# Double A Games & Apps

Jodessiah Sumpter

Serious Games for Healthcare: Applications and Implications Arnab, Sylvester, 2012-07-31 With advances in technologies and revolutions in patient, trainee, and public expectations, the global healthcare sector is increasingly turning to serious games to solve problems. Serious games are applications with serious purposes, developed using computer game technologies more often associated with entertainment. Serious Games for Healthcare: Applications and Implications will introduce the development and application of game technologies for health-related serious games. Further, it provides cutting-edge academic research and industry updates which will inform readers about the current and future advances in the area. Encapsulating the knowledge of commercial and noncommercial researchers, developers, and practitioners in a single volume will benefit not only the research and development community within this field, but could also serve public health interests by improving awareness and outcomes.

iPod and iTunes For Dummies Tony Bove, 2013-02-13 Get going with your iPod & iTunes and this perennial bestseller - now in full-color! iPod & iTunes For Dummies is the ultimate beginner's guide for getting started with your iPod and Apple's iTunes service. Now in its tenth edition, this helpful guide has been completely overhauled and boasts a full-color format for the first time ever. Veteran For Dummies author Tony Bove introduces you to the different iPod models, explains how to power up your iPod, and shows you how to set up iTunes. You'll learn to personalize your device, add music tracks from a CD to your iTunes library, set up a playlist, sync your content and apps with iCloud, and much more. Offers straightforward coverage of using your iPod as the ultimate digital music player and shows you how to choose the iPod model that's right for you, get started with your iPod, set up iTunes, master the touch interface, and shop at the iTunes Store Teaches you how to add music tracks from a CD to your iTunes library, play content in iTunes, set up playlists, share content from your iTunes library, and manage photos and videos Walks you through sending and receiving e-mail, downloading and using apps, fine-tuning sound, updating and troubleshooting, and maintaining battery life Provides updates for iOS 6 and the latest iPod models and older favorites, including the iPod touch, iPod nano, iPod shuffle, and iPod classic Get in tune with the latest and the greatest music, videos, and more! iPod & iTunes For Dummies, 10th Edition puts you on track to enjoying iTunes and your iPod today.

Gamification by Design Gabe Zichermann, Christopher Cunningham, 2011-08 Provides information on creating Web and mobile applications based on the principles of game mechanics.

Make a 2D Arcade Game in a Weekend Jodessiah Sumpter, 2015-12-21 Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished Make a 2D Arcade Game in a Weekend with Unity, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game

The Double Game James Cameron, 2017-11-13 How did the United States move from position of nuclear superiority over the Soviet Union at the beginning of the 1960s to a period of arms control based on nuclear parity the doctrine of mutual assured destruction in 1972? Drawing on declassified records of conversations between three presidents and their most trusted advisors, this book provides a new and fascinating answer to this question. John F. Kennedy, Lyndon Johnson, and Richard Nixon struggled to reconcile their own personal convictions on the nuclear arms race with the very different views of the public and Congress. In doing so they engaged in a double game, hiding their true beliefs behind a facade of strategic language while grappling in private with the complex realities of the nuclear age. The book shows how Kennedy and Johnson consistently worried about the domestic political costs of their actions, pushing ahead with an anti-ballistic missile (ABM) system for the United States for fear of the domestic political consequences of scrapping both the system and the doctrine of strategic superiority on which it was based. By contrast, the abrupt change in U.S. public and congressional opinion in 1969 forced Nixon to give up America's first ABM and the U. S. lead in offensive ballistic missiles through agreements with the Soviet Union, despite his conviction that the U.S. needed a nuclear edge over the USSR to maintain the security of the West. By placing this dynamic at the center of the story, the book provides a completely new overarching interpretation of this pivotal period in the development of U.S. nuclear policy.

Research Handbook on Electronic Commerce Law John A. Rothchild,2016-09-30 The steady growth of internet commerce over the past twenty years has given rise to a host of new legal issues in a broad range of fields. This authoritative Research Handbook comprises chapters by leading scholars which will provide a solid foundation for newcomers to the subject and also offer exciting new insights that will further the understanding of e-commerce experts. Key topics covered include: contracting, payments, intellectual property, extraterritorial enforcement, alternative dispute resolution, social media, consumer protection, network neutrality, online gambling, domain name governance, and privacy.

