

FlashMob Games

J. McCutcheon, B. Sellers-Young

The Handbook of Interior Architecture and Design Graeme Brooker, Lois Weinthal, 2013-10-24 The Handbook of Interior Architecture and Design offers a compelling collection of original essays that seek to examine the shifting role of interior architecture and interior design, and their importance and meaning within the contemporary world. Interior architecture and interior design are disciplines that span a complexity of ideas, ranging from human behaviour and anthropology to history and the technology of the future. Approaches to designing the interior are in a constant state of flux, reflecting and adapting to the changing systems of history, culture and politics. It is this process that allows interior design to be used as evidence for identifying patterns of consumption, gender, identity and social issues. The Handbook of Interior Architecture and Design provides a pioneering overview of the ideas and arrangements within the two disciplines that make them such important platforms from which to study the way humans interact with the space around them. Covering a wide range of thought and research, the book enables the reader to investigate fully the changing face of interior architecture and interior design, while offering questions about their future trajectory.

Critical Play Mary Flanagan, 2013-02-08 An examination of subversive games like The Sims—games designed for political, aesthetic, and social critique. For many players, games are entertainment, diversion, relaxation, fantasy. But what if certain games were something more than this, providing not only outlets for entertainment but a means for creative expression, instruments for conceptual thinking, or tools for social change? In Critical Play, artist and game designer Mary Flanagan examines alternative games—games that challenge the accepted norms embedded within the gaming industry—and argues that games designed by artists and activists are reshaping everyday game culture. Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of “playing house” include Dadaist puppet shows and The Sims. She looks at artists’ alternative computer-based games and explores games for change, considering the way activist concerns—including worldwide poverty and AIDS—can be incorporated into game design. Arguing that this kind of conscious practice—which now constitutes the avant-garde of the computer game medium—can inspire new working methods for designers, Flanagan offers a model for designing that will encourage the subversion of popular gaming tropes through new styles of game making, and proposes a theory of alternate game design that focuses on the reworking of contemporary popular game practices.

Urban Play Fabio Duarte, Ricardo Alvarez, 2021-08-03 Why technology is most transformative when it is playful, and innovative spatial design happens only when designers are both tinkerers and dreamers. In Urban Play, Fábio Duarte and Ricardo Álvarez argue that the merely functional aspects of technology may undermine its transformative power. Technology is powerful not when it becomes optimally functional, but while it is still playful and open to experimentation. It is through play—in the sense of acting for one's own enjoyment rather than to achieve a goal—that we explore new territories, create new devices and languages, and transform ourselves. Only then can innovative spatial design create resonant spaces that go beyond functionalism to evoke an emotional response in those who use them. The authors show how creativity emerges in moments of instability, when a new technology overthrows an established one, or when internal factors change a technology until it becomes a different technology. Exploring the role of fantasy in design, they examine Disney World and its outsize influence on design and on forms of social interaction beyond the entertainment world. They also consider Las Vegas and Dubai, desert cities that combine technology with fantasies of pleasure and wealth. Video games and interactive media, they show, infuse the design process with interactivity and participatory dynamics, leaving spaces open to variations

depending on the users' behavior. Throughout, they pinpoint the critical moments when technology plays a key role in reshaping how we design and experience spaces.

Entertainment Computing -- ICEC 2009 Stéphane Natkin, Jérôme Dupire, 2009-08-28 This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Entertainment Computing, ICEC 2009, held in Paris, France, in September 2009, under the auspices of IFIP. The 14 revised long papers, 19 short papers and 23 poster papers and demos presented were carefully reviewed and selected from 105 submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science.

"Smart Technologies" for Society, State and Economy Elena G. Popkova, Bruno S. Sergi, 2020-10-15 This proceedings book presents a comprehensive view of "smart" technologies and perspectives of their application in various areas of economic activity. The authors of the book combined the results of the cutting-edge research on the topic of "smart" technologies in the digital economy and Industry 4.0 and developed a unified scientific concept. The current experience has been considered, and the prospects for the application of "smart" technologies in society to promote social advance have been identified. "Smart" technologies in public administration and law, as well as the experience in development of e-government, have been examined. "Smart" technologies in business activity have been studied, and the transition from digital business to business 4.0 has been justified. The book contains the collection of the best works following the results of the 13th International Research-to-Practice Conference "Smart Technologies" for society, state and economy which was run by the Institute of Scientific Communications (ISC) and was held on July 2-3, 2020. The target audience of this book includes researchers investigating fundamental and applied problems of development of "smart" technologies, as well as concerned parties outside the academic community, in particular, representatives of the digital society, high-tech business entities and officials regulating the digital economy and Industry 4.0.

