

Kongregate Arcade

Carly A. Kocurek

The Rough Guide to Android Phones and Tablets Andrew Clare,2012-05-03 The Rough Guide to Android Phones and Tablets is a must-have introduction for anyone picking up a new Android device. Written for the new Android 4 platform, the book covers everything you need to know to make the most from your new device, from the basics right through to advanced techniques and tricks. We've tried and tested thousands of apps across a full range of categories and bring you 100 of the best, complete with codes you can scan into your Android device to grab the app straight from the book. Now available in ePub format.

The Business of Android Apps Development Mark Rollins,2012-02-01 The growing but still evolving success of the Android platform has ushered in a second mobile technology “gold rush” for apps developers, but with well over 100,000 apps and counting in the Google Android Market and now the Amazon Android Appstore, it has become increasingly difficult for new applications to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, The Business of Android Apps Development shows how to incorporate marketing and business savvy into every aspect of the design and development process, giving your application the best possible chance of succeeding in the the various Android app stores and markets. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

HTML5 Game Development from the Ground Up with Construct 2 Roberto Dillon,2014-03-27 Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the author's research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turkey on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer.

The Rough Guide to the Best Android Apps Andrew Clare,2012-08-02 Now available in ePub format. So many apps and so little time. How do you get to the best with a minimum of fuss? The Rough Guide to the Best Android Apps solves the problem. It reveals the 400 best free and paid for applications for smartphones and tablets in all categories. Whether its navigation or news, photography or productivity, games or utilities this book highlights the best Android apps available from the marquee names to the hidden gems. Discover now the 400 apps your Android device should be using.

Game Design Secrets Wagner James Au,2012-09-19 Design great Facebook, iOS, and Web games and learn from the experts what makes a game a hit! This invaluable resource shows how to put into action the proven design and marketing techniques from the industry's best game designers, who all started on a small scale. The book walks novice and experienced game designers through the step-by-step process of conceptualizing, designing, launching, and managing a winning game on platforms including Facebook, iOS, and the Web. The book is filled with examples that highlight key design features, explain how to market your game, and illustrate how to turn your design into a money-making venture. Provides an overview of the most popular game platforms and shows how to design games for each Contains the basic principles of game design that will help promote growth and potential to generate revenue Includes interviews with top independent game developers who reveal their success secrets Offers an analysis of future trends that can open (or close) opportunities for game designers Game Design Secrets provides aspiring game designers a process for planning, designing, marketing, and ultimately making money from new games.

Contemporary Research on Intertextuality in Video Games Duret, Christophe,Pons, Christian-Marie,2016-06-16 Culture is dependent upon intertextuality to fuel the consumption and production of new media. The notion of intertextuality has gone through many iterations, but what remains constant is its stalwart application to bring to light what audiences value through the marriages of disparate ideology and references. Videogames, in particular, have a longstanding tradition of weaving texts together in multimedia formats that interact directly with players. Contemporary Research on Intertextuality in Video Games brings together game scholars to analyze the impact of video games through the lenses of transmediality, intermediality, hypertextuality, architextuality, and paratextuality. Unique in its endeavor, this publication discusses the vast web of interconnected texts that feed into digital games and their players. This book is essential reading for game theorists, designers, sociologists, and researchers in the fields of communication sciences, literature, and media studies.

Construct 2 Game Development by Example John Bura,2014-06-25 This book uses practical examples to teach readers, and imparts the key skills and techniques of working in Construct 2 through building complete game projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development, design, and production.

Coin-Operated Americans Carly A. Kocurek,2015-09-30 Video gaming: it's a boy's world, right? That's what the industry wants us to think. Why and how we came to comply are what Carly A. Kocurek investigates in this provocative consideration of how an industry's craving for respectability hooked up with cultural narratives about technology, masculinity, and youth at the video arcade. From the dawn of the golden age of video games with the launch of Atari's Pong in 1972, through the industry-wide crash of 1983, to the recent nostalgia-bathed revival of the arcade, Coin-Operated Americans explores the development and implications of the “video gamer” as a cultural identity. This cultural-historical journey takes us to the Twin Galaxies arcade in Ottumwa, Iowa, for a close look at the origins of competitive gaming. It immerses us in video gaming's first moral panic, generated by Exidy's Death Race (1976), an unlicensed adaptation of the film Death Race 2000. And it ventures into the realm of video game films such as Tron and WarGames, in which gamers become brilliant, boyish heroes. Whether conducting a phenomenological tour of a classic arcade or evaluating attempts, then and now, to regulate or eradicate arcades and coin-op video games, Kocurek does more than document the rise and fall of a now-booming industry. Drawing on newspapers, interviews, oral history, films, and television, she examines the factors and incidents that contributed to the widespread view of video gaming as an enclave for young men and boys. A case study of this once emergent and now revived medium became the presumed enclave of boys and young men, Coin-Operated Americans is history that holds valuable lessons for contemporary culture as we struggle to address pervasive sexism in the domain of video games—and in the digital working world beyond.