The Business of iOS App Development Dave Wooldridge, Taylor Pierce, 2014-10-29 Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a gold rush for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

One-Eyed Princess Susanna Zaraysky,2016-06-01 One-Eyed Princess shows the journey of a stereoblind person with amblyopia and strabismus doing eye muscle and brain exercises to straighten her eyes and rewire her brain to wake up dormant binocular brain cells to see in 3D. Along the way to seeing the world in more detail and appreciating depth, Susanna learned not only to see the physical world anew but also to feel reborn into a new inner world.

Designing Apps for Success Matthew David, Chris Murman, 2014-02-03 In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. Designing Apps for Success provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, Designing Apps for Success gives a taut, concise, and pragmatic roadmap from the beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Location-Based Gaming Dale Leorke, 2018-06-29 Location-based games emerged in the early 2000s following the commercialisation of GPS and artistic experimentation with 'locative media' technologies. Location-based games are played in everyday public spaces using GPS and networked, mobile technologies to track their players' location. This book traces the evolution of location-based gaming, from its emergence as a marginal practice to its recent popularisation through smartphone apps like Pokémon Go and its incorporation into 'smart city' strategies. Drawing on this history and an analysis of the scholarly and mainstream literature on location-based games, Leorke unpacks the key claims made about them. These claims position location-based games as alternately enriching or diminishing their players' engagement with the people and places they encounter through the game. Through rich case studies and interviews with location-based game designers and players, Leorke tests out and challenges these celebratory and pessimistic discourses. He argues for a more grounded approach to researching location-based games and their impact on public space that reflects the ideologies, lived experiences, and institutional imperatives that circulate around their design and performance. By situating location-based games within broader debates about the role of play and digitisation in public life, Location-Based Gaming offers an original and timely account of location-based gaming and its growing prominence.

App Storm: Best Kindle Fire Apps, a Torrent of Games, Tools, and Learning Applications, Free and Paid, for Young and Old Steve Weber, 2013-11-02 Psst ... Hey, can we talk? It's about your Kindle Fire. You spent about \$200 of your hard-earned money to buy it, right? Fine, the Kindle Fire is a heckuva bargain. But think about this: What if I could show you how to get a LOT more out of your Kindle Fire? Like \$100 dollars' worth of free downloads. Every day, 365 times a year. That's right, more than \$100 dollars' worth of free downloads. Every day of the year, another hundred clams' worth of downloads. Games, apps, videos, and Kindle eBooks. Plus more than 20,000 other free apps that aren't available in Amazon's App Store for Kindle. I'll show you how to get those, too. Would you spend a few minutes of reading to get that? You'll get it, plus much more, by downloading and reading this book right now. A free paid app, every day. Plus dozens of free Kindle books (I hand-pick a fresh batch every morning). Discover what's missing from your Kindle library, and how to get it FREE. Plus, at least \$100 worth of free stuff for your Kindle, every day, 365 times a year. What, you need more convincing? OK, here's the table of Contents from App Storm, my brand-new book of recommendations for the must-have apps for your Kindle Fire: INTRODUCTION ► A WORD ABOUT FREE APPS Fast Start Guide to the Kindle Fire Firing up your Kindle for the first time Batter charging life Shopping for apps Installing an App How Many Apps Can You Have? Removing apps To Permanently Delete an App 1 ► MUSIC APPS FOR KINDLE FIRE STITCHER RADIO XIIALIVE LITE VEVO PANDORA I HEART RADIO SONOS HOMEDJ TUNEIN RADIO GONEMAD WINAMP FOR ANDROID 2 ► VIDEO APPS FOR KINDLE FIRE VPLAYER SIMPLE MP4 PLAYER FLV PLAYER NETFLIX WATCH MOVIES NOW PRO 3 ► COMMUNICATION APPS FOR KINDLE FIRE SKYPE FOR KINDLE FIRE HD IMO YAHOO MESSENGER YAG - YET ANOTHER GTALK- GOOGLE TALK CLIENT FOR ANDROID TRILLIAN TALK.TO - ONE APP FOR ALL YOUR CHATS CISCO WEBEX MEETINGS LINKEDIN FACEBOOK 4 ► PRODUCTIVITY APPS FOR KINDLE FIRE QUICKOFFICE PRO EVERNOTE OFFICE CALCULATOR FREE ANY.DO DAY-TIMER PLAN2GO SMARTR CONTACTS BOX GREADER INSTAPAPER ES FILE EXPLORER ITRANSLATE EXCHANGE BY TOUCHDOWN OFFICESUITE PROFESSIONAL 6 POCKET PRINTERSHARE MOBILE PRINT ENHANCED EMAIL POCKET INFORMANT CALCULATOR PLUS FREE CALCULATOR ULTIMATE & GRAPH LOGMEINIGNITION SPLASHTOP REMOTE DESKTOP GODADDY MOBILE DOMAINS 5 ► UTILITIES FOR KINDLE FIRE MSECURE ANTAIR NIGHTSTAND BATTERY HD CONVERTPAD MOON PHASE PRO STOPWATCH MAPS WITH ME LITE NORTON MOBILE SECURITY LITE ANDROXPLORER ALARM CLOCK, CALENDAR, TODO LIST, NIGHTSTAND - PRODUCTIVITY HELPER ALL-IN-ONE CAMERA INSTAFIRE 6 ► GAMES FOR KINDLE FIRE ANGRY BIRDS FREE BAD PIGGIES FREE HD MINECRAFT POCKET EDITION SLENDER MAN PLANTS VS. ZOMBIES THE HAUNT SOLITAIRE BEJEWELED 2 SCRABBLE ROBOT UNICORN ATTACK FLOW FREE DRAWING PAD THUMBZILLA DOODLE JUMP HELLO KITTY CAFE 7 ► NETWORKING APPS FOR KINDLE FIRE WI-FI ANALYZER FREE ... continued

