

LEAGUE OF LEGENDS FORUMS


RICHARD COLBY, MATTHEW S.S. JOHNSON, REBEKAH SHULTZ COLBY


📖 **THE PLAY VERSUS STORY DIVIDE IN GAME STUDIES** MATTHEW WILHELM KAPPELL, 2015-11-16 SINCE THE EMERGENCE OF DIGITAL GAME STUDIES, A NUMBER OF DEBATES HAVE ENGAGED SCHOLARS. THE DEBATE BETWEEN LUDIC (PLAY) AND NARRATIVE (STORY) PARADIGMS REMAINS THE ONE THAT FAMOUSLY NEVER HAPPENED. THIS COLLECTION OF NEW ESSAYS CRITICALLY FRAMES THAT DEBATE AND URGES GAME SCHOLARS TO CONSIDER IT CENTRAL TO THE FIELD. THE ESSAYISTS EXAMINE VARIOUS DIGITAL GAMES, ASSESSING THE APPLICABILITY OF PLAY-VERSUS-NARRATIVE APPROACHES OR CONSIDERING THE FAILURE OF EACH. THE ESSAYS REFLECT THE BROADER HISTORY WHILE APPLYING NOTIONS OF PLAY AND STORY TO RECENT GAMES IN AN ATTEMPT TO PROPEL SERIOUS ANALYSIS.

📖 **FRANCHISE ERA** FLEURY JAMES FLEURY, 2019-04-01 AS HOLLYWOOD SHIFTS TOWARDS THE DIGITAL ERA, THE ROLE OF THE MEDIA FRANCHISE HAS BECOME MORE PROMINENT. THIS EDITED COLLECTION, FROM A RANGE OF INTERNATIONAL SCHOLARS, ARGUES THAT THE FRANCHISE IS NOW AN INTEGRAL ELEMENT OF AMERICAN MEDIA CULTURE. AS SUCH, THE COLLECTION EXPLORES THE PRODUCTION, DISTRIBUTION AND MARKETING OF FRANCHISES AS A HISTORICAL FORM OF MEDIA-MAKING - ANALYSING THE COMPLEX INDUSTRIAL PRACTICE OF MANAGING FRANCHISES ACROSS INTERCONNECTED ONLINE PLATFORMS. EXAMINING HOW TRADITIONAL MEDIA INCUMBENTS LIKE STUDIOS AND NETWORKS HAVE RESPONDED TO THE RISE OF NEW ENTRANTS FROM THE TECHNOLOGY SECTOR (SUCH AS FACEBOOK, APPLE, AMAZON, NETFLIX AND GOOGLE), THE AUTHORS TAKE A CRITICAL LOOK AT THE WAY NEW AND OLD INDUSTRIAL LOGICS COLLIDE IN AN INCREASINGLY FRAGMENTED AND CONSOLIDATED MEDIASCAPE.


📖 **RACE AND GENDER IN ELECTRONIC MEDIA** REBECCA ANN LIND, 2016-10-04 THIS VOLUME EXAMINES THE CONSEQUENCES, IMPLICATIONS, AND OPPORTUNITIES ASSOCIATED WITH ISSUES OF DIVERSITY IN THE ELECTRONIC MEDIA. WITH A FOCUS ON RACE AND GENDER, THE CHAPTERS REPRESENT DIVERSE APPROACHES, INCLUDING SOCIAL SCIENTIFIC, HUMANISTIC, CRITICAL, AND RHETORICAL. THE CONTRIBUTORS CONSIDER RACE AND GENDER ISSUES IN BOTH HISTORICAL AND CONTEMPORARY ELECTRONIC MEDIA, AND THEIR WORK IS PRESENTED IN THREE SECTIONS: CONTENT, CONTEXT (AUDIENCES, EFFECTS, AND RECEPTION), AND CULTURE (MEDIA INDUSTRIES, POLICY, AND PRODUCTION). IN THIS BOOK, THE AUTHORS INVESTIGATE, PROBLEMATIZE, AND THEORIZE A VARIETY OF CONCERNS WHICH AT THEIR CORE RELATE TO ISSUES OF DIFFERENCE. HOW DO WE USE MEDIA TO CONSTRUCT AND UNDERSTAND DIFFERENT SOCIAL GROUPS? HOW DO THE MEDIA REPRESENT AND AFFECT OUR ENGAGEMENT WITH AND RESPONSES TO DIFFERENT SOCIAL GROUPS? HOW CAN WE UNDERSTAND THESE PROCESSES AND THE ENVIRONMENT WITHIN

WHICH THEY OCCUR? ALTHOUGH THIS BOOK FOCUSES ON THE DIFFERENCES ASSOCIATED WITH RACE AND GENDER, THE QUESTIONS RAISED BY AND THE THEORETICAL PERSPECTIVES PRESENTED IN THE CHAPTERS ARE APPLICABLE TO OTHER FORMS OF SOCIALLY-CONSTRUCTED DIFFERENCE. CHAPTERS 5, 10, 12, AND 19 OF THIS BOOK ARE FREELY AVAILABLE AS DOWNLOADABLE OPEN ACCESS PDFs AT [HTTP://WWW.TAYLORFRANCIS.COM](http://www.taylorfrancis.com) UNDER A CREATIVE COMMONS ATTRIBUTION-Non Commercial-No Derivatives (CC-BY-NC-ND) 4.0 LICENSE.

