## Game Your Video

Dustin Brady

<u>Trapped in a Video Game</u> Dustin Brady,2018-04-10 Jesse Rigsby hates video games-and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Future Gaming Paolo Ruffino, 2018-05-04 A sophisticated critical take on contemporary game culture that reconsiders the boundaries between gamers and games. This book is not about the future of video games. It is not an attempt to predict the moods of the market, the changing profile of gamers, the benevolence or malevolence of the medium. This book is about those predictions. It is about the ways in which the past, present, and future notions of games are narrated and negotiated by a small group of producers, journalists, and gamers, and about how invested these narrators are in telling the story of tomorrow. This new title from Goldsmiths Press by Paolo Ruffino suggests the story could be told another way. Considering game culture, from the gamification of self-improvement to GamerGate's sexism and violence, Ruffino lays out an alternative, creative mode of thinking about the medium: a sophisticated critical take that blurs the distinctions among studying, playing, making, and living with video games. Offering a series of stories that provide alternative narratives of digital gaming, Ruffino aims to encourage all of us who study and play (with) games to raise ethical questions, both about our own role in shaping the objects of research, and about our involvement in the discourses we produce as gamers and scholars. For researchers and students seeking a fresh approach to game studies, and for anyone with an interest in breaking open the current locked-box discourse, Future Gaming offers a radical lens with which to view the future.

Taming Gaming Andy Robertson, 2021-01-21 Video games can instil amazing qualities in children curiosity, resilience, patience and problemsolving to name a few - but with the World Health Organisation naming gaming disorder as a clinically diagnosable condition, parents and carers can worry about what video games are doing to their children. Andy Robertson has dealt with all of the above, not just over years of covering this topic fo newspapers, radio and television but as a father of three. In this guide, he offers parents and carers practical advice and insights combining his own experiences with the latest research and guidance from psychologists, industry experts, schools and children's charities alongside a treasure trove of 'gaming recipes' to test out in your family. Worrying about video game screen time, violence, expense and addiction is an understandable response to scary newspaper headlines. But with first-hand understanding of the video games your children love to play, you can anchor them as a healthy part of family life. Supported by the www.taminggaming.com Family Video Game Database, Taming Gaming leads you into doing this so that video games can stop being a point of argument, worry and stress and start providing fulfilling, connecting and ambitious experiences together as a family.

How to Make a Video Game All By Yourself Matt Hackett,2022-03-15 Unleash your creativity and bring your game ideas to life with How to Make a Video Game All By Yourself. Written by games industry veteran Matt Hackett, this inspirational and motivational guide takes you through the process of discovering your passion, picking the right game engine, and finding the fun in your unique game. Filled with advice, personal anecdotes, handmade illustrations, and quotes from renowned game developers, this book is the ultimate resource for creative folks looking to make their own video game. It's a lean, practical guide that gives you the tough love and encouragement you need to ship your game! Let's get started.

The Ultimate History of Video Games, Volume 1 Steven L. Kent, 2010-06-16 The definitive behindthe-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."-Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. The Ultimate History: Volume 1 tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover • the video game that saved Nintendo from

bankruptcy • the serendipitous story of Pac-Man's design • the misstep that helped topple Atari's \$2-billion-a-year empire • the coin shortage caused by Space Invaders • the fascinating reasons behind the rise, fall, and rebirth of Sega • and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

Video Games Are Good for You! Daniel Mauleon,2019-08 In the past video games have gotten a bad rep for having a negative effect on players. But many studies have proven the opposite! From improved hand-eye coordination and better eyesight to increased socializing and fitness, discover the many ways video games are good for you.

Why Video Games are Good for Your Soul James Paul Gee,2005 Imprint. In this text, built entirely around computer games and game play, the author shows how good video games marry pleasure and learning and, at the same time, have the potential to empower people.

101 Video Games to Play Before You Grow Up Ben Bertoli,2017-10 A must-play checklist and guidebook for the top 101 video games every kid should experience, including trivia and tips, behind-the-scenes tidbits, and ratings. Full color. 5 15/16 x 8 5/16.