**Digital Disruption and Media Transformation** Alexander Godulla, Stephan Böhm, 2023-10-19 This book presents a comprehensive compilation of the latest research into digital disruption in the media industry. The perspectives are differentiated into innovation triggers in the media industry stemming from the economy, society and technology. In addition, the book highlights selected case studies exploring new media actors and usage, innovation and disruption in media organizations, emerging media platforms and channels, as well as innovative media topics and events. The book is intended for researchers in communication sciences and media research, as well as media practitioners who want to understand the causes and effects of digital transformation in the media industry.

Gaming Apps Development (GDevelop) AMC College, 2022-11-01 GDevelop uses an event system to make it easy for you to make games. But this system still uses sound, widely-used logic. The principles of programming that you will learn by using GDevelop can apply to almost any scenario. GDevelop teaches you to think like a programmer in an easy, intuitive way.

Music Apps for Musicians and Music Teachers Elizabeth C. Axford, 2015-02-19 In today's digital age, learning and creating music has never been so easy and

affordable. Anyone can enhance their musical knowledge, skills, and creativity with the multitude of music apps available. However, sifting through thousands of music apps in the Apple App Store and Google Play can be a daunting task for any musician or music instructor. But not anymore! Having spent countless hours researching the most interesting useful, educational, fun, and easy-to-use music apps, Elizabeth C. Axford in Music Apps for Musicians and Music Teachers surveys the landscape of music-related apps for both iOS and Android mobile devices, including tablets and smartphones. Music Apps for Musicians and Music Teachers lists hundreds of music-related apps organized by category, including singing, musical instruments, music theory and composition, songwriting, improvisation, recording, evaluating music performances, listening to music, music history and literature, music appreciation, and more. App developers are listed with each app, including links to their websites for updates and support. The book sections and chapters align with the newly revised National Standards for Music Education released in 2014 by the National Association for Music Education. Suggested activities for educators are provided, as well as key terms and a bibliography. Music Apps for Musicians and Music Teachers is for anyone interested in music, whether hobbyist or professional. It enhances the ability to learn on the go by offering musicians, music students, and music instructors a list of the most useful music apps available.

Bored? Games! Ivan Brett,2020-06-25 The author of the smash hit, The Floor is Lava, is back with 101 fun-filled, boredom-busting games to occupy the whole family during the summer holidays. Starting to get fed up of endless games of Would You Rather? Or is screen-time taking over your life? Well, this is the book to bring everyone together, with an endless selection of creative games you can come back to time and time again. You'll quickly find the right game to match ANY occasion with games for one, for pairs or for groups. Most are quick to set up and require minimal equipment - ideal for anyone looking for straight up fun. Bored? Games! is the ultimate book of games to keep everyone entertained. There's games for any occasion: \* Rainy days \* Around the table games \* Single-player games \* Games for groups \* Travel games \* Summer holiday ideas NO BATTERIES REQUIRED.

