Translation And Localisation In Video Games Making Entertainment Software Global Routledge Advances In Translation Studies By Bernal Merino Miguel I 1 2 2014 Hardcover

Control Freak **How to Make Your Own Video Game Does Playing Video Games Make Players More Violent?** Video Games **Directing Video Games** *The Foundation For Creating Video Games* Make Money Playing Video Games **How to Make Your Own Video Game The Art of Video Games** *Understanding Video Games* Video Games and Esports *How to Draw Video Games Make Money Gaming* **Video Games as Culture Video Games Video Games and the Global South Go Eat Your Video Games for Dinner** *Independent Videogames* Violence | Perception | Video Games Translation and Localisation in Video Games How Video Games Impact Players Create Computer Games *Connected Gaming* Video Games Around the World The Toxic Meritocracy of Video Games **Science Fiction Video Games** Video games industry in Scotland *Encyclopedia of Video Games: M-Z Understanding Video Game Music* The Ultimate History of Video Games, Volume 2 Children, Gender, Video Games **On Video Games Make Your Own Scratch Games! Build your own 2D Game Engine and Create Great Web Games** Foundation Game Design with HTML5 and JavaScript Video Games in Psychotherapy **Hooked on Games Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes] The Modern Parent's Guide to Kids and Video Games What Is a Game?**

If you ally need such a referred **Translation And Localisation In Video Games Making Entertainment Software Global Routledge Advances In Translation Studies By Bernal Merino Miguel I 1 2 2014 Hardcover** books that will have the funds for you worth, acquire the certainly best seller from us currently from several preferred authors. If you want to entertaining books, lots of novels, tale, jokes, and more fictions collections are plus launched, from best seller to one of the most current released.

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Does Playing Video Games Make Players More Violent? Aug 31 2022 This book is an academic work which reviews and critiques the research literature concerning violent games and their alleged effects on players. It examines the debates about the potential effects of these games and the divisions between scholars working in the field. It places the research on violent video games in the longer historical context of scholarly work on media violence. It examines research from around the world on the nature of video games and their effects. It provides a critique of relevant theories of media violence effects and in particular theories developed within the older media violence literature and then considers how useful this and newer scholarly work might be for policy-makers and regulators. The book identifies where gaps exist in the extent literature and where future research attention might be directed.

The Ultimate History of Video Games, Volume 2 May 04 2020 The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a $160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of The Ultimate History of Video Games, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to "f**k off" • how "lateral thinking with withered technology" put Nintendo back on top • and much more! Gripping and comprehensive, The Ultimate History of Video Games: Volume 2 explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.

Control Freak Nov 02 2022 The designer of Unreal and Gears of War offers an eye-opening personal account of the video game industry as it grew from niche hobby to hundred-billion-dollar enterprise. Video games are dominating the planet. In 2020, they brought in $180 billion dollars globally—nearly $34 billion in the United States alone. So who are the brilliant designers who create these stunning virtual worlds? Cliff Bleszinski—or CliffyB as he is known to gamers—is one of the few who've reached mythical, rock star status. In Control Freak, he gives an unvarnished, all-access tour of the business. Toiling away in his bedroom, Bleszinski created and shipped his first game before graduating high school, and at just seventeen joined a fledgling company called Epic Games. He describes the grueling hours, obscene amounts of Mountain Dew and obsessive focus necessary to achieve his singular creative visions. He details Epic's rise to industry leader, thanks largely to his work on bestselling franchises Unreal and Gears of War (and, later, his input on a little game called Fortnite), as well as his own awkward ascent from shy, acne-riddled introvert to sports car-driving celebrity rubbing shoulders with Bill Gates. As he writes, "No one is weirder than a nerd with money." While the book is laced with such self-deprecating humor, Bleszinski also bluntly addresses the challenges that have long-faced the gaming community, including sexism and a lack of representation among both designers and the characters they create. Control Freak is a hilarious, thoughtful, and inspiring memoir. Even if you don't play games, you'll walk away from this book recognizing them as a true art form and appreciating the genius of their creators.

