

# GUNGHoONLINEENTERTAINMENT

MIA CONSALVO

📖 **ROLE-PLAYING GAME STUDIES** Sebastian Deterding, Jos📖 Zagal, 2018-04-17 This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

📖 **ONLINE GAMES, SOCIAL NARRATIVES** Esther MacCallum-Stewart, 2014-06-13 The study of online gaming is changing. It is no longer enough to analyse one type of online community in order to understand the plethora of players who take part in online worlds and the behaviours they exhibit. MacCallum-Stewart studies the different ways in which online games create social environments and how players choose to interpret these. These games vary from the immensely popular social networking games on Facebook such as Farmville to massively multiplayer online roleplaying games to free to play online gaming and console communities such as players of Xbox Live and PS3 games. Each chapter deals with a different aspect of social gaming online, breaking down when games are social and what narrative devices make them so. This cross-disciplinary study will appeal to those interested in cyberculture, the evolution of gaming technology, and sociologies of media.

📖 **TRANSNATIONAL CONTEXTS OF DEVELOPMENT HISTORY, SOCIALITY, AND SOCIETY OF PLAY** S. Austin Lee, Alexis Pulos, 2017-01-21 This book examines the historical background of game development, offline and online gamer interactions, and presents a method to study the health impacts of digital games in East Asia. Focusing on examinations of how video games shape external interactions with the world as well as internal spaces, Lee and Pulos’ volume brings together a range of approaches and regions to understand the impact of video games in East Asia and beyond. Contributions range from assessments of Nintendo’s lasting technological impact in Japan and globally to analyses of mobile social gaming among teenage girls in Korea, with qualitative and quantitative methodologies set in contact with one another to offer a full spectrum of perspectives on video gaming and its profound cultural impact.

📖 **Focus On: 100 Most Popular Unreal Engine Games** Wikipedia contributors,

📖 **ATARI TO ZELDA** Mia Consalvo, 2022-06-07 The cross-cultural interactions of Japanese videogames and the West—from DIY localization by fans to corporate strategies of “Japaneseness.” In the early days of arcades and Nintendo, many players didn’t recognize Japanese games as coming from Japan; they were simply new and interesting games to play. But since then, fans, media, and the games industry have thought further about the “Japaneseness” of particular games. Game developers try to decide whether a game’s Japaneseness is a selling point or stumbling block; critics try to determine what elements in a game express its Japaneseness—cultural motifs or technical markers. Games were “localized,” subjected to sociocultural and technical tinkering. In this book, Mia Consalvo looks at what happens when Japanese games travel outside Japan, and how they are played, thought about, and transformed by individuals, companies, and groups in the West. Consalvo begins with players, first exploring North American players’ interest in Japanese games (and Japanese culture in general) and then investigating players’ DIY localization of games, in the form of ROM hacking and fan translating. She analyzes several Japanese games released in North America and looks in detail at the Japanese game company Square Enix. She examines indie and corporate localization work, and the rise of the professional culture broker. Finally, she compares different approaches to Japaneseness in games sold in the West and considers how Japanese games have influenced Western games developers. Her account reveals surprising cross-cultural interactions between Japanese games and Western game developers and players, between Japaneseness and the market.

📖 **INNOVATION AND STRATEGY OF ONLINE GAMES** H. Wi Jong, 2009 This book is the first study to survey, over a ten-year period, innovations and the industrial formation process of online game business, and global strategies of major Korean online game companies. It focuses on the innovative factors which made the Korean online game industry grow tremendously and successfully to gain competitiveness in the global game industry. These include: the main factors stimulating online game business; virtual business created by online games as well as an examination of the role of the Korean government at the beginning and developmental period of the online gaming business.