Metagaming Stephanie Boluk,Patrick LeMieux,2017-04-04 The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as “games about games,” metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In Metagaming, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. Metagaming uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in Portal, perform clandestine acts of electronic espionage in EVE Online, compete and commentate in Korean StarCraft, and speedrun The Legend of Zelda in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of Super Mario Bros. is undermined by the endless levels of Infinite Mario, the frustrating pranks of Asshole Mario, and even Super Mario Clouds, a ROM hack exhibited at the Whitney Museum of American Art. One of the

only books to include original software alongside each chapter, Metagaming transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

Multiplayer Thorsten Quandt, Sonja Kröger, 2013-10-30 In the past decade, digital games have become a widely accepted form of media entertainment, moving from the traditional 'core gamer' community into the mainstream media market. With millions of people now enjoying gaming as interactive entertainment there has been a huge increase in interest in social multiplayer gaming activities. However, despite the explosive growth in the field over the past decade, many aspects of social gaming still remain unexplored, especially from a media and communication studies perspective. Multiplayer: Social Aspects of Digital Gaming is the first edited volume of its kind that takes a closer look at the various forms of human interaction in and around digital games, providing an overview of debates, past and present. The book is divided into five sections that explore the following areas: Social Aspects of Digital Gaming Social Interactions in Virtual Worlds Online Gaming Co-located and Console Gaming Risks and Challenges of Social Gaming This engaging interdisciplinary book will appeal to upper level students, postgrads and researchers in games research, specifically those focusing on new media and digital games, as well as researchers in media studies and mass communication.

Spreadable Media Henry Jenkins, Sam Ford, Joshua Green, 2013-01-21 Spreadable Media maps fundamental changes taking place in our contemporary media environment, a space where corporations no longer tightly control media distribution and many of us are directly involved in the circulation of content. It contrasts “stickiness”—aggregating attention in centralized places—with “spreadability”—dispersing content widely through both formal and informal networks, some approved, many unauthorized. Stickiness has been the measure of success in the broadcast era (and has been carried over to the online world), but “spreadability” describes the ways content travels through social media. Following up on the hugely influential Convergence Culture: Where Old and New Media Collide, this book challenges some of the prevailing metaphors and frameworks used to describe contemporary media, from biological metaphors like “memes” and “viral” to the concept of “Web 2.0” and the popular notion of “influencers.” Spreadable Media examines the nature of audience engagement, the environment of participation, the way appraisal creates value, and the transnational flows at the heart of these phenomena. It delineates the elements that make content more spreadable and highlights emerging media business models built for a world of participatory circulation. The book also explores the internal tensions companies face as they adapt to the new communication reality and argues for the need to shift from “hearing” to “listening” in corporate culture. Drawing on examples from film, music, games, comics, television, transmedia storytelling, advertising, and public relations industries, among others—from both the U.S. and around the world—the authors illustrate the contours of our current media environment. They highlight the vexing questions content creators must tackle and the responsibilities we all face as citizens in a world where many of us regularly circulate media content. Written for any and all of us who actively create and share media content, Spreadable Media provides a clear understanding of how people are spreading ideas and the implications these activities have for business, politics, and everyday life.

Arcade Fever The Fan's Guide To The Golden Age Of Video Games John Sellers, 2001-08-21 Arcade Fever is a full-color illustrated history of video arcade games, with tributes to more than 50 classic games like Pong, Space Invaders, Pac Man, Q-Bert, Frogger, and TRON. Learn which game caused a yen shortage in Japan -- and which games inspired breakfast cereals, Saturday-morning cartoons, episodes of Seinfeld, and #1 pop-music singles. Meet the visionary musicians, writers, animators, cabinet artists, and other unsung heroes of the video game industry. The perfect gift for anyone who spent their childhood in video arcades, Arcade Fever is a pop-culture nostalgia trip you won't want to miss! John Sellers writes for Entertainment Weekly, Premiere, TV Guide, and other national magazines. He is also the author of Pop Culture Aptitude Test: Rad, 80s Version. He was the World Champion of Donkey Kong in 1983 and appeared on the television show That's Incredible!