Create Computer Games Jan 12 2021 PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game? Follow the steps in this book to learn a little about code, build a few graphics, and piece together a real game you can share with your friends. Who knows? What you learn here could help you become the next rock-star video-game designer. So set your controller aside and get ready to create! Decipher the code – build some basic knowledge of how computer code drives videogames Get animated – create simple graphics and learn how to put them in motion Update a classic – put your knowledge together to put your modern twist on a classic game

Video games industry in Scotland Aug 07 2020 The Committee urges the Government to make the future of the sector a priority in the face of emerging barriers for growth. This is a golden age of opportunity the Committee says for the industry and proper support for small companies accessing global audiences is vital, it is potentially a world leader for the UK. It warns that overseas government subsidies, cheaper labour markets and skills shortages have created an uneven international playing field and more encouragement for development and growth is needed. The possibility of a games industry tax relief should be kept under review and a comprehensive assessment of the benefits of a games tax relief should be carried out, along with an examination of countries whose industries flourish without such support. A shortage of adequately qualified graduates to sustain the industry is also a real concern, skills like maths and computer science being needed and the brain drain of graduates to countries offering better incentives. The creation and retention of intellectual property is seen as a priority issue for the UK video games industry and the Government's review of intellectual property taxation will be monitored. The failure of the creative industries Minister to lobby the Treasury directly on games tax relief is both surprising and disappointing and the Committee asks the Government to explain how the industry's voice will be heard properly in future.

Go Eat Your Video Games for Dinner Jun 16 2021 This book is aimed to help people understand video games addicts and give a way to understand them and communicate with them. It also gives steps and advice on how to stop being a video games addict without sacrificing the game.

Video Games Around the World Nov 09 2020 Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

How to Draw Video Games Nov 21 2021 Gamers, get ready to level up with How to Draw Video Games! From helpful sidekicks to 8-bit aliens and block-style beasts, the video game galaxy is an epic and endless world of battle-ready bosses, spewing lava levels and handyman heroes with the courage to save the day--all you need to do is draw them. This book teaches you how to get ideas from your brain onto paper by following basic demonstrations and using real life cheat codes. Instead of pressing "up, up, down, down, left," grab a sketchbook, marker and pack of colored pencils to start designing cool characters and the worlds they live in without the finger blisters and rage quits! • 25+ demonstrations cover everything from inventing heroes and evil villains to storyboarding your game win. • Learn how to draw legendary worlds and create difficult boss levels, including scrolling, three-dimensional and Minecraft-style block landscapes. • Build cool vehicles, spaceships and sweet rides for heroes to hop on! • Includes info on tech techniques, programs and digital upgrades. Stop playing video games and start drawing them!

Make Money Playing Video Games Apr 26 2022 What is the very Definition of Success? Getting Paid to do something you Love So Much you'd Do It For FREE!! Like Gaming!Do You Love Gaming? Do You Need To Make Money? Would You Like To Do Both At The Same Time? That's Right! I said making money playing video gamesIf you said YES, I know Exactly how you Feel! And I have been Unstoppably Psyched since I figured this out. I went from a dead end job I hated, to actually making money in my shorts playing Video Games!What is the very Definition of Success? Getting Paid to do something you Love So Much you'd Do It For FREE!! Like Gaming!What are you doing for money now?If you are young, or still in school, then you're probably stuck doing jobs like Delivering Pizzas, working for a fast food place, or maybe doing menial work like yard care or cleaning. You know that what you are learning in College will pay off someday, but for now,Or maybe you didn't go to school, and you don't have trade skills. So you're stuck working a minimum wage Slave like stocking shelves, or working a retail job you hate!Well, if you Love Gaming, and you can't run away with the Circus, then maybe you should try to make some money by doing something you really love.- Did you know that every year more and more people are quitting the 9-5 grind and their jobs to work for themselves on the internet?- Did you know that the gaming industry is now one of the largest and fastest growing industries in the world making it a multi-billion dollar industry?- Did you know that as you are sitting here reading this pitch page that myself and other gamers make our living from games like Minecraft & Grand Theft Auto 5?- Did you know that last year I made over $120,000 real dollars from doing what i love and passionate about the very same methods I talk about in this guide?- Did you know that making real money playing video games is not only easy, but after you read what I have to say, you'll probably be able to make money too within your first month?See you probably know by now that money is being made online. There are guys who make 20k per game review and then there are guys like pewdiepie who makes 10 Millions a year doing lets play videos on Youtube.So what makes You! any different from them? Why aren't You! making that kind of money?I'll answer that for youPassion + Knowledge + Action = SuccessThis is the only book you need to learn how to Make Money...This is it friends. I couldn't care less whether or not you get this product. I make over six figures a year. If you want to start taking control of your life, get some free time, and get some extra cash, now is the time to do it.If You Download This Today You'll Learn... - The theory behind making money on the Internet and why it works and will work for you - How to make money using websites and what to put on them to generate you the most cash - How to sell almost any product on the internet using affiliate programs (affiliate = you getting paid for the sale) and which programs are best - How to promote your work, the things you write, and your websites - How to make your own information products to sell - How to become a Youtube video gaming superstar like PewDiePie who makes millions a year - How to get people to sell your products, the best way to sell your product, how to promote your product, and where to sell it - Other creative ways to make money - You'll also get links and information on every resource you need to make this happen, I am not going to leave you in the dark, all my secrets are exposedWhat are you waiting for? Your chances of winning the lottery are slim, download my product today and get to work. It's simple, you click the buy button and follow the steps, in less than 5 minutes you'll have instant access to my guide and you'll be on your way to fixing your life and making money on the Internet like everyone else.To your success,kevin jones