📖 **HISTORY OF THE JAPANESE VIDEO GAME INDUSTRY** Yusuke Koyama, 2023-06-02 This book is the first one to describe the entire history of the video game industry in Japan. The industry consists of multiple markets—for PCs, home consoles, arcades, cellular phones and smart phones—and it is very difficult to see the complete picture. The book deals comprehensively with the history of the Japanese game industry from the beginning of the non-computer age to the present. The video game industry in Japan was established in the arcade game market when Space Invaders was released by Taito in 1978. Game markets for both PCs and home consoles followed in the early 1980s. The platform that occupies a central market position started with the arcade and shifted, in order, to the home console, handheld consoles, and smart phones. In the video game industry in the twentieth century each platform had a clear identity, and the relationships among platforms were interactions. In the twenty-first century, with the improvement of computer performance, the platform identity has disappeared, thus the relationship among platforms is highly competitive. Since the crash of 1983 in the United States, the Japanese game industry has one of the largest market shares in the world and has developed without being influenced by other countries. It reached its peak in the late 1990s, and then its relative position declined due to the growth of foreign markets and the failure of emerging markets such as online PC games. Even today, Japan’s gaming industry holds a dominant position in the world, but it is not the superpower it once was. Since the beginning of the twenty-first century, game research has become active worldwide. Among game researchers, there is a large demand for research on games in Japan, but there is still little dissemination of research in English. The original version of this book published in Japan is highly regarded and received an award for excellence from the Society of Socio-Informatics in 2017.

📖 **MOBILE GAMING IN ASIA** Dal Yong Jin, 2016-07-29 This book analyzes mobile gaming in the Asian context and looks into a hitherto neglected focus of inquiry – a localized mobile landscape, with particular reference to young Asians’ engagement with mobile gaming. This edition focuses not only on the remarkable success of local mobile games, but also on the significance of social milieu in the development of Asian mobile technologies and gaming culture. It analyzes the growth of the current mobile technologies and mobile gaming not as separate but as continuous developments in tandem with the digital economy. It is of interest to both academics and a broader readership from the business, government, and information technology sectors

📖 **ENTERTAINMENT INDUSTRY ECONOMICS** Harold L. Vogel, 2014-12-31 Fully updated, this ninth edition remains the definitive source on the economics of entertainment in the United States and overseas.

📖 **GUINNESS WORLD RECORDS 2016** Guinness World Records, 2015-09-01 The world’s best-selling annual is back and bursting with thousands of amazing new records, never-before-seen images and mind-boggling trivia. And as always, we have a few more surprises in store for you... As well as all your favorite records for talented pets, superhuman achievements, big stuff and extreme vehicles, you’ll find show-stopping superlatives from brand-new categories. Topics making their GWR debut include waterfalls, twins, ballooning, apps, lightning, manga, archaeology, drones, and pirates – and that’s just for starters! So, get ready for your yearly dose of mind-blowing feats and wonders in Guinness World Records 2016 – the global authority on record-breaking.

📖 **THE ULTIMATE PUZZLE AND DRAGONS PLAYERS GAME GUIDE** Josh Abbott, 2013-07-20 With my Ultimate Puzzle & Dragons Unofficial Game Guide you will learn exactly what you need to know in order to become an expert player! My guide covers the following: - How to download the online app game for free! - Puzzle and Dragons Overview & Basic Information. - How to maximize your XP experience gains and level fast. - XP Chart Information. - Game Menu’s Overview. - Fusion Types. - The Puzzle Board. - Orb combinations. - Monster Types. - Calculating combat damage. - Monster drops. - Evolution guide. - Login bonuses. - Leveling statistics & guide. - Detailed step by step instructions! - Vivid screenshots. - General game play strategies - PLUS MUCH MORE! Purchase now and learn everything there is to know about the game to join the elite rank of pro gamers! Disclaimer: This product is not associated, affiliated, endorsed, or sponsored by GungHo Online Entertainment, Inc., nor have they been reviewed, tested or certified by GungHo Online Entertainment, Inc. This guide is to be used as a reference and as such does not modify the game in any way. This is a written guide and not a software program.

