

2K Games, Inc.

Matthew Spokes

Gaming Sexism Amanda C. Cote, 2020-09-01 Interviews with female gamers about structural sexism across the gaming landscape When the Nintendo Wii was released in 2006, it ushered forward a new era of casual gaming in which video games appealed to not just the stereotypical hardcore male gamer, but also to a much broader, more diverse audience. However, the GamerGate controversy six years later, and other similar public incidents since, laid bare the internalized misogyny and gender stereotypes in the gaming community. Today, even as women make up nearly half of all gamers, sexist assumptions about the what and how of women's gaming are more actively enforced. In *Gaming Sexism*, Amanda C. Cote explores the video game industry and its players to explain this contradiction, how it affects female gamers, and what it means in terms of power and gender equality. Across in-depth interviews with women-identified gamers, Cote delves into the conflict between diversification and resistance to understand their impact on gaming, both casual and "core" alike. From video game magazines to male reactions to female opponents, she explores the shifting expectations about who gamers are, perceived changes in gaming spaces, and the experiences of female gamers amidst this gendered turmoil. While Cote reveals extensive, persistent problems in gaming spaces, she also emphasizes the power of this motivated, marginalized audience, and draws on their experiences to explore how structural inequalities in gaming spaces can be overcome. *Gaming Sexism* is a well-timed investigation of equality, power, and control over the future of technology.

Mastering the Game: World Intellectual Property Organization, "Mastering the Game" provides professionals in the videogames industry with practical insights and guidance on legal and business issues

related to the use of intellectual property protection in this area. The training material takes the reader through all stages of the game development and distribution process pointing out the role of intellectual property in relation to the various uses of the content.

Video Game Briefing April 2011 ,

Non-Conventional Copyright Enrico Bonadio, Nicola Lucchi, 2018-10-26 Copyright law constantly evolves to keep up with societal changes and technological advances. Contemporary forms of creativity can threaten the comfortable conceptions of copyright law as creative people continually find new ways of expressing themselves. In this context, Non-Conventional Copyright identifies possible new spaces for copyright protection. With current copyright law in mind, the contributions explore if the law should be more flexible as to whether new or unconventional forms of expression - including graffiti, tattoos, land art, conceptual art and bio art, engineered DNA, sport movements, jokes, magic tricks, DJ sets, 3D printing, works generated by artificial intelligence, perfume making, typefaces, or illegal and immoral works - deserve protection. Vitally, the contributors suggest that it may be time to challenge some of the basic tenets of copyright laws by embracing more flexible ways to identify protectable works and interpret the current requirements for protection. Additionally, some contributors cast doubts about whether copyright is the right instrument to address and regulate these forms of expression. Contemporary in topic, this thought-provoking book will be essential reading for intellectual property law scholars, practitioners and policymakers. Creative people and those involved in the creative industries will also find this book an engaging read.

Your Computer Is on Fire Thomas S. Mullaney, Benjamin Peters, Mar Hicks, Kavita Philip, 2021-03-09

Technology scholars declare an emergency: attention must be paid to the inequality, marginalization, and biases woven into our technological systems. This book sounds an alarm: we can no longer afford to be lulled into complacency by narratives of techno-utopianism, or even techno-neutrality. We should not be reassured by such soothing generalities as human error, virtual reality, or the cloud. We need to realize that nothing is virtual: everything that happens online, virtually, or autonomously happens offline first, and often involves human beings whose labor is deliberately kept invisible. Everything is IRL. In *Your Computer Is on Fire*, technology scholars train a spotlight on the inequality, marginalization, and biases woven into our technological systems.

The Cambridge Handbook of Intellectual Property and Social Justice Steven D. Jamar, Lateef

Mtima, 2023-12-31 Protection for intellectual property has never been absolute; it has always been limited in the public interest. The benefits of intellectual property protection are meant to flow to everyone, not just a limited population of creators and the corporations that represent them. Given this social-utility function, intellectual property regimes must address issues of access, inclusion, and empowerment for marginalized and excluded groups. This handbook defines an approach to considering social justice in intellectual property law and regulation. Top scholars in the field offer surveys of social justice implementation in patents, copyright, trademarks, trade secrets, rights of publicity, and other major IP areas. Chapters define Intellectual Property Social Justice theory and include recommendations for reforming aspects of IP law and administration to further social justice by providing better access, more

inclusion, and greater empowerment to marginalized groups.