Independent Videogames May 16 2021 Independent Videogames investigates the social and cultural implications of contemporary forms of independent video game development. Through a series of case studies and theoretical investigations, it evaluates the significance of such a multi-faceted phenomenon within video game and digital cultures. A diverse team of scholars highlight the specificities of independence within the industry and the culture of digital gaming through case studies and theoretical questions. The chapters focus on labor, gender, distribution models and technologies of production to map the current state of research on independent game development. The authors also identify how the boundaries of independence are becoming opaque in the contemporary game industry – often at the cost of the claims of autonomy, freedom and emancipation that underlie the indie scene. The book ultimately imagines new and better narratives for a less exploitative and more inclusive videogame industry. Systematically mapping the current directions of a phenomenon that is becoming increasingly difficult to define and limit, this book will be a crucial resource for scholars and students of game studies, media history, media industries and independent gaming.

How to Make Your Own Video Game Mar 26 2022 Table of Contents Preface Chapter # 1: Important Tips to Think About Before Making Your Game Have a Concrete Idea Determine Your Audience Consider Your

Platform Pick a Genre Have a Great Title Work on Gameplay Be Realistic Chapter # 2: Coming up with Game Ideas Read Books Get Ideas From Movies Use Other Games Mix Different Ideas Day Dream Brainstorm with Your Friends Pay Attention to Your Life Chapter # 3: Choosing an Engine Stencyl GameMaker Unity Unreal Engine RPG Maker VX Chapter # 4: Secrets on How to Make a Game Great Small Learning Curve Continuous Challenges Set Appropriate Rewards Freedom to Make Decisions Don't Just Focus on the Story, But Gameplay as Well Chapter # 5: Testing Your Game Think of What You Want to Know After Testing Test on Every Platform Use Your Friends Ask people Online Your Presence During Testing Chapter # 6: How to Promote a Game Begin Marketing Before the Release Date Have a Website Don't Forget Social Media Join Forums Tell Your Friends Connect with other Developers Chapter # 7: How To Become a Great Game Developer Play many video games Don't Wait for Motivation Learn Programming Take Criticism Work with Other People Work on Deadlines Conclusion About the Author Publisher Preface If you are an avid gamer, you probably have had the will to create your own game. Unfortunately, you had no idea where to start from. In this book, you will discover how you can make a game. Your ideas should not be buried in your head; you just don't know if they could make the next "Grand Theft Auto." In order to make a simple game, you mainly need a computer and game-making software. Since you play games all the time, then you already have a computer. If not, you can build one easily. As for the softwares, you can download them online. Some are free while some come at a cost. Making your first game will not be an easy task as there are a couple of things you need to learn first. So you should not have high hopes for your first game. But with time and practice, you will definitely get better. In this book, I will show you the best softwares you can use to make your own games. I will also give you things you must think about before you start developing your game. In addition to that, you will also find guidance on testing your game, tips for becoming a great game developer, advice on creating game ideas, and more. If you thought that making games was something only for big companies, this book will show you that you too can do it. I hope you will find this book helpful.

Make Money Gaming Oct 21 2021 We've all seen PewDiePie and other gamers blow up on Youtube the last few years. PewDiePie himself is reported to earn everything from $2,000,000 to $5,000,000 per year. That is a lot of money. The most fascinating thing is that all this money is generated from one core element: video games. Youtube has allowed thousands of people to earn a living doing their hobby for everyone to watch. Never before has this been possible. Never before has it been this accessible. You basically only need a computer and an internet connection to start! This book will teach you how to get set up. It will teach you how to create gaming videos that captivate your audience and help you gain subscribers. One by one they will hit that subscribe button and you'll have a thriving gaming channel that people will know and respect. What's inside: A complete history of gaming. How it began will help you understand how it got so big and also where it's headed so you can stay one step ahead of other channels. Tutorials on how to set up your channel and how to save money on games and equipment. An in-depth guide to branding a gaming channel. This is one of the key steps that differentiates a great channel from a mediocre one. Help on choosing the correct places to stream for making the biggest impact in the gaming community. How to become a respected authority in the streaming community and how to build trust with your audience. Hit the "buy" button today and start streaming your way to the top of Youtube!