📖 **GOVERNANCE OF DIGITAL GAME ENVIRONMENTS AND CULTURAL DIVERSITY** Christoph Beat Graber, 2010-01-01 ‘This collection of legal, philosophical, economic, and cultural perspectives ultimately makes a strong case for the potential value of game environments for addressing diversity issues, but also raises important concerns regarding implementation of corporate and government policies in this sector highly recommended for anyone exploring this emerging field.’ Benjamin T. Duranske, Pillsbury Winthrop Shaw Pittman LLP, US ‘Videogaming is serious business. But the legal and theoretical implications of online and virtual environments are little understood. Professor Graber and Ms. Burri-Nenova have done a masterful job of bringing together several insightful articles that inform us about the business, legal and sociological implications of digital gaming. Innovative, fast-paced, and engaging as games themselves, these scholarly works provide invaluable insight for academics, policy makers and perhaps even participants themselves about the reality behind virtual worlds.’ Shubha Ghosh, University of Wisconsin Law School, US ‘This is an excellent and path-breaking collection of sharp and carefully researched essays. It provides wonderful insights on numerous important aspects of the complex relationship between play, cultural diversity, communications policy, and the governance of virtual societies. The phenomenal growth of these new digital realms has raised important questions across the academic disciplines, making this book’s interdisciplinary focus extremely helpful to potential regulators and university scholars alike.’ Greg Lastowka, Rutgers School of Law, Camden, US This innovative book provides transdisciplinary analyses of the nature and dynamics of digital game environments whilst tackling the existing fragmentation of academic research. Digital game

ENVIRONMENTS ARE OF INCREASING ECONOMIC, SOCIAL AND CULTURAL VALUE. AS THEIR INFLUENCE ON DIVERSE FACETS OF LIFE GROWS, STATES HAVE FELT COMPELLED TO INTERVENE AND SECURE SOME PUBLIC INTERESTS. YET, THE CONTOURS OF A COMPREHENSIVE GOVERNANCE MODEL ARE FAR FROM RECOGNISABLE AND GOVERNMENTS ARE GRAPPLING WITH THE COMPLEXITY AND FLUIDITY OF ONLINE GAMES AND VIRTUAL WORLDS AS PRIVATE SPACES AND AS EXPERIMENTATION FIELDS FOR CREATIVITY AND INNOVATION. THIS BOOK CONTRIBUTES TO A MORE COMPREHENSIVE AND FINE-GRAINED UNDERSTANDING OF DIGITAL GAME ENVIRONMENTS, WHICH IS A PRECONDITION FOR ADDRESSING ANY OF THE PRESSING GOVERNANCE QUESTIONS POSED. PARTICULAR ATTENTION IS GIVEN TO THE CONCEPT AND POLICY OBJECTIVE OF CULTURAL DIVERSITY, WHICH ALSO OFFERS A UNIQUE ENTRY POINT INTO THE DISCUSSION OF THE APPROPRIATE LEGAL REGULATION OF DIGITAL GAMES. GOVERNANCE OF DIGITAL GAME ENVIRONMENTS AND CULTURAL DIVERSITY WILL BE OF INTEREST TO RESEARCHERS OF MEDIA LAW, INTERNET LAW AND GOVERNANCE, CULTURAL STUDIES, ANTHROPOLOGY AND SOCIOLOGY. AS THE BOOK ADDRESSES A HIGHLY TOPICAL THEME, IT WILL ATTRACT THE ATTENTION OF POLICYMAKERS AT NATIONAL, REGIONAL AND INTERNATIONAL LEVELS AND WILL ALSO SERVE AS A GREAT RESOURCE TOOL FOR SCHOLARS IN NEW MEDIA AND IN PARTICULAR DIGITAL GAMES AND VIRTUAL WORLDS.

