

Drop7 By Zynga

Miguel Sicart

Mark Pincus and Zynga Sarah Machajewski, 2013-07-15 This title tells the story of the social media gaming company Zynga, known for games such as FarmVille and CityVille, and its unconventional founder and CEO, Mark Pincus. As suggested by the company's motto Connecting the world through games, Pincus has aimed to connect people around the globe through games played on Facebook and other social platforms. Readers will enjoy getting the inside scoop on Pincus's sometimes controversial journey to the billionaires' club.

Can't Just Stop Sharon Begley, 2017-02-07 Using in-depth case studies to explore how we grapple with compulsion in ourselves and those we love, *Can't Just Stop* examines the science behind both mild and extreme compulsive behavior—"a fascinating read about human behavior and how it can go haywire" (The Charlotte Observer). Whether shopping with military precision or hanging the tea towels just so, compulsion is something most of us have witnessed in daily life. But compulsions exist along a broad continuum and, at the opposite end of these mild forms, exist life-altering disorders. Sharon Begley's meticulously researched book is the first to examine all of these behaviors together—from obsessive-compulsive disorder (OCD) to hoarding, to compulsive exercise, even compulsions to do good. They may look profoundly different, but these behaviors are all ways of coping with varying degrees of anxiety. Sharing personal stories from dozens of interviewees, "Begley combines a personal topic with thoughtfulness and sensitivity" (Library

Journal) and gives meaningful context to their plight. Along the way she explores the role of compulsion in our fast-paced culture, the brain science behind it, and strange manifestations of the behavior throughout history. Can't Just Stop makes compulsion comprehensible and accessible, with "fresh insight that could fundamentally alter how we think of, and treat, mental illness going forward" (Publishers Weekly).

Understanding Video Games Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca, 2015-12-07 *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.

Tech Addiction The New York Times Editorial Staff, 2019-12-15 The digital world is omnipresent. The rise of the Internet, smartphones, video games, and dating apps have provided people with more information, entertainment, and communication than ever before. While technology continues to develop at breakneck speed, its results are not always positive. Addiction to the tech world has resulted in serious mental health problems, overuse injuries, privacy challenges, and worry on the part of parents and other adults about its long-term effects. With the aid of media literacy questions and terms, this collection of thought-provoking and educational New York Times articles helps readers take a critical look at the tech phenomenon.

Beyond Choices Miguel Sicart, 2013-09-06 How computer games can be designed to create ethically relevant experiences for players. Today's blockbuster video games—and their never-ending sequels, sagas, and reboots—provide plenty of excitement in high-resolution but for the most part fail to engage a player's moral imagination. In Beyond Choices, Miguel Sicart calls for a new generation of video and computer games that are ethically relevant by design. In the 1970s, mainstream films—including The Godfather, Apocalypse Now, Raging Bull, and Taxi Driver—filled theaters but also treated their audiences as thinking beings. Why can't mainstream video games have the same moral and

aesthetic impact? Sicart argues that it is time for games to claim their place in the cultural landscape as vehicles for ethical reflection. Sicart looks at games in many manifestations: toys, analog games, computer and video games, interactive fictions, commercial entertainments, and independent releases. Drawing on philosophy, design theory, literary studies, aesthetics, and interviews with game developers, Sicart provides a systematic account of how games can be designed to challenge and enrich our moral lives. After discussing such topics as definition of ethical gameplay and the structure of the game as a designed object, Sicart offers a theory of the design of ethical game play. He also analyzes the ethical aspects of game play in a number of current games, including Spec Ops: The Line, Beautiful Escape: Dungeoneer, Fallout New Vegas, and Anna Anthropy's Dys4ia. Games are designed to evoke specific emotions; games that engage players ethically, Sicart argues, enable us to explore and express our values through play.