Foundation Game Design with HTML5 and JavaScript Nov 29 2019 Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programing to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

The Foundation For Creating Video Games May 28 2022 In this ebook, The Foundation For Creating Video Games you will learn how to create your very own video game. Brainstorming ideas, story design, principals of game design, picking a genre, such as adventure or RPG, and decide which platform you want your game to be on, like PC or mobile. Then, write out a preliminary design for the idea of your game, with a few core concepts and corresponding key features.

Violence | Perception | Video Games Apr 14 2021 This volume compiles papers from the Young Academics Workshop at the Clash of Realities conferences of 2017 and 2018. The 2017 workshop - Perceiving Video Games - explored the video game medium by focusing on perception and meaning-making processes. The 2018 workshop - Reframing the Violence and Video Games Debate - transcended misleading claims that link video games and violent behavior by offering a range of fresh topical perspectives. From BA students to postdoctoral researchers, the young academics of this anthology stem from a spectrum of backgrounds, including game studies, game design, and phenomenology. This volume also features an entry by renowned psychologist Christopher J. Ferguson.

Make Your Own Scratch Games! Jan 30 2020 Learn to make interactive games with Scratch—the beginner-friendly, block-based programming language from the MIT Media Lab! Anna Anthropy, game designer extraordinaire, will show you how to do everything from building a game map to creating animations and debugging the end product. Take a peek inside the history of video game design, learn programming basics, and turn your ideas into creative games that you can play and share with your friends. Learn how to: •Draw characters like a hungry, leaf-eating bug•Animate characters—make them walk, jump, climb, and fall! •Create objects for your player to collect and obstacles to avoid •Design multiple levels to create a cave exploring platform game•Create sound effects and music for your games •Share your games online and use player feedback to improve your games Isn't it time to Make Your Own Scratch Games? The world is waiting! Covers Scratch 3.0

Build your own 2D Game Engine and Create Great Web Games Dec 31 2019 Build Your Own 2D Game Engine and Create Great Web Games teaches you how to develop your own web-based game engine step-by-step, allowing you to create a wide variety of online videogames that can be played in common web browsers. Chapters include examples and projects that gradually increase in complexity while introducing a ground-up design framework, providing you with the foundational concepts needed to build fun and engaging 2D games. By the end of this book you will have created a complete prototype level for a side scrolling action platform game and will be prepared to begin designing additional levels and games of your own. This book isolates and presents relevant knowledge from software engineering, computer graphics, mathematics, physics, game development, game mechanics, and level design in the context of building a 2D game engine from scratch. The book then derives and analyzes the source code needed to implement thes e concepts based on HTML5, JavaScript, and WebGL. After completing the projects you will understand the core-concepts and implementation details of a typical 2D game engine and you will be familiar with a design and prototyping methodology you can use to create game levels and mechanics that are fun and engaging for players. You will gain insights into the many ways software design and creative design must work together to deliver the best game experiences, and you will have access to a versatile 2D game engine that you can expand upon or utilize directly to build your own 2D games that can be played online from anywhere. • Assists the reader in understanding the core-concepts behind a 2D game engine • Guides the reader in building a functional game engine based on these concepts • Lead s the reader in exploring the interplay between technical design and game experience design • Teaches the reader how to build their own 2D games that can be played across internet via popular browsers

Children, Gender, Video Games Apr 02 2020 Placing gender at the centre of the debate about young children and multimedia, particularly video games, the book develops a relational approach to game play using an

account of affect. The book explores central issues of violence and parental regulation and argues that economic relations are not remote from the micro relations of playing.

Understanding Video Game Music Jun 04 2020 Understanding Video Game Music develops a musicology of video game music by providing methods and concepts for understanding music in this medium. From the practicalities of investigating the video game as a musical source to the critical perspectives on game music - using examples including Final Fantasy VII, Monkey Island 2, SSX Tricky and Silent Hill - these explorations not only illuminate aspects of game music, but also provide conceptual ideas valuable for future analysis. Music is not a redundant echo of other textual levels of the game, but central to the experience of interacting with video games. As the author likes to describe it, this book is about music for racing a rally car, music for evading zombies, music for dancing, music for solving puzzles, music for saving the Earth from aliens, music for managing a city, music for being a hero; in short, it is about music for playing.