 **THE TOXIC MERITOCRACY OF VIDEO GAMES** CHRISTOPHER A. PAUL, 2018-02-20 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 CONTENTS, ULTIMATELY FOSTERING A MORE DIVERSE, ACCEPTING, AND SELF-REFLECTIVE CULTURE THAT IS NOT ONLY GOOD FOR GAMERS BUT GOOD FOR VIDEO GAMES AS WELL.

 **GAMING MASCULINITY** MEGAN CONDIS, 2018-05-01 IN 2016, A FEMALE VIDEOGAME PROGRAMMER AND A FEMALE JOURNALIST WERE HARASSED VICIOUSLY BY ANONYMOUS MALE ONLINE USERS IN WHAT BECAME KNOWN AS GAMERGATE. MALE GAMERS THREATENED TO RAPE AND KILL BOTH WOMEN, AND THE NEWS SOON MADE INTERNATIONAL HEADLINES, EXPOSING THE LEVEL OF ABUSE THAT MANY WOMEN AND MINORITIES FACE WHEN PARTICIPATING IN THE PREDOMINANTLY MALE ONLINE CULTURE.

GAMING MASCULINITY EXPLAINS HOW THE TERM “GAMER” HAS BEEN CONSTRUCTED IN THE POPULAR IMAGINATION BY A CORE GROUP OF MALE ONLINE USERS IN AN ATTEMPT TO SHORE UP AN EMBATTLED FORM OF GEEKY MASCULINITY. THIS LATEST FORM OF TOXICITY COMES AT A MOMENT OF UPEHAVAL IN GAMING CULTURE, AS WOMEN, PEOPLE OF COLOR, AND LGBTQ INDIVIDUALS DEMAND BROADER ACCESS AND REPRESENTATION ONLINE. PAYING CLOSE ATTENTION TO THE ONLINE PRACTICES OF TROLLING AND MAKING MEMES, AUTHOR MEGAN CONDIS DEMONSTRATES THAT, DESPITE THE SUPPOSEDLY DISEMBODIED NATURE OF LIFE ONLINE, PERFORMANCES OF MASCULINITY ARE STILL AFFORDED PRIVILEGED STATUS IN GAMER CULTURE. EVEN WORSE, SHE FINDS THAT THESE COMPETING DISCOURSES ARE NOT JUST RELEGATED TO THE GAMING WORLD BUT ARE CREATING RIFTS WITHIN THE CULTURE AT LARGE, AS WITNESSED BY THE DIRECT LINKS BETWEEN THE GAMERGATE MOVEMENT AND THE RECENT RISE OF THE ALT-RIGHT DURING THE LAST PRESIDENTIAL ELECTION. CONDIS ASKS WHAT THIS MOMENT CAN TEACH US ABOUT THE PERFORMATIVE, COLLABORATIVE, AND SOMETIMES COMBATIVE WAYS THAT AMERICAN CULTURE ENACTS RACE, GENDER, AND SEXUALITY. SHE CONCLUDES BY ENCOURAGING DESIGNERS AND THOSE WHO WORK IN THE TECH INDUSTRY TO THINK ABOUT HOW THEIR WORK MIGHT HAVE, PURPOSEFULLY OR NOT, BEEN DEVELOPED IN WAYS THAT ARE MARKED BY GENDER.