Не могу остановиться: Откуда берутся навязчивые состояния и как от них избавиться Ш.Бегли, 2017-12-29 О навязчивых состояниях современный человек знает не понаслышке. Как часто мы буквально не можем остановиться, лихорадочно проверяя сообщения в смартфоне, пытаюсь пройти уровень в видеоигре или покупая вещи, хотя их уже некуда девать. Но где грань между нормой и патологией, и главное, когда целеустремленность и одержимость – путь к творчеству и успеху, а когда – бесплодная и опасная трата усилий и времени? В книге автор рассказывает об истории изучения вопроса, о том, чем навязчивое

поведение отличается от зависимости и как работает «компульсивный мозг». Актуальность проблемы, беседы с ведущими специалистами по навязчивому поведению, судьбы реальных пациентов делают эту книгу в равной мере содержательной и увлекательной.

Game Design Workshop Tracy Fullerton, 2014-03-05 Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

How to Do Things with Videogames Ian Bogost, 2011-08-05 In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the New York Times and the New Yorker, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly

used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works. In *How to Do Things with Videogames*, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. *How to Do Things with Videogames* offers a fresh starting point to more fully consider games' progress today and promise for the future.

Real Games Mia Consalvo, Christopher A. Paul, 2019-10-01 How we talk about games as real or not-real, and how that shapes what games are made and who is invited to play them. In videogame criticism, the worst insult might be

“That's not a real game!” For example, “That's not a real game, it's on Facebook!” and “That's not a real game, it's a walking simulator!” But how do people judge what is a real game and what is not—what features establish a game's gameness? In this engaging book, Mia Consalvo and Christopher Paul examine the debates about the realness or not-realness of videogames and find that these discussions shape what games get made and who is invited to play them. Consalvo and Paul look at three main areas often viewed as determining a game's legitimacy: the game's pedigree (its developer), the content of the game itself, and the game's payment structure. They find, among other things, that even developers with a track record are viewed with suspicion if their games are on suspect platforms. They investigate game elements that are potentially troublesome for a game's gameness, including genres, visual aesthetics, platform, and perceived difficulty. And they explore payment models, particularly free-to-play—held by some to be a marker of illegitimacy. Finally, they examine the debate around such so-called walking simulators as *Dear Esther* and *Gone Home*. And finally, they consider what purpose is served by labeling certain games “real.”

Locally Played Benjamin Stokes, 2020-04-07 How games can make a real-world difference in communities when city leaders tap into the power of play for local impact. In 2016, city officials were surprised when Pokémon GO brought millions of players out into the public space, blending digital participation with the physical. Yet for local control and empowerment, a new framework is

needed to guide the power of mixed reality and pervasive play. In *Locally Played*, Benjamin Stokes describes the rise of games that can connect strangers across zip codes, support the “buy local” economy, and build cohesion in the fight for equity. With a mix of high- and low-tech games, Stokes shows, cities can tap into the power of play for the good of the group, including healthier neighborhoods and stronger communities. Stokes shows how impact is greatest when games “fit” to the local community—not just in terms of culture, but at the level of group identity and network structure. By pairing design principles with a range of empirical methods, Stokes investigates the impact of several games, including *Macon Money*, where an alternative currency encouraged people to cross lines of socioeconomic segregation in Macon, Georgia; *Reality Ends Here*, where teams in Los Angeles competed to tell multimedia stories around local mythology; and *Pokémon GO*, appropriated by several cities to serve local needs through local libraries and open street festivals. *Locally Played* provides game designers with a model to strengthen existing networks tied to place and gives city leaders tools to look past technology trends in order to make a difference in the real world.

Reality Is Broken Jane McGonigal, 2011-01-20 “McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies.” —The Boston Globe “Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us

about how to make our lives, and the world, better.” –San Jose Mercury News
“Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force.” –Cory Doctorow, author of Little Brother
A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient*.

Racing the Beam Nick Montfort, Ian Bogost, 2020-02-25 A study of the relationship between platform and creative expression in the Atari VCS, the gaming system for popular games like Pac-Man and Star Wars: The Empire Strikes Back. The Atari Video Computer System dominated the home video game market so completely that “Atari” became the generic term for a video game console. The Atari VCS was affordable and offered the flexibility of

changeable cartridges. Nearly a thousand of these were created, the most significant of which established new techniques, mechanics, and even entire genres. This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives. Studies of digital media have rarely investigated platforms—the systems underlying computing. This book, the first in a series of Platform Studies, does so, developing a critical approach that examines the relationship between platforms and creative expression. Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges: Combat, Adventure, Pac-Man, Yars' Revenge, Pitfall!, and Star Wars: The Empire Strikes Back. They describe the technical constraints and affordances of the system and track developments in programming, gameplay, interface, and aesthetics. Adventure, for example, was the first game to represent a virtual space larger than the screen (anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto), by allowing the player to walk off one side into another space; and Star Wars: The Empire Strikes Back was an early instance of interaction between media properties and video games. Montfort and Bogost show that the Atari VCS—often considered merely a retro fetish object—is an essential part of the history of video games.