One Up Joost van Dreunen,2020-10-06 What explains the massive worldwide success of video games such as Fortnite, Minecraft, and Pokémon Go? Game companies and their popularity are poorly understood and often ignored from the standpoint of traditional business strategy. Yet this industry generates billions in revenue by thinking creatively about digital distribution, free-toplay content, and phenomena like e-sports and live streaming. What lessons can we draw from its major successes and failures about the future of entertainment? One Up offers a pioneering empirical analysis of innovation and strategy in the video game industry to explain how it has evolved from a fringe activity to become a mainstream form of entertainment. Joost van Dreunen, a widely recognized industry expert with over twenty years of experience, analyzes how game makers, publishers, and platform holders have tackled strategic challenges to make the video game industry what it is today. Using more than three decades of rigorously compiled industry data, he demonstrates that video game companies flourish when they bring the same level of creativity to business strategy that they bring to game design. Filled with case studies of companies such as Activision Blizzard, Apple, Electronic Arts, Epic Games, Microsoft, Nexon, Sony, Take-Two Interactive, Tencent, and Valve, this book forces us to rethink common misconceptions around the emergence of digital and mobile gaming. One Up is required reading for investors, creatives, managers, and anyone looking to learn about the major drivers of change and growth in contemporary entertainment.

Thinking about Video Games David S. Heineman, 2015-08-03 The growth in popularity and complexity of video games has spurred new interest in how games are developed and in the research and technology behind them. David Heineman brings together some of the most iconic, influential, and interesting voices from across the gaming industry and asks them to weigh in on the past, present, and future of video games. Among them are legendary game designers Nolan Bushnell (Pong) and Eugene Jarvis (Defender), who talk about their history of innovations from the earliest days of the video game industry through to the present; contemporary trailblazers Kellee Santiago (Journey) and Casey Hudson (Mass Effect), who discuss contemporary relationships between those

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who create games and those who play them; and scholars Ian Bogost (How to Do Things With Videogames) and Edward Castronova (Exodus to the Virtual World), who discuss how to research and write about games in ways that engage a range of audiences. These experts and others offer fascinating perspectives on video games, game studies, gaming culture, and the game industry more broadly.

Video Games Save the World Heather E. Schwartz,2019-08 To save the world, one must play video games. Sounds ridiculous, right? But in reality many people are looking to video games to tackle many of the world's problems. Take a closer look at the ways in which video games can help save the world.

Changing the Game David Edery, Ethan Mollick, 2008-10-07 Use Video Games to Drive Innovation, Customer Engagement, Productivity, and Profit! Companies of all shapes and sizes have begun to use games to revolutionize the way they interact with customers and employees, becoming more competitive and more profitable as a result. Microsoft has used games to painlessly and costeffectively quadruple voluntary employee participation in important tasks. Medical schools have used game-like simulators to train surgeons, reducing their error rate in practice by a factor of six. A recruiting game developed by the U.S. Army, for just 0.25% of the Army's total advertising budget, has had more impact on new recruits than all other forms of Army advertising combined. And Google is using video games to turn its visitors into a giant, voluntary labor force-encouraging them to manually label the millions of images found on the Web that Google's computers cannot identify on their own. Changing the Game reveals how leading-edge organizations are using video games to reach new customers more costeffectively; to build brands; to recruit, develop,

and retain great employees; to drive more effective experimentation and innovation; to supercharge productivity... in short, to make it fun to do business. This book is packed with case studies, best practices, and pitfalls to avoid. It is essential reading for any forward-thinking executive, marketer, strategist, and entrepreneur, as well as anyone interested in video games in general. In-game advertising, advergames, adverworlds, and beyond Choose your best marketing opportunities -- and avoid the pitfalls Use gaming to recruit and develop better employees Learn practical lessons from America's Army and other innovative case studies Channel the passion of vour user communities Help your customers improve your products and services -- and have fun doing it What gamers do better than computers, scientists, or governments Use games to solve problems that can't be solved any other way

Video Gaming, Video games have come a long way since Atari launched Pong back in 1971. The Innovation Library helps expose students to the important concept of innovation. With the pace of change in the video game industry, even the youngest student has seen the impact of innovation on games that they enjoy.

<u>Halos and Avatars</u> Craig Detweiler,2010-01-25 Craig Detweiler's collection of up-to-the-minute essays on video games' theological themes (and yes, they do exist!) is an engaging and provocative book for gamers, parents, pastors, media scholars, and theologians--virtually anyone who has dared to consider the ramifications of modern society's obsession with video games and online media. Together, these essays take on an exploding genre in popular culture and interpret it through a refreshing and enlightening philosophical lens.