 *RESEARCH ANTHOLOGY ON BUSINESS STRATEGIES, HEALTH FACTORS, AND ETHICAL IMPLICATIONS IN SPORTS AND eSPORTS* MANAGEMENT ASSOCIATION, INFORMATION RESOURCES, 2020-11-27 FROM ISSUES OF RACISM TO THE SEVERITY OF CONCUSSIONS TO CELEBRITY ENDORSEMENTS, THE SPORTS INDUSTRY CONTINUES TO SIGNIFICANTLY IMPACT SOCIETY. WITH THE RISE OF eSPORTS AND ITS PROJECTION AS THE NEXT BILLION DOLLAR INDUSTRY, IT IS VITAL THAT A MULTIFACETED APPROACH TO SPORTS RESEARCH BE UNDERTAKEN. ON ONE SIDE, BUSINESSES ARE CONTINUALLY OFFERING NEW METHODS FOR MARKETING AND BRANDING AND FINDING THE BEST WAYS TO ENHANCE CONSUMER ENGAGEMENT AND THE CONSUMER EXPERIENCE. ON THE OTHER SIDE, THERE HAS BEEN PROGRESS AND NEW FINDINGS IN THE PHYSICAL FITNESS AND TRAINING OF THE ATHLETES THEMSELVES ALONG WITH DISCUSSIONS ON THEIR PSYCHOLOGY AND WELLBEING. THIS TWO-TIERED APPROACH TO ANALYZING SPORTS AND eSPORTS FROM A PRACTICAL BUSINESS PERSPECTIVE, ALONG WITH A LENS PLACED ON THE ATHLETES THEMSELVES, PROVIDES A COMPREHENSIVE VIEW OF THE CURRENT ADVANCEMENTS, TECHNOLOGIES, AND STRATEGIES WITHIN VARIOUS ASPECTS OF THE SPORTS AND eSPORTS INDUSTRY. RESEARCH ANTHOLOGY ON BUSINESS STRATEGIES, HEALTH FACTORS, AND ETHICAL IMPLICATIONS IN SPORTS AND eSPORTS COVERS THE LATEST FINDINGS ON ALL FACTORS OF SPORTS: THE BRANDING AND MARKETING OF SPORTS AND eSPORTS, STUDIES ON ATHLETES AND CONSUMERS, A DIVE INTO THE ETHICS OF SPORTS, AND THE INTRODUCTION OF eSPORTS TO THE INDUSTRY. THIS WIDE COVERAGE OF ALL FIELDS OF RESEARCH RECENTLY CONDUCTED LEADS

THIS BOOK TO BE A WELL-ROUNDED VIEW OF HOW SPORTS ARE FUNCTIONING IN MODERN TIMES. HIGHLIGHTED TOPICS INCLUDE BRANDING TACTICS, CONSUMER ENGAGEMENT, eSPORTS HISTORY AND TECHNOLOGIES, ETHICS AND LAW, AND PSYCHOLOGICAL STUDIES OF ATHLETE WELLNESS. THIS BOOK IS IDEAL FOR SPORTS MANAGERS, ATHLETES, TRAINERS, MARKETERS, BRAND MANAGERS, ADVERTISERS, PRACTITIONERS, STAKEHOLDERS, RESEARCHERS, ACADEMICIANS, AND STUDENTS INTERESTED WORKING IN THE FIELDS OF SPORTS MEDICINE, LAW, PHYSICAL EDUCATION, ASSISTIVE TECHNOLOGIES, MARKETING, CONSUMER BEHAVIOR, AND PSYCHOLOGY.

📖 **ESPORT PLAY** VELI-MATTI KARHULAHTI, 2020-06-11 WEAVING THE AUTHOR'S OWN LIVED EXPERIENCE WITH THEORETICAL INSIGHTS FROM THE FIELDS OF GAME STUDIES, PSYCHOLOGY, AND ANTHROPOLOGY, ESPORT PLAY PROBES AND ADVANCES CURRENT GAMING TOPICS SUCH AS ADDICTION, SKILL DEVELOPMENT, AND TOXICITY. WITH A FOCUS ON LEAGUE OF LEGENDS 📖 ONE OF THE FLAGSHIP ESPORTS OF OUR TIME 📖 KARHULAHTI EXPLICATES WHAT ESPORT PLAY IS: DOCUMENTING AND IDENTIFYING COMPETITIVE PLAY AS A PRESENT-DAY MEANS TO SATISFY BASIC HUMAN NEEDS. ULTIMATELY, THE BOOK PRESENTS A THEORY OF PSYCHOLUDIC DEVELOPMENT THAT EXPLAINS AND ORGANIZES THE DEVELOPMENT OF PLAYER-PLAY RELATIONSHIPS THAT MAY LAST FOR YEARS.