50 Digital Team-Building Games John Chen, 2012-05-01 Use technology to increase loyalty and productivity in your employees 50 Digital Team-Building Games offers fun, energizing meeting openers, team activities, and group adventures for business teams, using Twitter, GPS, Facebook, smartphones, and other technology. The games can be played in-person or virtually, and range from 5-minute ice-breakers to an epic four-hour GPS-based adventure. Designed to be lead by managers, facilitators, presenters, and speakers, the activities help teams and groups get comfortable with technology, get to know each other better, build trust, improve communication, and more. No need to be a techie to lead these games—they're simple and well-scripted. Author John Chen is the CEO of Geoteaming, a company that uses technology and adventure to teach teams how to collaborate. How to lead a simple, fast, fun team building activity with easy-to-follow instructions How to create successful virtual team building that requires NO travel and little to no additional expenses How to engage standoffish engineers, hard to reach technical teams, or Gen X/Y teammates with technology they enjoy using Successful technology-based team building can build buzz for your company, build critically important relationships and communication internally, and keep your team talking about it for weeks afterward!

Interactivity, Game Creation, Design, Learning, and Innovation Anthony L. Brooks, Eva Brooks, Cristina Sylla, 2019-01-30 This book constitutes the refereed post-conference proceedings of two conferences: The 7th EAI International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2018), and the 3rd EAI International Conference on Design, Learning, and Innovation (DLI 2018). Both conferences were hosted in Braga, Portugal, and took place October 24-26, 2018. The 51 revised full papers presented were

carefully selected from 106 submissions. ArtsIT , Interactivity and Game Creation is meant to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to art in their works. The event also reflects the advances seen in the open related topics Interactivity (Interaction Design, Virtual Reality, Augmented Reality, Robotics) and Game Creation (Gamification, Leisure Gaming, GamePlay). ArtsIT has been successfully co-located with DLI as the design, learning and innovation frame the world of IT, opening doors into an increasingly playful worlds. So the DLI conference is driven by the belief that tools, techniques and environments can spark and nature a passion for learning, transformation domains such as education, rehabilitation/therapy, work places and cultural institutions.

Discovering Media Literacy Renee Hobbs,David Cooper Moore,2013-07-16 Give digital kids a voice! Today's kids are digital natives, but what's the best way to help them become empowered and responsible communicators across different media? Discover insights and strategies specific to reaching children ages 5-12 in this guide from a nationally-acclaimed media literacy program. Readers will find: Thought-provoking lesson plans that reach students of all backgrounds and abilities Use of a wide range of technology tools, including the Internet, video, and mobile apps, An emphasis on online safety and development of essential critical thinking skills Materials for teacher professional development

Cultural Dynamics of Play Katarzyna Kuczma,2019-01-04 This volume was first published by Inter-Disciplinary Press in 2013. Play engages us entirely. It may absorb all our attention, experience, knowledge, wisdom, understanding, cunning and wit, as well as physical agility and strength. There definitely are more than two sides to the play story. This book addresses the broad questions of what play consists in, how it is perceived, why it is important, and in what way(s) it influences our life. With contributions from Canada, Great Britain, Poland, Portugal, Saudi Arabia, South Africa, The United States of America as well as Trinidad and Tobago, this volume provides a comparative intercultural and interdisciplinary perspective on the complexity of the concept of play, traces its origins, patterns, and mechanisms, as well as sheds light on the inter-relationships of different aspects of play as they are present in and shape the human condition.

Pervasive Games Markus Montola,Jaakko Stenros,Annika Waern,2009-06-12 Emerging quickly from the fast-paced growth of mobile communications and wireless technologies, pervasive games provide a worldwide network of potential play spaces. Now games can be designed to be played in public spaces like conferences, museums, communities, cities, buildings or other non-traditional game venues...and game designers need to unde

Digital and Media Literacy Renee Hobbs,2011-07-12 Leading authority on media literacy education shows secondary teachers how to incorporate media literacy into the curriculum, teach 21st-century skills, and select meaningful texts.

Playable Cities Anton Nijholt,2016-10-14 This book addresses the topic of playable cities, which use the 'smartness' of digital cities to offer their citizens playful events and activities. The contributions presented here examine various aspects of playable cities, including developments in pervasive and urban games, the use of urban data to design games and playful applications, architecture design and playability, and mischief and humor in playable cities. The smartness of digital cities can be found in the sensors and actuators that are embedded in their environment. This smartness allows them to monitor, anticipate and support our activities and increases the efficiency of the cities and our activities. These urban smart technologies can offer citizens playful interactions with streets, buildings, street furniture, traffic, public art and entertainment, large public displays and public events.

Embodied Consciousness J. McCutcheon, B. Sellers-Young, 2013-07-01 This volume of essays combines research from neuroscience, conscious studies, methods of training performers, modes of creating a staged narrative, Asian aesthetics, and post-modern theories of performance in an examination of the relationship between consciousness and performance.