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, 2nd Edition [3 volumes] Aug 26 2019 Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games

Video Games Jul 30 2022 "Video Games offers a highly visual, example-led introduction to the video game industry, its context and practitioners. Filled with full-color, illustrated interviews and case studies, Bossom and Dunning give insights into the creative processes involved in making games, the global business behind the big budget productions, console and online markets, as well as web and app gaming and the (re)emergence of the indie game scene. Video Games is supported by web-based resources, exemplar work and extended interviews. Finally, both in print and online, the authors have selected links to relevant content, such as TED talks, studio addresses and other websites/blogs to help place the book in the wider games' industry community.Interviewees include: Ian Livingstone, OBE Dylan Beale, Chief Production Officer, Born Ready Games Alex Williams, Head of Games, Miniclip Anna Marsh - Project Manager/ Game Designer Lady Shotgun Aram Bartholl, Digital Artist Peter Molyneux, Founder 22 Cans David Bowman, 3D Artist, Blue Zoo"--

On Video Games Mar 02 2020 Today over half of all American households own a dedicated game console and gaming industry profits trump those of the film industry worldwide. In this book, Soraya Murray moves past the technical discussions of games and offers a fresh and incisive look at their cultural dimensions. She critically explores blockbusters likeThe Last of Us, Metal Gear Solid, Spec Ops: The Line, Tomb Raider and Assassin's Creed to show how they are deeply entangled with American ideological positions and contemporary political, cultural and economic conflicts.As quintessential forms of visual material in the twenty-first century, mainstream games both mirror and spur larger societal fears, hopes and dreams, and even address complex struggles for recognition. This book examines both their elaborately constructed characters and densely layered worlds, whose social and environmental landscapes reflect ideas about gender, race, globalisation and urban life. In this emerging field of study, Murray provides novel theoretical approaches to discussing games and playable media as culture. Demonstrating that games are at the frontline of power relations, she reimagines how we see them - and more importantly how we understand them.

Encyclopedia of Video Games: M-Z Jul 06 2020 This two-volume encyclopedia addresses the key people, companies, regions, games, systems, institutions, technologies, and theoretical concepts in the world of video games, serving as a unique resource for students. The work comprises over 300 entries from 97 contributors, including Ralph Baer and Nolan Bushnell, founders of the video game industry and some of its earliest games and systems. Contributing authors also include founders of institutions, academics with doctoral degrees in relevant fields, and experts in the field of video games.

Video Games and Esports Dec 23 2021 Just as athletes from the NFL and NBA have gained fame and fortune, professional gamers who compete in esports are attracting loyal fans. Esports encompass any competitive, organized gaming endeavor. This competitive activity is becoming a billion-dollar industry. However, some people still argue that playing video games has many negative effects. The ever-evolving world of video games is explained through engaging text that delves into the details so readers gain a full understanding. Full-color photographs, annotated quotes, sidebars, and informative charts highlight the many debates surrounding the popularity of video games.

Hooked on Games Sep 27 2019 "As is true with many addictions, overuse of video games steals our valuable and limited time and minds." - Christie Morse, MD (Pediatric Ophthalmologist) "Shocking insights into the minds of hardcore gamers." - Daniel Hunt (Former Competitive Gamer) About the Book The multi-billion dollar video game industry is in the business of creating fun and enticing games that can be addictive. As addicted gamers feast on digital indulgences, real life is neglected and their reality crumbles around them. Headlines related to video games "New Mexico mom gets 25 years for starving daughter." - Fox News "China used prisoners in lucrative Internet gaming work." - Guardian News "Online gamer killed for selling virtual weapon." - Sydney Morning Herald "South Korean dies after games sessions." - BBC News Hooked on Games is written by Brooke Strickland and Andrew Doan, MD, PhD, a physician with a research background in neuroscience, who battled his own addictions with video games. Dr. Doan was an addicted gamer, who at his peak, invested over 20,000 hours of playing games over a period of nine years. Dr. Doan's reckless compulsion to play games transformed him into a monster that almost destroyed his family, marriage, and career. He shares his expertise to educate others on the dangers of video game addiction and to provide hope for video game addicts and their families. Dr. Doan shares steps for gaming addicts to achieve recovery and steps for families and loved ones to intervene. Without attention to this quickest growing addiction, our society will suffer from the creation of Generation Vidiot, millions of people devoid of innovation and skills to live in the physical world.