📖 **LEAGUE OF LEGENDS: REALMS OF RUNETERRA (OFFICIAL COMPANION)** RIOT GAMES, 2019-11-05 UNLOCK THE MYSTERIES AND MAGIC WITHIN LEAGUE OF LEGENDS, ONE OF THE WORLD'S MOST POPULAR VIDEO GAMES, IN THIS ENCYCLOPEDIC AND COLLECTIBLE COMPANION BOOK THAT EXPLORES THE GAME'S EPIC LORE. EMBARK ON A JOURNEY THROUGH THE REALMS OF RUNETERRA IN THIS FIRST-EVER COLLECTIBLE COMPANION BOOK, PUBLISHED TO CELEBRATE THE GAME'S TENTH ANNIVERSARY. SPANNING THE FARTHEST REACHES OF THIS UNIVERSE AND VENTURING INTO UNCHARTED TERRITORY, THIS ENCYCLOPEDIC COMPENDIUM CONNECTS PLAYERS TO THE RICH STORYTELLING THAT INSPIRES ALL THE ACTION. INSIDE, YOU'LL FIND: AN EXPEDITION THROUGH ELEVEN REGIONS, CHRONICLING CONFLICTS, ENTRENCHED RIVALRIES, AND COVERT ALLIANCES HUNDREDS OF ILLUSTRATIONS, INCLUDING NEVER-BEFORE-SEEN MAPS AND ARTWORK INSIGHTS INTO THE HEROES, FLORA, FAUNA, ARCHITECTURE, POLITICS, AND TECHNOLOGIES FROM ALL CORNERS OF THIS WORLD ORIGINAL NARRATIVES THAT BRING THE CULTURES OF RUNETERRA TO LIFE LEAGUE OF LEGENDS IS AN ONLINE GAME PLAYED BY MILLIONS OF PEOPLE AROUND THE WORLD, OFFERING ENDLESS ENGAGEMENT WITH AN EXPANDING ROSTER OF CHAMPIONS, FREQUENT UPDATES, AND A THRIVING ESPORTS SCENE. THIS VOLUME IS AN ESSENTIAL REFERENCE FOR FANS EVERYWHERE.

📖 **MODES OF ESPORTS ENGAGEMENT IN OVERWATCH** MARIA RUOTSALAINEN, MARIA T📖 RH📖 NEN, VELI-MATTI

KARHULAHTI,2022 THIS OPEN ACCESS BOOK PROVIDES A COMPREHENSIVE REVIEW OF THE RAPIDLY DEVELOPING ESPORT PHENOMENON BY EXAMINING ONE OF ITS CONTEMPORARY FLAGSHIP TITLES, OVERWATCH (BLIZZARD ENTERTAINMENT 2016), THROUGH THREE CENTRAL THEMES AND FROM A RICH VARIETY OF RESEARCH METHODS AND PERSPECTIVES. AS A GAME WITH MORE THAN 40 MILLION INDIVIDUAL PLAYERS, AN ANNUAL INTERNATIONAL WORLD CUP, AND A FRANCHISED PROFESSIONAL LEAGUE WITH TEAMS FROM CANADA, CHINA, EUROPE, SOUTH KOREA, AND THE US, OVERWATCH PROVIDES A MULTIFACETED PERSPECTIVE TO THE CULTURAL, SOCIAL, AND ECONOMIC TOPICS ASSOCIATED WITH THE DEVELOPMENT OF ESPORTS, WHICH HAS BEGUN TO ATTRACT ATTENTION FROM BOTH COMMERCIAL AND ACADEMIC AUDIENCES. THE BOOK STARTS WITH AN INTRODUCTION CHAPTER TO OVERWATCH AND ESPORTS ENGAGEMENT IN GENERAL, CO-AUTHORED BY THE EDITORS. THIS IS FOLLOWED BY 15 UNIQUE CHAPTERS FROM SCHOLARS WITHIN THE FIELD OF GAME CULTURES AND ESPORTS, REPRESENTING TEN DIFFERENT NATIONALITIES. THE CONTRIBUTIONS CONSTRUCT THEMATIC SECTIONS THAT DIVIDE THE BOOK INTO THREE PARTS: PLAYERS, DIVERSE AUDIENCES? AND FAN & FICTION WORK. AS SUCH, THE PARTS PROVIDE A WIDE-RANGING OVERVIEW OF ESPORT ENGAGEMENT, THUS DISCLOSING THE PHENOMENON'S CROSS-CULTURAL, TRANSMEDIAL, AND INTERCONNECTED RELATIONS THAT HAVE NOT BEEN PROBED EARLIER IN A SINGLE ANTHOLOGY.

📖 THE ETHICS OF PLAYING, RESEARCHING, AND TEACHING GAMES IN THE WRITING CLASSROOM RICHARD COLBY, MATTHEW S.S. JOHNSON, REBEKAH SHULTZ COLBY, 2021-01-27 THIS BOOK EXPLORES ETHOS AND GAMES WHILE ANALYZING THE ETHICAL DIMENSIONS OF PLAYING, RESEARCHING, AND TEACHING GAMES. CONTRIBUTORS, PRIMARILY FROM RHETORIC AND WRITING STUDIES, CONNECT INSTANCES OF ETHOS AND ETHICAL PRACTICE WITH WRITING PEDAGOGY, GAME STUDIES, VIDEO GAMES, GAMING COMMUNITIES, GAMEWORLDS, AND THE GAMING INDUSTRY. THE COLLECTION'S EIGHTEEN CHAPTERS INVESTIGATE GAME-BASED WRITING CLASSROOMS, GAMIFICATION, GAME DESIGN, PLAYER AGENCY, AND WRITING AND GAMING SCHOLARSHIP IN ORDER TO ILLUMINATE HOW ETHOS IS REPUTED, INTERPRETED, AND REMEMBERED IN VIRTUAL GAMESPACES AND IN THE GAMING INDUSTRY. ETHOS IS CONSTRUCTED, INVENTED, AND CREATED IN AND FOR GAMES, BUT INEVITABLY SPILLS OUT INTO OTHER DOMAINS, AFFECTING AGENCY, IDEOLOGY, AND THE CULTURES THAT SURROUND GAME DEVELOPERS, PLAYERS, AND SCHOLARS.

