

IceFrog

Arnold Ringstad

Metagaming Stephanie Boluk, Patrick LeMieux, 2017-04-04 The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as “games about games,” metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in Korean *StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, *Metagaming* transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

Game On! Dustin Hansen, 2016-11-22 Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like *Uncharted*. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of *Halo 2* drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in *Pac-Man* are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, *Game On!* is the book for you!

The Book of Esports William Collis, 2020-08-04 The definitive guide to the modern world of competitive gaming and the official history of Esports™. Almost overnight, esports—or competitive video games—have exploded into the largest entertainment and sporting phenomenon in human history. *The Book of Esports* answers: What exactly are esports, and how did they become so popular so quickly? Why did blockbuster video games like *League of Legends*, *Fortnite* and *Starcraft* succeed? Where exactly is all this video gaming headed? What do gamers and college students need to know to position themselves for success in the industry? How do you create a billion-dollar esports business? What strategic choices drive success in the modern gaming industry? Can video games really get your kid into college? (All expenses paid, of course...) Whether you are a lifelong gamer, a curious *Fortnite* parent, or a businessperson seeking to understand the marketing opportunities of this multibillion-dollar phenomenon, *The Book of Esports* charts the rise of this exciting new industry, for the first time ever crafting a comprehensive overview of esports and its implications for human competition—and even the future of humanity itself. Gaming luminary and Harvard MBA William Collis has painstakingly translated esports' mysteries into a detailed and accessible testament for today. Featuring select interviews from the biggest names in the industry, *The Book of Esports* weaves tales of trust, betrayal, and superhuman reflexes into predictive frameworks, explaining exactly why our industry looks the way it does, and how all this growth—and more—is inevitable as the divide between man and machine blurs into oblivion.

This is esports (and How to Spell it) – LONGLISTED FOR THE WILLIAM HILL SPORTS BOOK AWARD 2020 Paul Chaloner, 2020-05-28 ***LONGLISTED FOR THE WILLIAM HILL SPORTS BOOK AWARD 2020 'You need this. Trust me, buy it now.' – Weekly GG 'a triumph... a must-read for newcomers and veterans alike' – Forbes Award-winning broadcaster Paul 'Redeye' Chaloner brings us the definitive book on esports, the fastest growing entertainment phenomenon in the world today. From slapping coins down on arcade cabinets to the lights of Madison Square Garden, competitive video gaming has come a long way. Today, esports is a billion-dollar industry, the best players becoming stars in their own right, battling for eight-figure prizes in front of a global audience of tens of millions. From *Call of Duty* to *Counter-Strike*, *FIFA* to *Fortnite*, a generation of players have turned multiplayer video games from a pastime into a profession. But there are questions. How did we get here? What exactly is competitive gaming – is it a sport? How much money do the top stars make? Do you really have to retire at 23? And just what the hell is *Dota*? *This is esports (and How to Spell it)* addresses all of this and more, as award-winning broadcaster Paul 'Redeye' Chaloner takes you inside the unstoppable rise of pro gaming to reveal the bitter rivalries, scandals and untold history of esports, from origins to sold-out arenas. With his trademark wit – and unrivalled access – Paul delivers the definitive book on the fastest-growing entertainment phenomenon in the world today. 'Paul Chaloner is a living legend in the esports space.' – Jason Lake, founder and CEO of the esports team Complexity Gaming 'Terrific stories and insights from the inside.' – T.L. Taylor, professor of Comparative Media Studies

Surviving Esports Andrew M. Campbell, 2019-09-17 Andrew Zyori Campbell's journey from college student to successful *Dota 2* caster was not an easy path. It took determination, perseverance and repeatedly recommitting to his dream for him to navigate his way through the esports industry. In *Surviving Esports*, Zyori reveals both the personal and professional development required to hack it in a highly competitive landscape. Zyori's story criss-crosses the globe, taking us around the world, through cyber-bullying, a life-changing haircut, and possibly the most poorly planned *Dota 2* tournament in history. At times charming and at others painful, Zyori never holds back in his reflections on becoming a successful commentator for multiple games. If you've ever wondered what it takes to make it in esports, this book provides unparalleled insights.

The Battle of Islaag Josée Lefebvre, 2024-02-21 Feeling invincible, Overlord Aart Xerxes has arrived at the Bion with an insatiable will for power. The ruthless overlord plans to use the newly awakened Omorfians to help him conquer his rival kingdom, Islaag. But members of his entourage, including his wife's brother Memphis, have formed a secret alliance against him. Will their plans to stop him work? Meanwhile, in the wake of the overlord's arrival, fear and exhaustion from all the pain and loss overwhelm Leios and Emely as they scramble to join their comrades in Ignosi. There, the Omorfians must plan their next move: Will they return to the Sapient territory and fight or put their faith in their human allies, friends like Ferdi and the people of Islaag, to save them? Knowing Overlord Aart's plans and not wanting any more bloodshed, Islaag's overlord and empress hope Ambroos—Aart's brother and the true overlord of Oever—will manage to stop the war before it starts. Wanting nothing more than a peaceful, simple life, Ambroos had been avoiding his duties, but knowing how evil his brother has become, he is willing to overthrow him. But will Ambroos be too late? *The Battle of Islaag* is the thrilling and dramatic conclusion to the enthralling Omorfia Trilogy.

