known only as Nova shows the potential to become Mengsk's most lethal and promising "Ghost" operative. Utilizing a combination of pure physical aptitude, innate psychic power, and advanced technology, Nova can strike anywhere with the utmost stealth. Like a phantom in the shadows, she exists only as a myth to the enemies of the Terran Dominion. Yet Nova wasn't born a killer. She was once a privileged child of one of the Old Families of the Terran Confederacy, but her life changed forever when a rebel militia murdered her family. In her grief, Nova unleashed her devastating psychic powers, killing hundreds in a single, terrible moment. Now, on the run through the slums of Tarsonis, she is unable to trust anyone. Pursued by a special agent tasked with hunting down rogue telepaths, Nova must come to terms with both her burgeoning powers and her guilt -- before they consume her and destroy everything in her path....

Winning at competitive games requires a results-oriented mindset that many players are simply not willing to adopt. This book walks players through the entire process: how to choose a game and learn basic proficiency, how to break through the mental barriers that hold most players back, and how to handle the issues that top players face. It also includes a complete analysis of Sun Tzu's book The Art of War and its applications to games of today. These foundational concepts apply to virtually all competitive games, and even have some application to "real life." Trade paperback. 142 pages.

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.

Family Therapy with Adolescents in Residential Treatment

Computer Games and New Media Cultures

Emergency response guidance for aircraft incidents involving dangerous goods

Management 9e

Hanging Out, Messing Around, and Geeking Out

New Perspectives in Game Studies

The Truth About America's Disappearing Jobs and Why Universal Basic Income Is Our Future

This open access volume assesses the influence of our changing media environment. Today, there is not one single medium that is the driving force of change. With the spread of various technical communication media such as mobile phones and internet platforms, we are confronted with a media manifold of deep mediatization. But how can we investigate its transformative capability? This book answers this question by taking a non-media-centric perspective, researching the various figurations of collectivities and organizations humans are involved in. The first part of the book outlines a fundamental understanding of the changing media environment of deep mediatization and its transformative capacity. The second part focuses on collectivities and movements: communities in the city, critical social movements, maker, online gaming groups and networked groups of young people. The third part moves institutions and organizations into the foreground, discussing the transformation of journalism, religion, politics, and education, whilst the fourth and final part is dedicated to methodologies and perspectives.

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

"Highly informative and remarkably entertaining." —Elle From forest trails in Korea, to islands in Finland, to eucalyptus groves in California. Florence Williams investigates the science behind nature's positive effects on the brain. Delving into brand-new research, she uncovers the powers of the natural world to improve health, promote reflection and innovation, and strengthen our relationships. As our modern lives shift dramatically indoors, these ideas—and the answers they yield—are more urgent than ever.

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

Classic to Cutting-Edge Art Techniques for Winning Video Game Design

Sylvanas (World of Warcraft)

Challenges for Game Designers

World of Warcraft: Tides of Darkness

Game Balance

Steel Battalion

Play and Counterplay from the Situated to the Global

How authoritarian and racist discourse functions A classic book that analyzes and defines media appeals specific to American pro-fascist and anti-Semite agitators of the 1940s, such as the application of psychosocial manipulation for political ends. The book details psychological deceptions that ideologues or authoritarians commonly used. The techniques are grouped under the headings "Discontent", "The Opponent", "The Movement" and "The Leader". The authors demonstrate repetitive patterns commonly utilized, such as turning unfocused social discontent towards a targeted enemy. The agitator positions himself as a unifying presence: he is the ideal, the only leader capable of freeing his audience from the perceived enemy. Yet, as the authors demonstrate, he is a shallow person who creates social or racial disharmony, thereby reinforcing that his leadership is needed. The authors believed fascist tendencies in America were at an early stage in the 1940s, but warned a time might come when Americans could and would be "susceptible to ... [the] psychological manipulation" of a rabble rouser. A book once again relevant in the Trump era, as made clear by Alberto Toscano's new introduction.