📖 **GAMING REPRESENTATION** JENNIFER MALKOWSKI, TREA ANDREA M. RUSSWORM, 2017-07-03 RECENT YEARS HAVE SEEN AN INCREASE IN PUBLIC ATTENTION TO IDENTITY AND REPRESENTATION IN VIDEO GAMES, INCLUDING JOURNALISTS AND BLOGGERS HOLDING THE DIGITAL GAME INDUSTRY ACCOUNTABLE FOR THE DISCRIMINATION ROUTINELY ENDURED BY FEMALE GAMERS, QUEER GAMERS, AND GAMERS OF COLOR. VIDEO GAME DEVELOPERS ARE RESPONDING TO THESE CRITIQUES, BUT SCHOLARLY DISCUSSION

OF REPRESENTATION IN GAMES HAS LAGGED FAR BEHIND. GAMING REPRESENTATION EXAMINES PORTRAYALS OF RACE, GENDER, AND SEXUALITY IN A RANGE OF GAMES, FROM CASUALS LIKE DINER DASH, TO INDIES LIKE JOURNEY AND THE BINDING OF ISAAC, TO MAINSTREAM GAMES FROM THE GRAND THEFT AUTO, BIOSHOCK, SPEC OPS, THE LAST OF US, AND MAX PAYNE FRANCHISES. ARGUING THAT REPRESENTATION AND IDENTITY FUNCTION AS SYSTEMS IN GAMES THAT SHARE A STRONGER CONNECTION TO CODE AND PLATFORMS THAN IT MAY FIRST APPEAR, THE CONTRIBUTORS TO THIS VOLUME PUSH GAMING SCHOLARSHIP TO NEW LEVELS OF INQUIRY, THEORIZING, AND IMAGINATION.

How To Be A Professional Gamer FNATIC, KIKIS, YELLOWSTAR, SPIRIT, FEBIVEN, REKKLES, MIKE DIVER, 2016-10-06 It's TIME TO BECOME A LEGEND. WATCHED BY MILLIONS AND CONTESTED BY THE BEST PROFESSIONAL GAMERS IN THE WORLD, LEAGUE OF LEGENDS IS MORE THAN A GAME. SINCE THE VERY BEGINNING OF ESPORTS, FNATIC HAVE BEEN COMPETING AT THE HIGHEST LEVEL. IN 2011, THEY WON THE WORLD CHAMPIONSHIPS AND IN 2015 THEY ACHIEVED THE IMPOSSIBLE: AN ENTIRE REGULAR SEASON UNDEFEATED. IN HOW TO BE A PROFESSIONAL GAMER, THEY TAKE YOU INSIDE THE ELITE WORLD OF THE SPORT, AND INTO THE WORLD OF COMPETITIVE GAMING. SHARING THEIR KNOWLEDGE, EXPERTISE, AND STRATEGIES, IT'S ONLY A MATTER OF TIME BEFORE YOU'RE A WORLD CHAMPION, TOO. INCLUDING TIPS ON GAME STRATEGY, TEAMWORK AND MENTAL STRENGTH, HOW TO BE A PROFESSIONAL GAMER IS BOTH A GUIDE FOR HOW TO IMPROVE AS A REGULAR GAMER, AND THE STORY OF FNATIC AND HOW THEY'VE CONQUERED THE WORLD OF ESPORTS. ARE YOU READY?