What Is a Game? Jun 24 2019 What is a videogame? What makes a videogame "good"? If a game is supposed to be fun, can it be fun without a good story? If another is supposed to be an accurate simulation, does it still need to be entertaining? With the ever-expanding explosion of new videogames and new developments in the gaming world, questions about videogame criticism are becoming more complex. The differing definitions that players and critics use to decide what a game is and what makes a game successful, often lead to different ideas of how games succeed or fail. This collection of new essays puts on display the variety and ambiguity of videogames. Each essay is a work of game criticism that takes a different approach to defining the game and analyzing it. Through analysis and critical methods, these essays discuss whether a game is defined by its rules, its narrative, its technology, or by the activity of playing it, and the tensions between these definitions. With essays on Overwatch, Dark Souls 3, Far Cry 4, Farmville and more, this collection attempts to show the complex changes, challenges and advances to game criticism in the era of videogames.

Video Games Aug 19 2021 From their inception, video games quickly became a major new arena of popular entertainment. Beginning with very primitive games, they quickly evolved into interactive animated works, many of which now approach film in terms of their visual excitement. But there are important differences, as Arthur Asa Berger makes clear in this important new work. Films are purely to be viewed, but video involves the player, moving from empathy to immersion, from being spectators to being actively involved in texts. Berger, a renowned scholar of popular culture, explores the cultural significance of the expanding popularity and sophistication of video games and considers the biological and psychoanalytic aspects of this phenomenon. Berger begins by tracing the evolution of video games from simple games like Pong to new, powerfully

involving and complex ones like Myst and Half-Life. He notes how this evolution has built the video industry, which includes the hardware (game-playing consoles) and the software (the games themselves), to revenues comparable to the American film industry. Building on this comparison, Berger focuses on action-adventure games which, like film and fiction, tell stories but which also involve culturally important departures in the conventions of narrative. After defining a set of bipolar oppositions between print and electronic narratives, Berger considers the question of whether video games are truly interactive or only superficially so, and whether they have the potential to replace print narratives in the culture at large. A unique dimension of the book is its bio-psycho-social analysis of the video game phenomenon. Berger considers the impact of these games on their players, from physical changes (everything from neurological problems to obesity) to psychological consequences, with reference to violence and sexual attitudes. He takes these questions further by examining three enormously popular games-Myst/Riven, Tomb Raider, and Half-Life-for their attitudes toward power, gender, violence, and guilt. In his conclusion, Berger concentrates on the role of violence in video games and whether they generate a sense of alienation in certain addicted players who become estranged from family and friends. Accessibly written and broad-ranging in approach, Video Games offers a way to interpret a major popular phenomenon. Arthur Asa Berger is professor of broadcast and electronic communication arts at San Francisco State University, where he has taught since 1965. He is the author of more than one hundred articles and forty books on media, popular culture, humor, and everyday life.

Video Games and the Global South Jul 18 2021 Video Games and the Global South redefines games and game culture from south to north, analyzing the cultural impact of video games, the growth of game development and the vitality of game cultures across Africa, the Middle East, Central and South America, the Indian subcontinent, Oceania and Asia.

The Art of Video Games Feb 22 2022 Showcases 80 video games selected by an international poll for inclusion in a Smithsonian American Art Museum exhibition, sharing the inside stories of the games' development, interviews with key artists and designers and vivid full-color artwork from the games, in a book that features Pac-Man, Space Invaders, BioShock, Uncharted, Mass Effect and many more.

How to Make Your Own Video Game Oct 01 2022 Table of Contents Preface Chapter # 1: Important Tips to Think About Before Making Your Game Have a Concrete Idea Determine Your Audience Consider Your Platform Pick a Genre Have a Great Title Work on Gameplay Be Realistic Chapter # 2: Coming up with Game Ideas Read Books Get Ideas From Movies Use Other Games Mix Different Ideas Day Dream Brainstorm with Your Friends Pay Attention to Your Life Chapter # 3: Choosing an Engine Stencyl GameMaker Unity Unreal Engine RPG Maker VX Chapter # 4: Secrets on How to Make a Game Great Small Learning Curve Continuous Challenges Set Appropriate Rewards Freedom to Make Decisions Don't Just Focus on the Story, But Gameplay as Well Chapter # 5: Testing Your Game Think of What You Want to Know After Testing Test on Every Platform Use Your Friends Ask people Online Your Presence During Testing Chapter # 6: How to Promote a Game Begin Marketing Before the Release Date Have a Website Don't Forget Social Media Join Forums Tell Your Friends Connect with other Developers Chapter # 7: How To Become a Great Game Developer Play many video games Don't Wait for Motivation Learn Programming Take Criticism Work with Other People Work on Deadlines Conclusion About the Author Publisher Preface If you are an avid gamer, you probably have had the will to create your own game. Unfortunately, you had no idea where to start from. In this book, you will discover how you can make a game. Your ideas should not be buried in your head; you just don't know if they could make the next "Grand Theft Auto." In order to make a simple game, you mainly need a computer and game-making software. Since you play games all the time, then you already have a computer. If not, you can build one easily. As for the softwares, you can download them online. Some are free while some come at a cost. Making your first game will not be an easy task as there are a couple of things you need to learn first. So you should not have high hopes for your first game. But with time and practice, you will definitely get better. In this book, I will show you the best softwares you can use to make your own games. I will also give you things you must think about before you start developing your game. In addition to that, you will also find guidance on testing your game, tips for becoming a great game developer, advice on creating game ideas, and more. If you thought that making games was something only for big companies, this book will show you that you too can do it. I hope you will find this book helpful.