Perspectives on American Dance Jennifer Atkins, Sally R. Sommer, Tricia Henry Young, 2020-02-25 Dancing embodies cultural history and beliefs, and each dance carries with it features of the place where it originated. Influenced by different social, political, and environmental circumstances, dances change and adapt. American dance evolved in large part through combinations of multiple styles and forms that arrived with each new group of immigrants. *Perspectives on American Dance* is the first anthology in over twenty-five years to focus exclusively on American dance practices across a wide span of American culture. This volume and its companion show how social experience, courtship, sexualities, and other aspects of life in America are translated through dancing into spatial patterns, gestures, and partner relationships. This volume of *Perspectives on American Dance* features essays by a young generation of authors who write with familiarity about their own era, exploring new parameters of identity and evaluating a wide variety of movement practices being performed in spaces beyond traditional proscenium stages. Topics include dorky dancing on YouTube; same-sex competitors on the TV show *So You Think You Can Dance*; racial politics in NFL touchdown dances; the commercialization of flash mobs; the connections between striptease and corporate branding; how 9/11 affected dance; the criminalization of New York City club dancing; and the joyous ironies of hipster dance. This volume emphasizes how dancing is becoming more social and interactive as technology opens up new ways to create and distribute dance. The accessible essays use a combination of movement analysis, thematic interpretation, and historical context to convey the vitality and variety of American dance. They offer new insights on American dance practices while simultaneously illustrating how dancing functions as an essential template for American culture and identity. Contributors: Jennifer Atkins | Jessica Berson | J. Ellen Gainor | Patsy Gay | Ansley Jones | Kate Mattingly | Hannah Schwadron | Sally Sommer, Ph.D. | Ina Sotirova | Dawn Springer | Michelle T. Summers | Latika L. Young | Tricia Henry Young

Social Game Design Tim Fields, Brandon Cotton, 2011-12-12 What game company doesn't want to be the next Zynga? But does the world really need another ville game? What we do need are designers who know how to create compelling money-making social games while maintaining their creativity. This book provides the clues to creating social game systems that generate profit.

Gadgets, Games and Gizmos for Learning Karl M. Kapp, 2007-09-24 *Gadgets, Games, and Gizmos* is an innovative book that provides practical and original solutions to the impending boomer/gamer knowledge and skills transfer gap. The book outlines how gamer values such as the use of cheat codes, the love of gadgets, the need to play games, and the desire to be constantly connected can be used as methods for moving information from the heads of the boomers to the fingertips and gadgets of the gamers. As organizations begin to think strategically about how to attract, retain, and train new talent, this book, written by Karl Kapp, named one of 2007's Top 20 Most Influential Training Professionals by TrainingIndustry, Inc., will be an invaluable resource.

Second Person Pat Harrigan, Noah Wardrip-Fruin, 2010-01-22 Game designers, authors, artists, and scholars discuss how roles are played and how stories are created in role-playing games, board games, computer games, interactive fictions, massively multiplayer games, improvisational theater, and other playable media. Games and other playable forms, from interactive fictions to improvisational theater, involve role playing and story—something played and something told. In *Second Person*, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer

games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play. Second Person—so called because in these games and playable media it is you who plays the roles, you for whom the story is being told—first considers tabletop games ranging from Dungeons & Dragons and other RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure-style novel *Life's Lottery* and its more traditional author-reader interaction. Contributors then examine computer-based playable structures that are designed for solo interaction—for the singular you—including the mainstream hit *Prince of Persia: The Sands of Time* and the genre-defining independent production *Façaide*. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such Massively Multiplayer Online Role Playing Games (MMORPGs) as *World of Warcraft* and the political uses of digital gaming and role-playing techniques (as in *The Howard Dean for Iowa Game*, the first U.S. presidential campaign game). In engaging essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R. Martin's *Wild Cards* series and the classic Infocom game *Planetfall*. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.

Creative Practice Ethnographies Larissa Hjorth, Anne M. Harris, Kat Jungnickel, Gretchen Coombs, 2019-11-01 *Creative Practice Ethnographies* focuses on the intersection of creative practice and ethnography and offers new ways to think about the methods, practice, and promise of research in contemporary interdisciplinary contexts. How does creative practice inform new ways of doing ethnography and vice versa? What new forms of expression and engagement are made possible as a result of these creative synergies? By addressing these questions, the authors highlight the important roles that ethnography and creative practice play in socially impactful research. This book is aimed at interdisciplinary researchers, scholars, and students of art, design, sociology, anthropology, games, media, education, and cultural studies.

Entangled Chris Salter, 2010 How technologies, from the mechanical to the computational, have transformed artistic performance practices.

Folk Culture in the Digital Age Trevor J. Blank, 2012-11-16 Smart phones, tablets, Facebook, Twitter, and wireless Internet connections are the latest technologies to have become entrenched in our culture. Although traditionalists have argued that computer-mediated communication and cyberspace are incongruent with the study of folklore, Trevor J. Blank sees the digital world as fully capable of generating, transmitting, performing, and archiving vernacular culture. *Folklore in the Digital Age* documents the emergent cultural scenes and expressive folkloric communications made possible by digital “new media” technologies. New media is changing the ways in which people learn, share, participate, and engage with others as they adopt technologies to complement and supplement traditional means of vernacular expression. But behavioral and structural overlap in many folkloric forms exists between on- and offline, and emerging patterns in digital rhetoric mimic the dynamics of previously documented folkloric forms, invoking familiar social or behavior customs, linguistic inflections, and symbolic gestures. *Folklore in the Digital Age* provides insights and perspectives on the myriad ways in which folk culture manifests in the digital age and contributes to our greater understanding of vernacular expression in our ever-changing technological world.

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
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