Information in Contemporary Society NATALIE GREENE TAYLOR, CAITLIN CHRISTIAN-LAMB, MICHELLE H. MARTIN, BONNIE NARDI, 2019-03-12 THIS BOOK CONSTITUTES THE PROCEEDINGS OF THE 14TH INTERNATIONAL CONFERENCE ON INFORMATION IN CONTEMPORARY SOCIETY, ICONFERENCE 2019, HELD IN WASHINGTON, DC, USA, IN MARCH/APRIL 2019. THE 44 FULL PAPERS AND 33 SHORT PAPERS PRESENTED IN THIS VOLUME WERE CAREFULLY REVIEWED AND SELECTED FROM 133 SUBMITTED FULL PAPERS AND 88 SUBMITTED SHORT PAPERS. THE PAPERS ARE ORGANIZED IN THE FOLLOWING TOPICAL SECTIONS: SCIENTIFIC WORK AND DATA PRACTICES; METHODOLOGICAL CONCERNS IN (BIG) DATA RESEARCH; CONCERNS ABOUT "SMART" INTERACTIONS AND PRIVACY; IDENTITY QUESTIONS IN ONLINE COMMUNITIES; MEASURING AND TRACKING SCIENTIFIC LITERATURE; LIMITS AND AFFORDANCES OF AUTOMATION; COLLECTING DATA ABOUT VULNERABLE POPULATIONS; SUPPORTING COMMUNITIES THROUGH PUBLIC LIBRARIES AND INFRASTRUCTURE; INFORMATION BEHAVIORS IN ACADEMIC ENVIRONMENTS; DATA-DRIVEN STORYTELLING AND MODELING; ONLINE ACTIVISM; DIGITAL LIBRARIES, CURATION AND PRESERVATION; SOCIAL-MEDIA TEXT MINING AND SENTIMENT ANALYSIS; DATA AND INFORMATION IN THE PUBLIC SPHERE; ENGAGING WITH MULTI-MEDIA CONTENT; UNDERSTANDING ONLINE

BEHAVIORS AND EXPERIENCES; ALGORITHMS AT WORK; INNOVATION AND PROFESSIONALIZATION IN TECHNOLOGY COMMUNITIES; INFORMATION BEHAVIORS ON TWITTER; DATA MINING AND NLP; INFORMING TECHNOLOGY DESIGN THROUGH OFFLINE EXPERIENCES; DIGITAL TOOLS FOR HEALTH MANAGEMENT; ENVIRONMENTAL AND VISUAL LITERACY; AND ADDRESSING SOCIAL PROBLEMS IN ISCHOOL RESEARCH.


📖 ONLINE TROLLING AND ITS PERPETRATORS PNINA FICHMAN, MADELYN R. SANFILIPPO, 2016-04-11 ONLINE TROLLING AND OTHER DEVIANT BEHAVIORS HAVE ALWAYS AFFECTED ONLINE COMMUNITIES. AS ONLINE TROLLING BECOMES WIDELY SPREAD, MYRIAD QUESTIONS ARE RAISED, INCLUDING: WHO IS A TROLL AND WHY DO TROLLS TROLL? WHAT ARE THE ENABLING FACTORS OF ONLINE TROLLING? HOW DO MEMBERS AND ADMINISTRATORS OF ONLINE COMMUNITIES DETECT, INTERPRET, AND REACT TO TROLLING? HOW CAN ONLINE TROLLING BE HANDLED EFFECTIVELY? WHAT IS THE IMPACT OF THE SOCIO-CULTURAL AND TECHNOLOGICAL ENVIRONMENTS ON ONLINE TROLLING? WHAT MOTIVATES TROLLING?

📖 LEAGUE OF LEGENDS: ULTIMATE GUIDE TO CHAMPIONS DAVID BRAHN, 2013-04-23 LEAGUE OF LEGENDS: ULTIMATE GUIDE TO CHAMPIONS COVERS THE LoL CHAMPIONS IN MORE DEPTH THAN EVER BEFORE. THE BOOKS CONSISTS OF 387 PAGES COVERING EVERY DETAIL OF THE LATEST LoL CHAMPIONS INCLUDING: * COST * CHAMPIONS' STATISTICS * ABILITIES * ABILITIES' STATISTICS & DESCRIPTIONS * RELEASE DATES * ...AND MORE!

📖 THE ART OF TOP DIEGO "QUAS" RUIZ, 2016-06-15 A PROFESSIONALLY WRITTEN GUIDE ON TOP-LANE. IF YOU'RE A LEAGUE OF LEGENDS PLAYER LOOKING TO IMPROVE, NOT ONLY WILL THIS GUIDE TEACH YOU HOW TO PLAY TOP-LANE EFFICIENTLY, IT WILL ALSO TEACH YOU THE CORRECT MINDSET THAT PLAYERS NEED TO CLIMB THE SOLO QUEUE LADDER.

📖 SOCIAL-BEHAVIORAL MODELING FOR COMPLEX SYSTEMS PAUL K. DAVIS, ANGELA O'MAHONY, JONATHAN PFAUTZ, 2019-03-13 THIS VOLUME DESCRIBES FRONTIERS IN SOCIAL-BEHAVIORAL MODELING FOR CONTEXTS AS DIVERSE AS NATIONAL SECURITY, HEALTH, AND ON-LINE SOCIAL GAMING. RECENT SCIENTIFIC AND TECHNOLOGICAL ADVANCES HAVE CREATED EXCITING OPPORTUNITIES FOR SUCH IMPROVEMENTS. HOWEVER, THE BOOK ALSO IDENTIFIES CRUCIAL SCIENTIFIC, ETHICAL, AND CULTURAL CHALLENGES TO BE MET IF SOCIAL-BEHAVIORAL MODELING IS TO ACHIEVE ITS POTENTIAL. DOING SO WILL REQUIRE NEW METHODS, DATA SOURCES, AND TECHNOLOGY. THE VOLUME DISCUSSES THESE, INCLUDING THOSE NEEDED TO ACHIEVE AND MAINTAIN HIGH STANDARDS OF ETHICS AND PRIVACY. THE RESULT SHOULD BE A NEW GENERATION OF MODELING THAT WILL ADVANCE SCIENCE AND, SEPARATELY, AID DECISION-MAKING ON MAJOR SOCIAL AND SECURITY-RELATED SUBJECTS DESPITE THE MYRIAD UNCERTAINTIES AND COMPLEXITIES OF SOCIAL PHENOMENA. INTENDED TO BE RELATIVELY COMPREHENSIVE IN SCOPE, THE