Video Game Encyclopedia Arnold Ringstad, 2023-12-15 This title introduces readers to some of the most popular and influential video games of all time. Readers will learn about iconic characters, renowned game developers, and how the world of video games has changed from the 1950s to today. Features include a glossary, additional resources, and an index. Aligned to Common Core Standards and correlated to state standards. Encyclopedias is an imprint of Abdo Reference, a division of ABDO.

Esports For Dummies Phill Alexander, 2020-04-28 Discover the path to the big leagues It's time to prove all those people who said “video games are a waste of time”

wrong. Esports has rewarded top gamers with prize money, glory, and even college scholarships. Want to get in on the action? This book puts you on the path to get your share of the growing world of esports. It helps you figure out the gear you need to be competitive, the games that drive esports, how to break into competitive play, and how to use online platforms to get attention. Written by the esports program director at the first Division I university to field an esports team, this book defines and demystifies the complex world of competitive video gaming. Get the gear for your first esports battles Gain recognition for your skills online or in tournaments Discover the path to earning scholarships in esports Build your online identity Get the insider tips you need to make your name in the esports universe.

Research Anthology on Game Design, Development, Usage, and Social Impact Management Association, Information Resources, 2022-10-07 Videogames have risen in popularity in recent decades and continue to entertain many all over the world. As game design and development becomes more accessible to those outside of the industry, their uses and impacts are further expanded. Games have been developed for medical, educational, business, and many more applications. While games have many beneficial applications, many challenges exist in current development processes as well as some of their impacts on society. It is essential to investigate the current trends in the design and development of games as well as the opportunities and challenges presented in their usage and social impact. The *Research Anthology on Game Design, Development, Usage, and Social Impact* discusses the emerging developments, opportunities, and challenges that are found within the design, development, usage, and impact of gaming. It presents a comprehensive collection of the recent research, theories, case studies, and more within the area. Covering topics such as academic game creation, gaming experience, and violence in gaming, this major reference work is a dynamic resource for game developers, instructional designers, educators and administrators of both K-12 and higher education, students of higher education, librarians, government officials, business leaders and executives, researchers, and academicians.

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.

Controversies in Digital Ethics Amber Davisson, Paul Booth, 2017-08-24 *Controversies in Digital Ethics* explores ethical frameworks within digital culture. Through a combination of theoretical examination and specific case studies, the essays in this volume provide a vigorous examination of ethics in a highly individualistic and mediated world. Focusing on specific controversies—privacy, surveillance, identity politics, participatory culture—the authors in this volume provide a roadmap for navigating the thorny ethical issues in new media. Paul Booth and Amber Davisson bring together multiple writers working from different theoretical traditions to represent the multiplicity of ethics in the 21st century. Each essay has been chosen to focus on a particular issue in contemporary ethical thinking in order to both facilitate classroom discussion and further scholarship in digital media ethics. Accessible for students, but with a robust analysis providing contemporary scholarship in media ethics, this collection unites theory, case studies, and practice within one volume.

ESports Yearbook 2011/12 Julia Christophers, Tobias M. Scholz, 2013 This year's issue contains articles about many major eSports topics in 2011 and 2012, StarCraft II for example. Manuel Schenkhuizen wrote a Manifesto. Henry Harris wrote a detailed story about Team Fortress 2. Aman Parmar and ngel Quintina chose topics that focus on India and Spain. Marc-Andre Messier looks at Quake and Terrence Wong gives an insight into South East Asia and the problems of Dota 2 there. The eSports Yearbook is a collection of academic articles and columns about eSports. It is published every year. Contact us at: contact@eSportsyearbook.com

Handbook of Research on Immersive Digital Games in Educational Environments Krassmann, Aliane Loureiro, Amaral, Érico Marcelo Hoff do, Nunes, Felipe Becker, Voss, Gleizer Bierhalz, Zunguze, Manuel Constantino, 2018-08-31 Education is increasingly being involved with technological resources in order to meet the needs of emerging generations, consequently changing the way people teach and learn. Game-based learning is a growing aspect of pedagogical practice, and it is important to disseminate research trends and innovations in this field. The *Handbook of Research on Immersive Digital Games in Educational Environments* provides emerging research exploring the theoretical and practical aspects of digital games and technological resources and applications within contemporary education. Featuring coverage on a broad range of topics such as digital integration, educational simulation, and learning theories, this book is ideally designed for teachers, pre-service teachers, students, educational researchers, and education software developers seeking current research on diverse immersive platforms and three-dimensional environments that support the creation of digital games and other applications to improve teaching and learning processes.