Plunkett's Entertainment & Media Industry Almanac 2006: The Only Complete Guide to the Technologies and Companies Changing the Way the World Shares En Jack W. Plunkett, 2006 The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word

search and export of key data.

The Rough Guide to Videogames Kate Berens, Geoff Howard, 2008-08-01 The Rough Guide to Videogames is the ultimate guide to the world's most addictive pastime. Both a nostalgic look at the past and a celebration of the latest in joystick-wrecking wonders, this book covers the full story from the first arcade machines to the latest digital delights. Easy access to 75 of the greatest games of all time, from Civilization and Pro Evolution Soccer to We Love Katamari and World of Warcraft. The guide profiles the stories behind the software giants, famous creators and the world's favourite characters, including Mario, Lara Croft and Sonic the Hedgehog. All the gadgets and devices for consoles, hand-helds, phones and PCs are explored as well as the wider world of gaming, from websites and movies to books.

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 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.

Goldstein on Copyright Goldstein, 2005-01-01 A comprehensive treatise with detailed analysis of every aspect of copyright law, from registration to licensing to infringement and litigation. Written by Paul Goldstein, Professor of Law at Stanford University and of Counsel to Morrison & Foerster. Includes explanations of applicable copyright law to the music, publishing, motion picture, commercial art, and software industries. Also covers international copyright law, as well as the intersection of copyright law with bankruptcy, antitrust law, and Lanham Act doctrines that fill in the gaps in traditional copyright protection.

Uncertainty in Games Greg Costikyan, 2015-01-30 How uncertainty in games—from Super Mario Bros. to Rock/Paper/Scissors—engages players and shapes play experiences. In life, uncertainty surrounds us. Things that we thought were good for us turn out to be bad for us (and vice versa); people we thought we knew well behave in mysterious ways; the stock market takes a nosedive. Thanks to an inexplicable optimism, most of the time we are fairly cheerful about it all. But we do devote much effort to managing and ameliorating uncertainty. Is it any wonder, then, asks Greg Costikyan, that we have taken this aspect of our lives and transformed it culturally, making a series of elaborate constructs that subject us to uncertainty but in a fictive and nonthreatening way? That is: we create games. In this concise and entertaining book, Costikyan, an award-winning game designer, argues that games require uncertainty to hold our interest, and that the struggle to master uncertainty is central to their appeal. Game designers, he

suggests, can harness the idea of uncertainty to guide their work. Costikyan explores the many sources of uncertainty in many sorts of games—from Super Mario Bros. and Dungeons & Dragons to Rock/Paper/Scissors, from Monopoly to CityVille, from FPS Deathmatch play to Chess. He describes types of uncertainty, including performative uncertainty, analytic complexity, and narrative anticipation. And he suggests ways that game designers who want to craft novel game experiences can use an understanding of game uncertainty in its many forms to improve their designs.

Virtual History A. Martin Wainwright, 2019-06-28 *Virtual History* examines many of the most popular historical video games released over the last decade and explores their portrayal of history. The book looks at the motives and perspectives of game designers and marketers, as well as the societal expectations addressed, through contingency and determinism, economics, the environment, culture, ethnicity, gender, and violence. Approaching videogames as a compelling art form that can simultaneously inform and mislead, the book considers the historical accuracy of videogames, while also exploring how they depict the underlying processes of history and highlighting their strengths as tools for understanding history. The first survey of the historical content and approach of popular videogames designed with students in mind, it argues that games can depict history and engage players with it in a useful way, encouraging the reader to consider the games they play from a different perspective. Supported by examples and screenshots that contextualize the discussion, *Virtual History* is a useful resource for students of media and world history as well as those focusing on the portrayal of history through the medium of videogames.