VOLUME BALANCES THEORY-DRIVEN, DATA-DRIVEN, AND HYBRID APPROACHES. THE LATTER MAY BE RAPIDLY ITERATIVE, AS WHEN ARTIFICIAL-INTELLIGENCE METHODS ARE COUPLED WITH THEORY-DRIVEN INSIGHTS TO BUILD MODELS THAT ARE SOUND, COMPREHENSIBLE AND USABLE IN NEW SITUATIONS. WITH THE INTENT OF BEING A MILESTONE DOCUMENT THAT SKETCHES A RESEARCH AGENDA FOR THE NEXT DECADE, THE VOLUME DRAWS ON THE WISDOM, IDEAS AND SUGGESTIONS OF MANY NOTED RESEARCHERS WHO DRAW IN TURN FROM ANTHROPOLOGY, COMMUNICATIONS, COMPLEXITY SCIENCE, COMPUTER SCIENCE, DEFENSE PLANNING, ECONOMICS, ENGINEERING, HEALTH SYSTEMS, MEDICINE, NEUROSCIENCE, PHYSICS, POLITICAL SCIENCE, PSYCHOLOGY, PUBLIC POLICY AND SOCIOLOGY. IN BRIEF, THE VOLUME DISCUSSES: CUTTING-EDGE CHALLENGES AND OPPORTUNITIES IN MODELING FOR SOCIAL AND BEHAVIORAL SCIENCE SPECIAL REQUIREMENTS FOR ACHIEVING HIGH STANDARDS OF PRIVACY AND ETHICS NEW APPROACHES FOR DEVELOPING THEORY WHILE EXPLOITING BOTH EMPIRICAL AND COMPUTATIONAL DATA ISSUES OF REPRODUCIBILITY, COMMUNICATION, EXPLANATION, AND VALIDATION SPECIAL REQUIREMENTS FOR MODELS INTENDED TO INFORM DECISION MAKING ABOUT COMPLEX SOCIAL SYSTEMS

 **THE TALKSPORT BOOK OF PREMIER LEAGUE LEGENDS** BILL BORROWS, talkSPORT, 2012-08-02 IN THIS WONDERFUL CELEBRATION OF ALL THAT IS BEST ABOUT THE WORLD'S GREATEST FOOTBALL LEAGUE, TALKSPORT HAS TAKEN ON THE CHALLENGE OF LISTING THE 100 GREATEST PREMIERSHIP LEGENDS. FEATURING CONTRIBUTIONS FROM MANY OF TALKSPORT'S PRESENTERS, INCLUDING ALAN BRAZIL, DARREN GOUGH AND STAN COLLYMORE, THE TALKSPORT TEAM HAS DRAWN UP ITS DEFINITIVE LISTING OF PREMIERSHIP STARS. OF COURSE, BEING TALKSPORT, NOTHING IS STRAIGHTFORWARD AND THE OPINIONS ARE HOTLY DEBATED. SOME SURPRISING NAMES MAKE INTO THE LIST, WHILE OTHERS ARE RELEGATED TO THE BOTTOM OR EVEN FAIL TO APPEAR AT ALL. WHO COMES OUT ON TOP: GIANFRANCO ZOLA OR ALAN SHEARER? HOW DO YOU DECIDE WHO'S IN AND WHO'S OUT FROM 20 YEARS OF FOOTBALLING GENIUS? EACH OF THE STARS IS FULLY PROFILED, WITH SURPRISING AND FASCINATING INFORMATION REVEALED ABOUT ALL OF THEM, AND THEIR INDIVIDUAL RANKING IN THE LIST IS FULLY JUSTIFIED. IN SHORT, THIS BOOK WILL NOT ONLY PROVIDE GREAT FOOTBALL MEMORIES OF MOMENTS THAT WON LEAGUES, SPARED CLUBS FROM RELEGATION, AND DREW STUNNED SILENCE FROM WATCHING CROWDS, BUT CAUSE MUCH CONTROVERSY - JUST LIKE TALKSPORT ITSELF.

