



*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.*

*Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.*

*A Best Book of 2021 by NPR and The Washington Post Part graphic novel, part memoir, Wake is an imaginative tour-de-force that tells the “powerful” (The New York Times Book Review) story of women-led slave revolts and chronicles scholar Rebecca Hall’s efforts to uncover the truth about these women warriors who, until now, have been left out of the historical record. Women warriors planned and led revolts on slave ships during the Middle Passage. They fought their enslavers throughout the Americas. And then they were erased from history. Wake tells the “riveting” (Angela Y. Davis) story of Dr. Rebecca Hall, a historian, granddaughter of slaves, and a woman haunted by the legacy of slavery. The accepted history of slave revolts has always told her that enslaved women took a back seat. But Rebecca decides to look deeper, and her journey takes her through old court records, slave ship captain’s logs, crumbling correspondence, and even the forensic evidence from the bones of enslaved women from the “negro burying ground” uncovered in Manhattan. She finds women warriors everywhere. Using a “remarkable blend of passion and fact, action and reflection” (NPR), Rebecca constructs the likely pasts of Adono and Alele, women rebels who fought for freedom during the Middle Passage, as well as the stories of women who led slave revolts in Colonial New York. We also follow Rebecca’s own story as the legacy of slavery shapes her life, both during her time as a successful attorney and later as a historian seeking the past that haunts her. Illustrated beautifully in black and white, Wake will take its place alongside classics of the graphic novel genre, like Marjane Satrapi’s Persepolis and Art Spiegelman’s Maus. This story of a personal and national legacy is a powerful reminder that while the past is gone, we still live in its wake.*

*Though their soldiers form a unified front on the battlefield, both the Alliance and the Horde include diverse races and nations within their ranks. Each of those nations has at its helm a leader of heroism and legend. Their actions and decisions shape Azeroth and forge its destiny. They inspire loyalty and loathing, fervor and fear, sometimes all from their own people. What do these heroes do when faced with conflict and strife? How do they handle the tremendous responsibility of guiding their armies and citizens on the front line and at home? In this anthology of sixteen short stories, each champion finds his or her own answers to these questions. Read their tales and learn what makes them who they are today—learn what makes them paragons. © 2014 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries.*

*Bullshit Jobs*

*World of Warcraft: Dawn of the Aspects:*

*World of Warcraft: Legenden*

*Diablo III: Heroes Rise, Darkness Falls*

*The Predictive Casino*

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game’s evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

An original e-novella based on the bestselling video game! Morbed is a thief and a survivor, and his skills in both roles are about to be put to the ultimate test. Joining together with a wizard, a necromancer, and a crusader, Morbed has arrived at a remote island to track down an elusive vagabond and reclaim valuable items pilfered from the city of Westmarch. But there is something loose on the island, something that has killed and is very close to killing again. In order to leave the island alive, Morbed will be forced to confront not only the terrifying creature that stalks the forests, but the darkest corners of his own spirit as well.

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe’s history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this striking tome is sure to please all fans--casual and collector alike.

A series of grisly, animalistic murders has rocked the walled town of Gilneas. A detective sets out to expose the perpetrators and finds more than he bargained for. Collecting the five-issue mini-series!

A collection of terrifying tales based on the award-winning video game! A bold demon hunter risks becoming her own worst enemy while tracking down her sinister prey...A haunted barbarian returns to his shattered homeland to face a harrowing past...A lone monk scours evil from an ancient forest where the line between friend and foe has vanished...A gifted but impetuous wizard finds out that great knowledge and power come with a price...A proud young witch doctor makes a chilling discovery that shakes his faith to its core...A desperate playwright embarks down a dark path of madness and depravity in his quest for fame...An unscrupulous wagon driver learns that his sole passenger is harboring a terrifying secret... These are stories from the sole of Sanctuary, a land of mystery and dread that serves as the backdrop for Blizzard Entertainment’s award-winning Diablo video game series. Although these narratives focus on different characters and settings, they are bound together by the web of horror and suspense that is intrinsic to the Diablo universe. In this gothic fantasy realm, terror is a constant. It comes in many forms, from grotesque horned demons to the deepest fears of mortal hearts and minds. Brace yourself for this collection of exciting and frightening tales that will keep you on the edge of your seat from start to finish.

Curse of the Worgen

World of Warcraft: Zbrodnie wojenne

World of Warcraft: Vol’jin: Shadows of the Horde

The Art of World of Warcraft

Diablo III: Book of Cain

As the Swarm boils in chaotic uncertainty, Arcturus Mengsk has seized this opportunity to bolster his Dominion forces. He has gathered a seasoned team of scientists—the best terran minds in the Koprulu sector—to unravel the secrets of the savage zerg and the enigmatic protoss. Because in this brutal corner of the galaxy, the human race is going to need every chance it can get.