📖 [PLAYING DYSTOPIA](#) GERALD FARCA,2018-11-30 VIDEO GAMES PERMEATE OUR EVERYDAY EXISTENCE. THEY IMMERSE PLAYERS IN FASCINATING GAMEWORLDS AND EXCITING EXPERIENCES, OFTEN INVITING THEM IN VARIOUS WAYS TO REFLECT ON THE ENACTED EVENTS. GERALD FARCA EXPLORES THE GENRE OF DYSTOPIAN VIDEO GAMES AND THE PLAYER’S AESTHETIC RESPONSE TO THEIR NIGHTMARISH GAMEWORLDS. PLAYERS, HE ARGUES, WILL GRADUALLY COME TO SEE SIMILARITIES BETWEEN THE VIRTUAL DYSTOPIA AND THEIR OWN ‘OFFLINE’ ENVIRONMENT, THUS LEARNING TO STAY WARY OF SOCIAL AND POLITICAL DEVELOPMENTS. IN HIS ANALYSIS, FARCA DRAWS FROM A VARIETY OF RESEARCH FIELDS, SUCH AS LITERARY THEORY AND GAME STUDIES, COMBINING THEM INTO A COHERENT THEORY OF AESTHETIC RESPONSE TO DYSTOPIAN GAMES.

📖 [THE ANIME ENCYCLOPEDIA, 3RD REVISED EDITION](#) JONATHAN CLEMENTS,HELEN MCCARTHY,2015-02-09 IMPRESSIVE, EXHAUSTIVE, LABYRINTHINE, AND OBSESSIVE—THE ANIME ENCYCLOPEDIA IS AN ASTONISHING PIECE OF WORK.—NEIL GAIMAN OVER ONE THOUSAND NEW ENTRIES . . . OVER FOUR THOUSAND UPDATES . . . OVER ONE MILLION WORDS. . . THIS THIRD EDITION OF THE LANDMARK REFERENCE WORK HAS SIX ADDITIONAL YEARS OF INFORMATION ON JAPANESE ANIMATION, ITS PRACTITIONERS AND PRODUCTS, PLUS INCISIVE THEMATIC ENTRIES ON ANIME HISTORY AND CULTURE. WITH CREDITS, LINKS, CROSS-REFERENCES, AND CONTENT ADVISORIES FOR PARENTS AND LIBRARIES. JONATHAN CLEMENTS HAS BEEN AN EDITOR OF MANGA MAX AND A CONTRIBUTING EDITOR OF NEWTYPE USA. HELEN MCCARTHY WAS FOUNDING EDITOR OF ANIME UK AND EDITOR OF MANGA MANIA.

📖 [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-TO-PLAY 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.

