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Counterfactual History and Game Design Practice in Digital Strategy Games

This book investigates the role of counterfactuals in uses of history through game designers, and through digital strategy games. It discusses the content, form and perspectives that define different types of counterfactuals in the context of game-making - an effort to outline and detail the values and frameworks that shape the past in this popular media.... Download ebook, read file pdf Counterfactual History and Game Design Practice in Digital Strategy Games

Game Design Fundamentals

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.... Download ebook, read file pdf Game Design Fundamentals

Critique, Play, and Design in the Age of Gamification

In our unprecedentedly networked world, games have come to occupy an important space in many of our everyday lives. Digital games alone engage an estimated 2.5 billion people worldwide as of 2020, and other forms of gaming, such as board games, role playing, escape rooms, and puzzles, command an ever-expanding audience. At the same time, “gamification”—the application of game mechanics to traditionally nongame spheres, such as personal health and fitness, shopping, habit tracking, and more—has imposed unprecedented levels of competition, repetition, and quantification on daily life. Drawing from his own experience as a game designer, Patrick Jagoda argues that games need not be synonymous with gamification. He studies experimental games that intervene in the neoliberal project from the inside out, examining a broad variety of mainstream and independent games, including StarCraft, Candy Crush Saga, Stardew Valley, Dys4ia, Braid, and Undertale. Beyond a diagnosis of gamification, Jagoda imagines ways that games can be experimental—not only in
the sense of problem solving, but also the more nuanced notion of problem making that embraces the complexities of our digital present. The result is a game-changing book on the sociopolitical potential of this form of mass entertainment.... Download ebook, read file pdf

**Critique, Play, and Design in the Age of Gamification**

**Histories, Fandom, Archives**

This anthology addresses videogames long history of fandom, and fans’ important role in game history and preservation. In order to better understand and theorize video games and game playing, it is necessary to study the activities of gamers themselves. Gamers are active creators in generating meaning; they are creators of media texts they share with other fans (mods, walkthroughs, machinima, etc); and they have played a central role in curating and preserving games through activities such as their collective work on: emulation, creating online archives and the forensic archaeology of code. This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices. Contributors aim to historicize game fandom, recognize fan contributions to game history, and critically assess the role of fans in ensuring that game culture endures through the development of archives.... Download ebook, read file pdf

**Histories, Fandom, Archives**

**Learners, Contexts, and Cultures**

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

**Learners, Contexts, and Cultures**

**How Videogames Represent the Past and Offer Access to Historical Practice**
This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form.

Using Video Games to Teach Secondary History

Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

Art of Computer Game Design

Bulletin of the Atomic Scientists

The Bulletin of the Atomic Scientists is the premier public resource on scientific and technological developments that impact global security. Founded by Manhattan Project Scientists, the Bulletin's iconic "Doomsday Clock" stimulates solutions for a safer world.

The Fourth Industrial Revolution

World-renowned economist Klaus Schwab, Founder and Executive Chairman of the World Economic Forum, explains that we have an opportunity to shape the fourth industrial revolution,
which will fundamentally alter how we live and work. Schwab argues that this revolution is
different in scale, scope and complexity from any that have come before. Characterized by a
range of new technologies that are fusing the physical, digital and biological worlds, the
developments are affecting all disciplines, economies, industries and governments, and even
challenging ideas about what it means to be human. Artificial intelligence is already all around
us, from supercomputers, drones and virtual assistants to 3D printing, DNA sequencing, smart
thermostats, wearable sensors and microchips smaller than a grain of sand. But this is just the
beginning: nanomaterials 200 times stronger than steel and a million times thinner than a strand
of hair and the first transplant of a 3D printed liver are already in development. Imagine “smart
factories” in which global systems of manufacturing are coordinated virtually, or implantable
mobile phones made of biosynthetic materials. The fourth industrial revolution, says Schwab, is
more significant, and its ramifications more profound, than in any prior period of human history.
He outlines the key technologies driving this revolution and discusses the major impacts
expected on government, business, civil society and individuals. Schwab also offers bold ideas
on how to harness these changes and shape a better future--one in which technology
empowers people rather than replaces them; progress serves society rather than disrupts it; and
in which innovators respect moral and ethical boundaries rather than cross them. We all have
the opportunity to contribute to developing new frameworks that advance progress.... Download
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