Women in Gaming: 100 Professionals of Play Meagan Marie, 2018-12-04 Women in Gaming: 100 Professionals of Play is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: *100 Professionals of Play: Interviews and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. *Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. *Essays: Short essays covering various topics affecting women in gaming related careers, including Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong, NPC: On Being Unseen in the Game Dev Community, and Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career. *A Day in the Life of Features: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more.

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

Learning Construct 2 Aryadi Subagio, 2014-12-26 If you want to make your own game but don't know how to start or don't have the technical skills to do it, then this is the book for you. You don't need to have a programming background to understand the concepts explained.

Race, Culture and the Video Game Industry Sam Srauy, 2024-04-29 A detailed and much needed examination of how systemic racism in the US shaped the culture, market logic, and production practices of video game developers from the 1970s until the 2010s. Offering historical analysis of the video game industries (console, PC, and indie) from a critical, political economic lens, this book specifically examines the history of how such practices created, enabled, and maintained racism through the imagined 'gamer.' The book explores how the cultural and economic landscape of the United States developed from the 1970s through the 2000s and explains how racist attitudes are reflected and maintained in the practices of video games production. These practices constitute a 'Vicious Circuit' that normalizes racism and the centrality of an imagined gamer identity. It also explores how the industry, from indie game developers to larger profit-driven companies, responded to changing attitudes in the 2010s, where racism and lack of diversity in games was frequently being noted. The book concludes by offering potential solutions to combat this 'Vicious Circuit'. A vital contribution to the study of video games that will be welcomed by students and scholars in the fields of media studies, cultural studies, game studies, critical race studies, and beyond.

EBOOK: Introduction to Mass Communication: Media Literacy and Culture BARAN, STANLEY, 2011-02-16 EBOOK: Introduction to Mass Communication: Media Literacy and Culture

Aprender las mejores aplicaciones para Android con 100 ejercicios prácticos MEDIAactive, 2012-05 Android es un sistema operativo móvil basado en Linux que se utiliza en dispositivos móviles tales como teléfonos inteligentes (smartphones) y tablets. Una gran comunidad de desarrolladores se encarga de diseñar y elaborar aplicaciones para ampliar la funcionalidad de estos dispositivos. Actualmente hablamos de más de 400.000 aplicaciones disponibles en la tienda oficial de Android, Android Market, de las cuales hemos seleccionado 100 consideradas como las mejores. Entre ellas, el usuario descubrirá útiles, potentes y, en alguna ocasión, curiosas utilidades que puede descargar en su dispositivo, probar y decidir si son o no apropiadas para su dispositivo y, sobre todo, para el uso que normalmente hace de él. Con este libro a color: Descubrirá las mejores aplicaciones para ayudarle a trazar recorridos y encontrar localizaciones concretas. Conocerá útiles aplicaciones para sacar el máximo rendimiento de su dispositivo móvil y hacer su día a día más fácil. Aprenderá todos los secretos de las mejores aplicaciones para el retoque de imágenes y la gestión de música. Podrá divertirse con los juegos más populares y más descargados en la Red.

Comics and Videogames Andreas Rauscher, Daniel Stein, Jan-Noël Thon, 2020-10-18 This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames. It combines in-depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture. The editors have gathered a distinguished group of international scholars working at the

interstices of comics studies and game studies to explore two interrelated areas of inquiry: The first part of the book focuses on hybrid medialities and experimental aesthetics between comics and videogames; the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture. The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan. Offering an innovative intervention into a number of salient issues in current media culture, Comics and Videogames will be of interest to scholars and students of comics studies, game studies, popular culture studies, transmedia studies, and visual culture studies.

Architectural Approach to Level Design Christopher W. Totten,2019-04-25 Written by a game developer and professor trained in architecture, An Architectural Approach to Level Design is one of the first books to integrate architectural and spatial design theory with the field of level design. It explores the principles of level design through the context and history of architecture. Now in its second edition, An Architectural Approach to Level Design presents architectural techniques and theories for you to use in your own work. The author connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with that space. It also addresses industry issues like how to build interesting tutorial levels and how to use computer-generated level design systems without losing the player-focused design of handmade levels. Throughout the text, you will learn skills for spatial layout, evoking emotion through gamespaces, and creating better levels through architectural theory. FEATURES Presents case studies that offer insight on modern level design practices, methods, and tools Presents perspectives from industry designers, independent game developers, scientists, psychologists, and academics Explores how historical structures can teach us about good level design Shows how to use space to guide or elicit emotion from players Includes chapter exercises that encourage you to use principles from the chapter in digital prototypes, playtesting sessions, paper mock-ups, and design journals Bringing together topics in game design and architecture, this book helps you create better spaces for your games. Software independent, the book discusses tools and techniques that you can use in crafting your interactive worlds.

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