📖 [THE GLOBAL DIGITAL ECONOMY: A COMPARATIVE POLICY ANALYSIS - STUDENT EDITION](#) HOLROYD, CARIN,COATES, KEN S.,2015-01-08 NOTE: THIS IS AN ABRIDGED VERSION OF THE ORIGINAL BOOK WITH REFERENCES REMOVED. THE COMPLETE EDITION IS ALSO AVAILABLE. THIS BOOK EXPLORES THE INTERSECTION OF PUBLIC POLICY AND THE FAST CHANGING DIGITAL MEDIA ECONOMY. OVER THE LAST 20 YEARS, DIGITAL TECHNOLOGIES AND DIGITAL CONTENT HAVE REVOLUTIONIZED MANY ASPECTS OF SOCIAL, ECONOMIC AND POLITICAL LIFE AROUND THE WORLD. GOVERNMENTS, LOCKED INTO THE POLICIES AND PROGRAMS OF THE TRADITIONAL ECONOMY, ARE STRUGGLING TO RESPOND TO THIS DYNAMIC AND COMMERCIALY UNIQUE GLOBAL ECOSYSTEM. THIS STUDY EXAMINES THE NATURE AND EXTENT OF THE DIGITAL ECONOMY, LOOKING AT BOTH THE COMMERCIAL DIVERSITY WITHIN THE SECTOR AND THE DIFFERENT DIGITAL IMPLEMENTATIONS ACROSS THE WORLD. WHILE THE DIGITAL ENGAGEMENT OF NORTH AMERICA IS WELL KNOWN, THE SCALE AND INTENSITY OF DIGITAL GROWTH IN EAST ASIA IS NOT FULLY UNDERSTOOD NOT ARE THE TRANSFORMATIVE CHANGES OCCURRING IN PARTS OF AFRICA. THE DIGITAL WORLD IS MARKED BY THE UNEXPECTED AND RAPID RE-ORIENTATION OF ECONOMIC, SOCIAL, CULTURAL AND POLITICAL AFFAIRS. THE DIGITIZATION OF WORK, FOR EXAMPLE, HAS ALREADY BROUGHT MAJOR DISRUPTIONS WITHIN NATIONAL ECONOMIES. GOVERNMENTS ARE STRUGGLING TO RESPOND, IN PART BECAUSE OF PRESSURES FROM THE TRADITIONAL INDUSTRIAL AND RESOURCE SECTORS BUT ALSO BECAUSE OF THE UNIQUE, SOMEWHAT ANARCHISTIC NATURE OF THE DIGITAL CONTENT INDUSTRY. THE GLOBAL DIGITAL ECONOMY PROVIDES A PROFILE OF THE GLOBAL DIGITAL ENVIRONMENT, REVIEWS CURRENT GOVERNMENT DIGITAL POLICIES (WITH AN EMPHASIS ON INNOVATIVE STRATEGIES), AND OFFERS POLICY SUGGESTIONS FOR NATIONAL AND SUBNATIONAL GOVERNMENTS. COUNTRIES THAT RESPOND CREATIVELY TO THE DIGITAL ECONOMY--LIKE TAIWAN, SOUTH KOREA, FINLAND AND ISRAEL--STAND TO PROSPER FROM THE ANTICIPATED ACCELERATED GROWTH OF THE SECTOR. THOSE NATIONS THAT STRUGGLE TO KEEP PACE WITH THE DIGITAL INFRASTRUCTURE NEEDS OF THE NEW ECONOMY AND WITH THE POTENTIAL FOR EMPLOYMENT AND BUSINESS CREATION STAND TO FALL BEHIND ECONOMICALLY. THIS BOOK PROVIDES A POLICY ROADMAP FOR THE DIGITAL ECONOMY AND IDENTIFIES THE RISKS AND OPPORTUNITIES OF THIS CORE SECTOR IN THE TWENTY-FIRST-CENTURY ECONOMY.

📖 [THE GLOBAL DIGITAL ECONOMY: A COMPARATIVE POLICY ANALYSIS](#) CARIN COATES,2015-01-08 THIS BOOK EXPLORES THE INTERSECTION OF PUBLIC POLICY AND THE FAST CHANGING DIGITAL MEDIA ECONOMY. OVER THE LAST 20 YEARS, DIGITAL TECHNOLOGIES AND DIGITAL CONTENT HAVE REVOLUTIONIZED MANY ASPECTS OF SOCIAL, ECONOMIC AND POLITICAL LIFE AROUND THE WORLD. GOVERNMENTS, LOCKED INTO THE POLICIES AND PROGRAMS OF THE TRADITIONAL ECONOMY, ARE STRUGGLING TO RESPOND TO THIS DYNAMIC AND COMMERCIALY UNIQUE GLOBAL ECOSYSTEM. THIS STUDY EXAMINES THE NATURE AND EXTENT OF THE DIGITAL ECONOMY, LOOKING AT BOTH THE COMMERCIAL DIVERSITY WITHIN THE SECTOR AND THE DIFFERENT DIGITAL IMPLEMENTATIONS ACROSS THE WORLD. WHILE THE DIGITAL ENGAGEMENT OF NORTH AMERICA IS WELL KNOWN, THE SCALE AND INTENSITY OF DIGITAL GROWTH IN EAST ASIA IS NOT FULLY UNDERSTOOD NOT ARE THE TRANSFORMATIVE CHANGES OCCURRING IN PARTS OF AFRICA. THE DIGITAL WORLD IS MARKED BY THE UNEXPECTED AND RAPID RE-ORIENTATION OF ECONOMIC, SOCIAL, CULTURAL AND POLITICAL AFFAIRS. THE DIGITIZATION OF WORK, FOR EXAMPLE, HAS ALREADY BROUGHT MAJOR DISRUPTIONS WITHIN NATIONAL ECONOMIES. GOVERNMENTS ARE STRUGGLING TO RESPOND, IN PART BECAUSE OF PRESSURES FROM THE TRADITIONAL INDUSTRIAL AND RESOURCE SECTORS BUT ALSO BECAUSE OF THE UNIQUE, SOMEWHAT ANARCHISTIC NATURE OF THE DIGITAL CONTENT INDUSTRY. THE GLOBAL DIGITAL ECONOMY PROVIDES A PROFILE OF THE GLOBAL DIGITAL ENVIRONMENT, REVIEWS CURRENT GOVERNMENT DIGITAL POLICIES (WITH AN EMPHASIS ON INNOVATIVE STRATEGIES), AND OFFERS POLICY SUGGESTIONS FOR NATIONAL AND SUBNATIONAL GOVERNMENTS. COUNTRIES THAT RESPOND CREATIVELY TO THE DIGITAL ECONOMY--LIKE TAIWAN, SOUTH KOREA, FINLAND AND ISRAEL--STAND TO PROSPER FROM THE ANTICIPATED ACCELERATED GROWTH OF THE SECTOR. THOSE NATIONS THAT STRUGGLE TO KEEP PACE WITH THE DIGITAL INFRASTRUCTURE NEEDS OF THE NEW ECONOMY AND WITH THE POTENTIAL FOR EMPLOYMENT AND BUSINESS CREATION STAND TO FALL BEHIND ECONOMICALLY. THIS BOOK PROVIDES A POLICY ROADMAP FOR THE DIGITAL ECONOMY AND IDENTIFIES THE RISKS AND OPPORTUNITIES OF THIS CORE SECTOR IN THE TWENTY-FIRST-CENTURY ECONOMY.