Digarec Keynote-Lectures 2009/10 Stephan Günzel, 2011 The sixth volume of the DIGAREC Series holds the contributions to the DIGAREC Keynote-Lectures

given at the University of Potsdam in the winter semester 2009/10. With contributions by Mark J.P. Wolf (Concordia University Wisconsin), Espen Aarseth (Center for Computer Games Research, IT University of Copenhagen), Katie Salen (Parsons New School of Design, New York), Laura Ermi and Frans Mäyrä (University of Tampere), and Lev Manovich (University of Southern California, San Diego).

The Mathematics of Poker Bill Chen, Jerrod Ankenman, 2006 For decades, the highest level of poker have been dominated by players who have learned the game by playing it, road gamblers' who have cultivated intuition for the game and are adept at reading other players' hands from betting patterns and physical tells. Over the last five to ten years, a whole new breed has risen to prominence within the poker community. Applying the tools of computer science and mathematics to poker and sharing the information across the Internet, these players have challenged many of the assumptions that underlay traditional approaches to the game.'

Casual Game Design Gregory Trefry, 2010-01-26 From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casual

Housing, Land, and Property Rights in Post-Conflict United Nations and

Other Peace Operations Scott Leckie, 2009 This book is about the UN's role in housing, land, and property rights in countries after violent conflict.

Better Game Characters by Design Katherine Isbister, 2022-04-29 Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. *Better Game Characters by Design* gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

Warhol-isms Andy Warhol, 2022-05-10 A unique collection of brilliant

quotations from the legendary Pop artist One of the most influential artists of his time and ours, Andy Warhol is nearly as renowned for what he said as for what he did. Indeed, he is so quotable that things he never said are endlessly and plausibly attributed to him, including, fittingly, the most celebrated fake Warhol saying—"In the future, everyone will be world-famous for 15 minutes." Warhol-isms separates legend from fact to present a unique and comprehensive collection of authentic quotations from the Pop artist. Gathered from interviews and other primary sources, these deadpan, droll, ironic, and sincere gems—in which a superficial embrace of superficiality often disguises provocative, unconventional ideas—provide compelling insights into the life and work of an artist who has left an indelible mark on art and popular culture. Select quotations from the book: I think an artist is anybody who does something well. I went to [a psychiatrist] once, and he never called me back. They always say that time changes things, but you actually have to change them yourself. I've never met a person I couldn't call a beauty. New things are always better than old things. I'm still a commercial artist. I was always a commercial artist.

How to Talk about Videogames Ian Bogost, 2015-11-15 Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk about

Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

Prosperity Colin Mayer, 2018-11-01 What is business for? Day one of a business course will tell you: it is to maximise shareholder profit. This single idea pervades all our thinking and teaching about business around the world but it is fundamentally wrong, Colin Mayer argues. It has had disastrous and damaging consequences for our economies, environment,

politics, and societies. In this urgent call for reform, Prosperity challenges the fundamentals of business thinking. It sets out a comprehensive new agenda for establishing the corporation as a unique and powerful force for promoting economic and social wellbeing in its fullest sense - for customers and communities, today and in the future. First Professor and former Dean of the Saïd Business School in Oxford, Mayer is a leading figure in the global discussion about the purpose and role of the corporation. In Prosperity, he presents a radical and carefully considered prescription for corporations, their ownership, governance, finance, and regulation. Drawing together insights from business, law, economics, science, philosophy, and history, he shows how the corporation can realize its full potential to contribute to economic and social wellbeing of the many, not just the few. Prosperity tells us not only how to create and run successful businesses but also how policy can get us there and fix our broken system.

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