Video Games as Culture Sep 19 2021 Video games are becoming culturally dominant. But what does their popularity say about our contemporary society? This book explores video game culture, but in doing so, utilizes video games as a lens through which to understand contemporary social life. Video games are becoming an increasingly central part of our cultural lives, impacting on various aspects of everyday life such as our consumption, communities, and identity formation. Drawing on new and original empirical data – including interviews with gamers, as well as key representatives from the video game industry, media, education, and cultural sector – Video Games as Culture not only considers contemporary video game culture, but also explores how video games provide important insights into the modern nature of digital and participatory culture, patterns of consumption and identity formation, late modernity, and contemporary political rationalities. This book will appeal to undergraduate and postgraduate students, as well as postdoctoral researchers, interested in fields such Video Games, Sociology, and Media and Cultural Studies. It will also be useful for those interested in the wider role of culture, technology, and consumption in the transformation of society, identities, and communities.

How Video Games Impact Players Feb 10 2021 How Video Games Impact Players provides a balanced and nuanced look at the complex role that video games play in society through an analysis of the positive and negative effects of game rules, feedback, and self-presentation. Rogers examines the positive aspects of video games like their use in education, encouragement of prosocial behaviors, and enablement of mood management, as well as the negative aspects like their association with violence and diversity issues, promotion of substance use behaviors, and their role as an outlet for harassment behaviors.

The Toxic Meritocracy of Video Games Oct 09 2020 An avid gamer and sharp media critic explains meritocracy's negative contribution to video game culture—and what can be done about it Video games have brought entertainment, education, and innovation to millions, but gaming also has its dark sides. From the deep-bred misogyny epitomized by GamerGate to the endemic malice of abusive player communities, gamer culture has had serious real-world repercussions, ranging from death threats to sexist industry practices and racist condemnations. In The Toxic Meritocracy of Video Games, new media critic and longtime gamer Christopher A. Paul explains how video games' focus on meritocracy empowers this negative culture. Paul first shows why meritocracy is integral to video-game design, narratives, and values. Games typically valorize skill and technique, and common video-game practices (such as leveling) build meritocratic thinking into the most basic premises. Video games are often assumed to have an even playing field, but they facilitate skill transfer from game to game, allowing certain players a built-in advantage. The Toxic Meritocracy of Video Games identifies deep-seated challenges in the culture of video games—but all is not lost. As Paul argues, similarly meritocratic institutions like professional sports and higher education have found powerful remedies to alleviate their own toxic cultures, including active recruiting and strategies that promote values such as contingency, luck, and serendipity. These can be brought to the gamer universe, Paul contends, ultimately fostering a more diverse, accepting, and self-reflective culture that is not only good for gamers but good for video games as well.

The Modern Parent's Guide to Kids and Video Games Jul 26 2019 Nearly 40 years after their invention and a decade after exploding onto the mainstream, video games still remain a mystery to many parents, including which titles are appropriate, and their potential side-effects on kids. Now the answers are at your fingertips. Offering unrivaled insight and practical, real-world strategies for making gaming a positive part of family life, The Modern Parent's Guide to Kids and Video Games provides a vital resource for today's parent. From picking the right software to promoting online safety, setting limits and enforcing house rules, it offers indispensable hints, tips and how-to guides for fostering healthy play and development. Includes: Complete Guides to PC, Console, Mobile, Online & Social Games - Using Parental Controls and Game Ratings - Picking the Right Games - The Latest on Violence, Addiction, Online Safety - Setting Rules & Time Limits - Best Games for All Ages - Essential Tools & Resources. "An essential guide for parents." Jon Swartz, USA Today