Collected here for the first time is Blizzard Entertainment’s revolutionary Project Blackstone transmedia campaign. It is a compilation of tightly woven short stories, journals, emails, chats, and tweets from the research staff of a top-secret government facility dedicated to shedding light on the mysteries of this sector. More than a simple anthology, this volume is a target-rich environment of weapons data, exotic alien science, and faceted backstory—the lore foundations of the StarCraft universe. © 2014 Blizzard Entertainment, Inc. All Rights Reserved. This open access book offers comprehensive information on Wang Yang-ming’s life, helping readers identify and grasp the foundations on which his philosophy was established. Though a great man, Wang had an extremely difficult life, full of many hardships. Based on various official histories, Wang’s own writings, and his disciples’ records, the book explores the legendary life of this ancient philosopher, who not only diligently pursued his objective of living as a sage, but also persistently sought the ideal state of a sage in ideology. The author also shares his own interpretations of the main aspects of Wang’s philosophy using simple and straightforward language. This book will help readers understand and appreciate Wang Yang-ming’s extraordinary life, his generous mind, deep thoughts and bright personality, inspiring them to pursue enriching lives. It offers a unique and insightful work for undergraduate students and all others interested in Wang’s philosophy and life story.--

The Ebook Version will be available on December 5th. Loss was nothing new to an orphan like Riley. But when the online persona he’d spent years building, was ripped away by a monster with unbelievable power, everything changed. As a gamer who made a living from Sigil Online, losing his character meant losing his job and any means he had of paying his bills. Now, he had to start from the beginning just like any other player joining Sigil Online for the first time. All the fame and fortune of a high-level character, was gone. Experience the harrowing quest that will leave Riley changed forever, as he’s molded by the pursuit of the monster that took everything from him.

The Predictive Casino is a casino that utilizes the latest technological developments to connect with its customers to deliver an exceptional personalized experience that will keep them coming back. Today, technology such as AI, Machine Learning, Augmented Reality, facial recognition, IoT, Real-time stream processing, social media, and wearables are altering the Customer Experience (CX) landscape and casino operators need to jump aboard this fast moving technology or run the risk of being left out in the cold. The Predictive Casino reveals how these and other technologies can help shape the customer journey as well as provide insights into every facet of the business. The book details how the five types of analytics--descriptive, diagnostic, predictive, prescriptive, and edge analytics--affect not only the customer journey, but also just about every department in a casino operation. Facial recognition technology can spot a customer stepping onto a casino bus at the Macau/China border and that can set off alerts which will notify he necessary departments, where that is a host on the floor, a restaurant manager, a dealer, or even the hotel’s GM should the player be a high-end VIP. A whole other sequence of events can get triggered as the player’s favorite table is prepared, his favorite meal is cooked, and his or her Theo gets added to a real-time table games revenue management model that takes into account his personal play. Labor needs are also considered and alerts can be sent to the required or unneeded staff. An IoT connected casino can make its operations smart. Connected devices can help with inventory optimization, supply chain management, labor management, and waste management. With machine learning algorithms, data centers can be kept green and their energy use smart. For a casino operator, social media is no longer a vanity platform, but rather a place to both connect with current customers as well as court new ones. It is also a powerful branding channel that can be utilized to both understand a casino’s position in the market, as well as a place to benchmark its position against its competitors. Today, technology moves at break-neck speed and it can offer the power of deep customer understanding and insight, but it also comes with a confusing variety of technology and technological terms--Big Data, Cognitive Computing, CX, Data Lakes, Hadoop, Kafka, Personalization, Spark, etc., etc. The Predictive Casino will help make sense of it all, so that a casino executive can cut through the confusing clutters of technological jargons and understand why a Spark-based real-time stream processing data stream might be preferable over a TIBCO Streambase one, or an even IBM InfoSphere one. Or maybe not. This book will help casino executives break through the technological clutter so that they can deliver an unrivaled customer experience to each and every patron coming through their doors.

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?

The Coal Elf

Wizard’s Key

Diablo III: Morbed

World of Warcraft: Chronicle

World of Warcraft: Night of the Dragon

A tale set in the aftermath of tyrannical orc Garrosh Hellscream’s defeat finds his trial in Pandaria complicated by old grievances and mounting suspicions.

World of Warcraft: Jaina Proudmoore: Tides of War

Historical Background of Wang Yang-ming’s Philosophy of Mind

From the Perspective of His Life Story

The Official Cookbook

A Theory