Implications and Impacts of eSports on Business and Society: Emerging Research and Opportunities

Finch, David J., O'Reilly, Norm, Abeza, Gashaw, Clark, Brad, Legg, David, 2019-10-25 The global gaming market, due to numerous technological advancements in social media networking and live-streaming video, has exploded in recent years. However, this newly acquired popularity has left many industry professionals pondering a difficult enigma: How does this affect the professional world? *Implications and Impacts of eSports on Business and Society: Emerging Research and Opportunities* provides innovative research exploring the immersion of competitive electronic sports and applications within global marketing, business, and society. Featuring coverage on a broad range of topics such as social networking, sponsorship branding, and risk management, this book is ideally designed for sports and entertainment practitioners, communications professionals, marketers, business consultants, researchers, professionals, and students seeking current research on potential business opportunities in the eSports industry.

Gaming and the Virtual Sublime Matthew Spokes, 2020-08-28 *Gaming and the Virtual Sublime* considers the 'virtual sublime' as a conceptual toolbox for understanding our affective engagement with contemporary interactive entertainment.

The Art of Evolve . 2K Games, 2015-02-10 A thrilling monster-hunting game unlike any other, *Evolve* delivers groundbreaking multiplayer and epic boss-battle experiences. The intense competitive shooter features a team of human players hunting down a fearsome player-controlled beast. This enthralling coffee-table book chronicles each step in the creation of *Evolve*, featuring never-before-seen developmental art such as monster designs and character concepts. A comprehensive behind-the-scenes look at Turtle Rock Studios and 2K's bold new game, *The Art of Evolve* is packed with hundreds of sketches, character

illustrations, environment art, and more. Accompanying the stunning artwork is insightful commentary from the artists and developers, providing a unique glimpse into the video game development process. An in-depth exploration of the multiplayer shooter, *The Art of Evolve* is the essential companion to the exhilarating monster-hunting adventure bound to ensnare gamers worldwide. Evolve © 2010-2014 Take-Two Interactive Software Inc. Evolve, 2K, and their respective logos are property of Take-Two Interactive Software, Inc.

Media Law and Ethics Roy L. Moore, Michael D. Murray, Kyu Ho Youm, 2021-09-30 This comprehensive textbook provides a thoughtful introduction to both the legal and ethical considerations relevant to students pursuing careers in communication and media. The fully revised, sixth edition continues to integrate fundamental legal and ethical principles with cases and examples from both landmark moments and recent history. It expands upon the previous edition's exploration of international and non-U.S. law, introduces a new chapter on digital and social media, and incorporates discussion of new technologies and media throughout its coverage of core topics such as privacy, intellectual property, defamation and commercial speech. Coverage of recent court cases and congressional hearings brings readers up to date on the evolving discussion surrounding Facebook, Twitter and today's other major online players. This hybrid textbook is ideal for undergraduate and graduate courses in media and communication that combine law and ethics. Online resources including chapter PowerPoint slides, study guides and sample teaching materials are available at www.routledge.com/9780367748562

Ethics and Game Design: Teaching Values through Play Schrier, Karen, Gibson, David, 2010-02-28 This

book addressing an emerging field of study, ethics and games and answers how we can better design and use games to foster ethical thinking and discourse in classrooms--Provided by publisher.

Level Up! The Guide to Great Video Game Design Scott Rogers, 2014-04-16 Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems – including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition includes all-new content, an introduction by David “God of War” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

Scott on Multimedia Law, 4th Edition Scott, 2019-01-01

Designing Gamified Systems Sari Gilbert, 2015-08-11 Designing Gamified Systems is a fundamental guide for building essential skills in game and interaction design to revitalize and reimagine real world systems – from cities and corporations to schools and the military. Author Sari Gilbert develops a set of core principles and tools for using game thinking and interactive design to build motivation, explain hard concepts, broaden audiences, deepen commitments and enhance human relationships. Designing Gamified Systems includes: Topics such as gamified system design, behavioral psychology, marketing, business strategy, learning theory and instructional design Interviews with leaders and practitioners in this emerging field who explain how the job of the game designer is being redefined Exercises designed to both encourage big-picture thinking about gamified systems and help you experience and understand the challenges and nuances involved in designing them A companion website (www.gamifiedsystems.com) with additional materials to supplement learning and practice

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