Directing Video Games Jun 28 2022 What does a video game director actually do? What guiding principles do they follow while leading a team of game creators? Longtime Ratchet & Clank director, Brian Allgeier,

boils down his decades of experience into 101 fully illustrated tips. Written for both aspiring and experienced creative leaders, this book covers the expansive and multi-faceted role of the director, from developing the initial vision to key methods on tackling design, story development, and production challenges. 5 essential qualities of a creative director: 1. Hold the Vision 2. Provide Structure 3. Keep a Creative Toolbox 4. Lead Effectively 5. Know Production For those who are curious about what it takes to be a video game director or want learn more about the art of creative collaboration, this book covers the basic principles for leading and inspiring a team to make great games. "Directing Video Games is a literal loot drop of knowledge, decades of experience concisely and expertly crafted into 101 densely packed tips. Even a page — with no exaggeration — can be transformative to a project's success." —Brenda Romero, Award winning game designer "This book is one of a kind, and is essential reading for anyone who wants to lead the creation of a video game. It's full of great visuals and excellent advice, and belongs on every game director's bookshelf." —Richard Lemarchand, Associate Professor in the Interactive Media Division, USC "Born of expansive experience, this is a comprehensive book that both beginners and seasoned developers should keep at their side." —Michael John, Program Director of Games and Playable Media, UCSC "Brian has managed an incredible thing—to present a broadly complex, multi-faceted role in bite-sized, easy to digest nuggets of sage advice." —Marcus Smith, Creative Director of Resistance 3 and Sunset Overdrive

Connected Gaming Dec 11 2020 How making and sharing video games offer educational benefits for coding, collaboration, and creativity. Over the last decade, video games designed to teach academic content have multiplied. Students can learn about Newtonian physics from a game or prep for entry into the army. An emphasis on the instructionist approach to gaming, however, has overshadowed the constructionist approach, in which students learn by designing their own games themselves. In this book, Yasmin Kafai and Quinn Burke discuss the educational benefits of constructionist gaming—coding, collaboration, and creativity—and the move from "computational thinking" toward "computational participation." Kafai and Burke point to recent developments that support a shift to game making from game playing, including the game industry's acceptance, and even promotion, of "modding" and the growth of a DIY culture. Kafai and Burke show that student-designed games teach not only such technical skills as programming but also academic subjects. Making games also teaches collaboration, as students frequently work in teams to produce content and then share their games with in class or with others online. Yet Kafai and Burke don't advocate abandoning instructionist for constructionist approaches. Rather, they argue for a more comprehensive, inclusive idea of connected gaming in which both making and gaming play a part.

Video Games in Psychotherapy Oct 28 2019 Video Games in Psychotherapy provides the reader with a practical session-by-session framework for using video games, interactive media, and gaming metaphors to help make the process of psychotherapy more engaging for today's youth. Using concepts from narrative, collaborative, cognitive behavioral, and other evidenced-based approaches to psychotherapy, the book gives examples of possible therapist questions, responses, and activities involving language and concepts that are appealing to young gamers. Addressing issues with psychophysiological self-regulation, anxiety disorders, and autism spectrum disorders, among others, this book uses multiple case examples to demonstrate each idea and is written in a way that is understandable for all mental health providers, regardless of their own familiarity with gaming. A review of over 40 popular video games with specific ideas for their use in psychotherapy is provided, allowing mental health providers to easily individualize therapy based on client goals and gaming preferences. Concepts for individual and group psychotherapy using games and interactive media, ranging from Pac Man to virtual reality, are also covered. Providing the reader with useful templates, worksheets, and other therapy resources, this book is a must-have for mental health providers working with children, adolescents, and transition-age youth.

Science Fiction Video Games Sep 07 2020 Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieux or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

Understanding Video Games Jan 24 2022 Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: Learn the major theories and schools of thought used to study games, including ludology and narratology; Understand the commercial and organizational aspects of the game industry; Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; Explore the aesthetics of game design, including rules, graphics, audio, and time; Analyze the narrative strategies and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of "serious games." Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, Understanding Video Games provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Translation and Localisation in Video Games Mar 14 2021 This book is a multidisciplinary study of the translation and localisation of video games. It offers a descriptive analysis of the industry – understood as a global phenomenon in entertainment – and aims to explain the norms governing present industry practices, as well as game localisation processes. Additionally, it discusses particular translation issues that are unique to the multichannel nature of video games, in which verbal and nonverbal signs must be cohesively combined with interactivity to achieve maximum playability and immerse players in the game's virtual world. Although positioned within the theoretical framework of descriptive translation studies, Bernal-Merino incorporates research from audiovisual translation, software localisation, computer assisted translation, comparative literature, and video game production. Moving beyond this framework, Translation and Localisation in Video Games challenges some of the basic tenets of translation studies and proposes changes to established and unsatisfactory processes in the video game and language services industries.