<u>Windows Phone 7 Game Development</u> Adam Dawes, 2011-07-28 Windows Phone 7 is a powerful mobile computing platform with huge potential for gaming. With instant on capabilities, the promise of gaming on the move is a reality with these devices. The platform is an ideal environment for .NET developers looking to create fun, sophisticated games. Windows Phone 7 Game Development gives you everything you need to maximize your creativity and produce fantastic mobile games. With a gaming device always in your pocket, as a phone always is, this is too good an opportunity to miss!

The Business of iPhone App Development Dave Wooldridge, Michael Schneider, 2010-08-26 The phenomenal success of the iPhone and the iPod touch has ushered in a "gold rush" for developers, but with well over 100,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iPhone app requires a lot of organization and some strategic planning. This book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The Business of iPhone App Development was written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iPhone app creators—perfect for independent developers on shoestring budgets. Although there are a few iPhone app marketing books on the horizon, they appear to tackle the subject from purely a marketer's perspective. What makes this book unique is that it was written by developers for developers, showing you not only what to do, but also how to do it, complete with time-saving resources and ready-to-use code examples. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

How to reap the rewards while technology works for you Vicente Ribeiro G. Jr. - Osmar André V.,2016-01-14 Enjoy the rewards while technology works for you! The title of this E-book may appear misleading to some people but it is possible to make clever use of technology to mint money for you while you enjoy the fruits of life. Who doesn't want to go on a vacation that never ends? But working 9-5 in an office for your boss or running your own small business will never leave you enough time and money to live life king size. If you want to live life on your own terms, invest your time and money in something that starts to generate a steady stream of income for the rest of your life. No, I am not asking you to waste your time and money on MLM (Multi Level Marketing) business schemes or internet marketing business. There is one business that requires little investment in terms of time and money but it is so lucrative that it can keep on pouring money in your bank account for a long time to come. Have you ever thought of mobile apps as a business? Billions of kids, men, and women across the world are today downloading and using different types of apps in their smartphones and using them for information and entertainment. From apps that give information about weather and time to apps helping people to earn money by connecting to stock market software, mobile apps have engulfed and invaded our lives. If you see around you, you will find people busy with one app or another on their smartphones. They may be listening to music or chatting with their friends but the fact is that these apps have become an integral part of the lives of most people in modern times. If television occupied an important place in the lives of people a decade ago, that place has been usurped by these mobile apps these days. There are no less than 21 billion mobile apps that have been downloaded by people around the world on just two platforms namely Apple and Android. This number means roughly 3 apps per person.

iPad mini For Dummies Edward C. Baig, Bob LeVitus, 2012-11-28 The perfect companion for discovering how to get the most out of your iPad mini! Apple's latest iPad may be small, but it's one mighty mini. This fun-and-friendly full-color guide gets you started with your iPad mini, walking you through using the multitouch interface, getting connected, browsing the web, adding tons of cool content, and much, much more. From sending and receiving e-mail totexting with iMessage, downloading apps from the App Store, managing your calendar, making video calls with FaceTime, and working with Siri, expert authors and Mac gurus Ed Baig and Bob Dr. Mac LeVitus will have you making your way through your iPad mini in no time at all. Shows you how to unveil the iPod in your iPad mini, take control of your tunes, import photos, create a slideshow, and capture photos and videos Highlights ways to buy and read your favorite e-books; find a location or get directions with Maps; play games; and rent, buy, and watch movies and TV shows Walks you through syncing contacts, calendars, and to-do lists Addresses staying connected with Notification Center, protecting your information, and troubleshooting It may be mini but it's capable of enormous endeavors! Find out everything your iPad mini is capable of with the full-color iPad mini For Dummies!

Pro Windows Phone App Development Rob Cameron, 2012-01-28 The Windows Phone 7 platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone 7 Development, Second Edition helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether .NET, iPhone, or Android developers—this book starts by introducing the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the location service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

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