 **LEAGUE OF LEGENDS: REALMS OF RUNETERRA (OFFICIAL COMPANION)** RIOT GAMES, 2019-11-05 UNLOCK THE MYSTERIES AND MAGIC WITHIN LEAGUE OF LEGENDS, ONE OF THE WORLD'S MOST POPULAR VIDEO GAMES, IN THIS ENCYCLOPEDIC AND COLLECTIBLE COMPANION BOOK THAT EXPLORES THE GAME'S EPIC LORE. EMBARK ON A JOURNEY THROUGH THE REALMS OF

RUNETERRA IN THIS FIRST-EVER COLLECTIBLE COMPANION BOOK, PUBLISHED TO CELEBRATE THE GAME'S TENTH ANNIVERSARY. SPANNING THE FARTHEST REACHES OF THIS UNIVERSE AND VENTURING INTO UNCHARTED TERRITORY, THIS ENCYCLOPEDIC COMPENDIUM CONNECTS PLAYERS TO THE RICH STORYTELLING THAT INSPIRES ALL THE ACTION. INSIDE, YOU'LL FIND: AN EXPEDITION THROUGH ELEVEN REGIONS, CHRONICLING CONFLICTS, ENTRENCHED RIVALRIES, AND COVERT ALLIANCES HUNDREDS OF ILLUSTRATIONS, INCLUDING NEVER-BEFORE-SEEN MAPS AND ARTWORK INSIGHTS INTO THE HEROES, FLORA, FAUNA, ARCHITECTURE, POLITICS, AND TECHNOLOGIES FROM ALL CORNERS OF THIS WORLD ORIGINAL NARRATIVES THAT BRING THE CULTURES OF RUNETERRA TO LIFE LEAGUE OF LEGENDS IS AN ONLINE GAME PLAYED BY MILLIONS OF PEOPLE AROUND THE WORLD, OFFERING ENDLESS ENGAGEMENT WITH AN EXPANDING ROSTER OF CHAMPIONS, FREQUENT UPDATES, AND A THRIVING ESPORTS SCENE. THIS VOLUME IS AN ESSENTIAL REFERENCE FOR FANS EVERYWHERE.

📖 *Good Luck Have Fun* ROLAND LI, 2017-09-05 ESPORTS IS ONE OF THE FASTEST GROWING—AND MOST CUTTHROAT—INDUSTRIES IN THE WORLD. A CONFLUENCE OF TECHNOLOGY, CULTURE, AND DETERMINATION HAS MADE THIS POSSIBLE. PLAYERS AROUND THE WORLD COMPETE FOR MILLIONS OF DOLLARS IN PRIZE MONEY, AND COMPANIES LIKE AMAZON, COCA COLA, AND INTEL HAVE INVESTED BILLIONS. ESPORTS ARE NOW REGULARLY PLAYED LIVE ON NATIONAL TV. HUNDREDS OF PEOPLE HAVE DEDICATED THEIR LIVES TO GAMING, SACRIFICING THEIR EDUCATION, RELATIONSHIPS, AND EVEN THEIR BODIES TO COMPETE, COMMITTING THEMSELVES WITH THE SAME FERVOR OF ANY PROFESSIONAL ATHLETE. IN *Good Luck Have Fun*, AUTHOR ROLAND LI TALKS TO SOME OF THE BIGGEST NAMES IN THE BUSINESS AND EXPLORES THE PLAYERS, COMPANIES, AND GAMES THAT HAVE MADE IT TO THE NEW MAJOR LEAGUES. FOLLOW ALEX GARFIELD AS HE BUILDS EVIL GENIUSES, A MODEST GAMING GROUP IN HIS COLLEGE DORM, INTO A GLOBAL, MULTIMILLION-DOLLAR ESPORTS EMPIRE. LEARN HOW BRANDON BECK AND MARC MERRILL MADE LEAGUE OF LEGENDS THE WORLD'S MOST SUCCESSFUL ESPORTS LEAGUE AND MOST POPULAR PC GAME, ON TRACK TO MAKE OVER \$1 BILLION A YEAR. SEE HOW TWITCH.TV PIVOTED FROM A VIDEO STREAMING NOVELTY INTO A \$1 BILLION STARTUP ON THE BACK OF PROFESSIONAL GAMERS. AND DIVE INTO ESPORTS' DARK SIDE: DRUG ABUSE, LABOR TROUBLES, AND FOR EACH SUCCESS STORY, HUNDREDS OF PEOPLE WHO FAILED TO MAKE IT BIG. WITH UPDATES ON RECENT DEVELOPMENTS, *Good Luck Have Fun* IS THE ESSENTIAL GUIDE TO THE RISE OF AN INDUSTRY AND CULTURE THAT CHALLENGE WHAT WE KNOW ABOUT SPORTS, GAMES, AND COMPETITION.

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