📖 [ART OF MANA](#) SQUARE ENIX,2020-02-11 CELEBRATING THE FIRST TWENTY-FIVE YEARS OF MANA ADVENTURES! SINCE THE FIRST GAME’S RELEASE IN 1991, SQUARE ENIX HAS BEEN DAZZLING FANS WORLDWIDE WITH THE FANTASTICAL AND ACTION-PACKED WORLD OF MANA. MORE THAN TWENTY-FIVE YEARS LATER, THE MAGIC OF MANA STILL LIVES ON AND NOW DARK HORSE BOOKS AND SQUARE ENIX ARE PROUD TO PRESENT THE ART OF MANA. THE FIRST OFFICIAL ART BOOK OF SQUARE ENIX’S HIT MANA VIDEO GAME SERIES, THE ART OF MANA COLLECTS MORE THAN TWENTY-FIVE YEARS’ WORTH OF MEMORIES WITH OVER 200 PAGES FEATURING MORE THAN 400 ILLUSTRATIONS FROM THE ORIGINAL CREATIVE TEAM ALONG WITH DETAILED EXPLORATIONS OF EVERY CHARACTER, ORIGINAL SKETCHES, WORLD DESIGNS, AND MUCH MORE. PRESENTED IN ENGLISH FOR THE FIRST TIME, THIS BEAUTIFUL COLLECTION IS NOT TO BE MISSED.

📖 [GAME ART](#) MATT SAINSBURY,2015-09-01 GAME ART IS A COLLECTION OF BREATHTAKING CONCEPT ART AND BEHIND-THE-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.

📖 [JAPANESE ROLE-PLAYING GAMES](#) RACHAEL HUTCHINSON,JOËL MIE PELLETIER-GAGNON,2022-04-11 THIS BOOK EXAMINES THE ORIGINS AND BOUNDARIES OF JAPANESE DIGITAL ROLE-PLAYING GAMES. A GEOGRAPHICALLY DIVERSE ROSTER OF CONTRIBUTORS INTRODUCES ENGLISH-SPEAKING AUDIENCES TO JAPANESE VIDEO GAME SCHOLARSHIP AND APPLIES POSTCOLONIAL AND PHILOSOPHICAL READINGS TO THE JAPANESE GAME TEXT.

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