A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

The Gamer's Guide to Social SuccessIf you can succeed at video games, you can succeed socially.That's the promise of Level Up Your Social Life.Level Up Your Social Life uses the video game concepts that you're already familiar with to teach you how to succeed socially. Want to be better at conversation? Pong holds the secret. Want to make more friends? Mario Kart can show you how.It's written by Daniel Wendler, a leading social skills expert and lifelong gamer. Daniel taught himself social skills to overcome the challenges of Asperger's Syndrome, and became an author to share what he learned with the world. He's coached hundreds of people around the world in social skills, spoken at TEDx, and written an online social skills guide read by over a million people.He wrote Level Up Your Social Life to help gamers everywhere make new friends, feel more confident, and have the best social life possible. If you want a guide to social success written by someone that gets what it's like to be a gamer, this is your book. Inside the guide, you'll learn things like:* How to use "random encounters" to increase your social confidence.* The Starcraft tactic that can help you manage conflict.* What Left 4 Dead and friendship have in common.Plus, you'll be given real-world quests to help you take your social life to the next level. There's also achievements, side quests, and cheat codes - everything you need to excel socially.So what are you waiting for? Level Up Your Social Life today!

Digital games offer enormous potential for learning and engagement in mathematics ideas and processes. This volume offers multidisciplinary perspectives—of educators, cognitive scientists, psychologists and sociologists—on how digital games influence the social activities and mathematical ideas of learners/gamers. Contributing authors identify opportunities for broadening current understandings of how mathematical ideas are fostered (and embedded) within digital game environments. In particular, the volume advocates for new and different ways of thinking about mathematics in our digital age—proposing that these mathematical ideas and numeracy practices are distinct from new literacies or multiliteracies. The authors acknowledge that the promise of digital games has not always been realised/fulfilled. There is emerging, and considerable, evidence to suggest that traditional discipline boundaries restrict opportunities for mathematical learning. Throughout the book, what constitutes mathematics learnings and pedagogy is contested. Multidisciplinary viewpoints are used to describe and understand the potential of digital games for learning mathematics and identify current tensions within the field. Mathematics learning is defined as being about problem solving; engagement in mathematical ideas and processes; and social engagement. The artefact, which is the game, shapes the ways in which the gamers engage with the social activity of gaming. In parallel, the book (as a textual artefact) will be supported by Springer's online platform—allowing for video and digital communication (including links to relevant websites) to be used as supplementary material and establish a dynamic communication space.

Gaming Rhythms

Level Up!

Potential, Promises and Pitfalls

Dive Into Deep Learning

A Complex Systems Theory-Based Conceptualization

Big Data in Organizations and the Role of Human Resource Management

Big data are changing the way we work. This book conveys a theoretical understanding of big data and the related interactions on a socio-technological level as well as on the organizational level. Big data challenge the human resource department to take a new role. An organization's new competitive advantage is its employees augmented by big data.

Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles is locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. Danny Liberty was a good reporter...too good. When his investigations struck too close to the heart of the corrupt Terran Confederacy, he faced a simple choice: continue his current series of exposés, or take a hazardous new assignment covering the Marines on the front lines of the Koprulu Sector. It didn't take him long to decide.... Behind the attacks of the Zerg and the Protoss lies the story of a lifetime, but every piece of information blurs the mystery further. Thrown into the middle of a war where the outcome will determine mankind's very survival, the only thing that Danny Liberty knows for sure is that the only person he can trust to keep him alive is himself. Liberty's Crusade The first in an epic new series of space warfare novels set in the world of the bestselling computer game!

Welcome to a book written to challenge you, improve your brainstorming abilities, and sharpen your game design skills! Challenges for Game Designers: Non-Digital Exercises for Video Game Designers is filled with enjoyable, interesting, and challenging exercises to help you become a better video game designer, whether you are a professional or aspire to be. Each chapter covers a different topic important to game designers, and was taken from actual industry experience. After a brief overview of the topic, there are five challenges that each take less than two hours and allow you to apply the material, explore the topic, and expand your knowledge in that area. Each chapter also includes 10 "non-digital shorts" to further hone your skills. None of the challenges in the book require any programming or a computer, but many of the topics feature challenges that can be made into fully functioning games. The book is useful for professional designers, aspiring designers, and instructors who teach game design courses, and the challenges are great for both practice and homework assignments. The book can be worked through chapter by chapter, or you can skip around and do only the challenges that interest you. As with anything else, making great games takes practice and Challenges for Game Designers provides you with a collection of fun, thoughtprovoking, and of course, challenging activities that will help you hone vital skills and become the best game designer you can

be.