Mastering the Game Jon Harrison, 2015-03-14 Can video games be used to teach personal and business

success lessons?Mastering The Game: What Video Games Can Teach Us About Success In Life takes a look at how the same habits and principles that lead to success when playing video games can be applied to personal and business success. Principles are ideas that are truly timeless, and remain true independent of context, culture or time period. So what are the principles embedded in the most popular video games? Surprisingly, the list strongly resembles the most in demand traits for the workplace. \* Adaptability & Managing Change\* Personal Accountability\* Innovation\* Communication & Listening\* Teambuilding & Collaboration\* Knowledge Sharing\* Persistence & GritMastering The Game provides analogies, examples, and lessons for connecting the dots between how gamers play and how successful professionals work. Are you ready to take your career to the next level?

Game Art Matt Sainsbury, 2015-09-01 Game Art is a collection of breathtaking concept art and behindthe-scenes interviews from videogame developers, including major players like Square Enix, Bioware, and Ubisoft as well as independent but influential studios like Tale of Tales and Compulsion Games. Immerse yourself in fantastic artwork and explore the creative thinking behind over 40 console, mobile, and PC games. A lone independent developer on a tiny budget can create an experience as powerful and compelling as a triple-A blockbuster built by a team of 1,000. But like all works of art, every game begins with a spark of inspiration and a passion to create. Let Game Art take you on a visual journey through these beautiful worlds, as told by the minds that brought them to life.

Writing for Video Games Steve Ince,2006-09-29 Video games is a lucrative new market for scriptwriters but writing for video games is complex and very different to traditional media (tv or film). This practical guide shows how you can adapt your writing skills to this exciting medium. Written by an award-winning games writer, the book gives you a realistic picture of how games companies work, how the writer fits into the development process, and the skills required: from storytelling, to developing interactive narrative, characters and viewpoints, dialogue comedy and professional practice. Illustrated with examples from games and quotes from developers, writers and agents, this is a cutting edge professional writing guide at a very accessible price.

The Art of Dragon Age: Inquisition Bioware,2014-11-18 The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

The Gamer's Brain Celia Hodent, 2017-08-10 Making a successful video game is hard. Even games that are successful at launch may fail to engage and retain players in the long term due to issues with the user experience (UX) that they are delivering. The game user experience accounts for the whole experience players have with a video game, from first hearing about it to navigating menus and progressing in the game. UX as a discipline offers guidelines to assist developers in creating the experience they want to deliver, shipping higher quality games (whether it is an indie game, AAA game, or serious game), and meeting their business goals while staying true to their design and artistic intent. In a nutshell, UX is about understanding the gamer's brain: understanding

human capabilities and limitations to anticipate how a game will be perceived, the emotions it will elicit, how players will interact with it, and how engaging the experience will be. This book is designed to equip readers of all levels, from student to professional, with neuroscience knowledge and user experience guidelines and methodologies. These insights will help readers identify the ingredients for successful and engaging video games, empowering them to develop their own unique game recipe more efficiently, while providing a better experience for their audience. Key Features Provides an overview of how the brain learns and processes information by distilling research findings from cognitive science and psychology research in a very accessible way. Topics covered include: neuromyths, perception, memory, attention, motivation, emotion, and learning. Includes numerous examples from released games of how scientific knowledge translates into game design, and how to use a UX framework in game development. Describes how UX can guide developers to improve the usability and the level of engagement a game provides to its target audience by using cognitive psychology knowledge, implementing human-computer interaction principles, and applying the scientific method (user research). Provides a practical definition of UX specifically applied to games, with a unique framework. Defines the most relevant pillars for good usability (ease of use) and good engage-ability (the ability of the game to be fun and engaging), translated into a practical checklist. Covers design thinking, game user research, game analytics, and UX strategy at both a project and studio level. Offers unique insights from a UX expert and PhD in psychology who has been working in the entertainment industry for over 10 years. This book is a practical tool that any professional game developer or student

can use right away and includes the most complete overview of UX in games existing today.

Trapped in a Video Game: The Complete Series Dustin Brady, 2020-04-01 Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video gamesand the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10

minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

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