ESports Yearbook 2009 Julia Christophers, Tobias Scholz, 2010

Guia Definitivo Dota 2 Ricardo Caetano, 2016-11-09

Open World Empire Christopher B. Patterson, 2020-04-14 Finalist, 2021 John Hope Franklin Prize, given by the American Studies Association Seeking ways to understand video games beyond their imperial logics, Patterson turns to erotics to re-invigorate the potential passions and pleasures of play Video games vastly outpace all other mediums of entertainment in revenue and in global reach. On the surface, games do not appear ideological, nor are they categorized as national products. Instead, they seem to reflect the open and uncontaminated reputation of information technology. Video games are undeniably imperial products. Their very existence has been conditioned upon the spread of militarized technology, the exploitation of already-existing labor and racial hierarchies in their manufacture, and the utopian promises of digital technology. Like literature and film before it, video games have become the main artistic expression of empire today: the open world empire, formed through the routes of information technology and the violences of drone combat, unending war, and overseas massacres that occur with little scandal or protest. Though often presented as purely technological feats, video games are also artistic projects, and as such, they allow us an understanding of how war and imperial violence proceed under signs of openness, transparency, and digital utopia. But the video game, as Christopher B. Patterson argues, is also an inherently Asian commodity: its hardware is assembled in Asia; its most talented e-sports players are of Asian origin; Nintendo, Sony, and Sega have defined and dominated the genre. Games draw on established discourses of Asia to provide an "Asiatic" space, a playful sphere of racial otherness that straddles notions of the queer, the exotic, the bizarre, and the erotic. Thinking through games like Overwatch, Call of Duty 4: Modern Warfare, Shenmue II, and Alien: Isolation, Patterson reads against empire by playing games erotically, as players do—seeing games as Asiatic playthings that afford new passions, pleasures, desires, and attachments.

Game On! Иллюстрированная история видеоигр от Pong и Pac-Man до Mario и Minecraft Дастин Хансен, 2024-03-19 Видеоигры – огромная и неотъемлемая часть современной культуры. Они окружают нас со всех сторон и бывают самых разных видов: от мобилок, за которыми можно убить время в очереди, до онлайн-игр, где сражаются профессиональные киберспортсмены. А иногда игры даже перетекают в другие форматы – на их основе пишут книги и снимают кино. Эта книга целиком наполнена интереснейшими фактами об известных видеоиграх, которые у всех на слуху. Спорим, что вы знаете далеко не все! Например: • разработчики Halo 2 во время создания игры выпили более 24 000

галлонов газировки; • Марио назвали в честь человека, который сдавал помещение офису американского представительства Nintendo; • призраки в Pac-Man – первый пример искусственного интеллекта в видеоигре; • участники лиги НФЛ не только играли в Madden, но и использовали ее в качестве учебного пособия; • музыкальная тема Tetris – это русская народная песня XIX века; • Маркусу Перссону понадобилось около недели, чтобы разработать первую версию Minecraft. И это только малая часть! Внутри вас ждет исторический обзор развития видеоигр от появления первых аркадных автоматов до современных технологий – подробный, но написанный простым и увлекательным языком. Занимательные факты, рассказы о создании игр, пасхалки и множество иллюстраций позволят вам по-настоящему погрузиться в мир видеоигр и узнать много нового об этой увлекательной индустрии.

Киберспорт. Игры, деньги, два клика Коллис Уильям, 2021-10-25 Первый исчерпывающий обзор многомиллиардной вселенной виртуальных спортивных состязаний. Неважно, кто ты: нуб или гosu, родитель будущего прогеймера или бизнесмен в поисках новых возможностей -- книга Киберспорт: игры, деньги, два клика расскажет об этом феномене со всех сторон.

Full Circle Magazine #79 Ronnie Tucker, 2013-11-29 This month: * Command & Conquer * How-To : Python, LibreOffice, and Use BOINC. * Graphics : Blender, and Inkscape. * Book Review: Mind Mapping With Freemind plus: Q&A, Linux Labs, Ask The New Guy, My Story, and soooo much more!

El libro de los esports William Collis, 2021-05-04 Casi de la noche a la mañana, los deportes electrónicos y los videojuegos competitivos se han convertido en el mayor fenómeno deportivo y de entretenimiento en la historia de la humanidad; un acontecimiento social y económico del que todos quieren formar parte: marcas, anunciantes, empresas y jugadores. ¿Qué son los deportes electrónicos y cómo se hicieron tan populares tan rápidamente? ¿Por qué triunfan los videojuegos como Fornite, Call of Duty o League of Legends? ¿Cómo se crea una empresa de esports y qué otras oportunidades de negocio hay en torno a esta industria? ¿Cómo se puede ganar dinero con los deportes electrónicos? ¿Cuáles son las tendencias que van a marcar el sector en los próximos años? ¿Qué necesitan saber los jugadores para poder posicionarse y vivir de ello? El libro de los esports aborda estas y otras cuestiones fundamentales y te lleva dentro de este imparable fenómeno de la mano de William Collis, fundador del equipo de deportes electrónicos Team Genji, número 1 del mundo, para entender cómo funciona esta industria multimillonaria y conocer sus entresijos. Es una guía imprescindible tanto para jugadores de toda la vida que quieren hacer de su entretenimiento su profesión como para marcas y anunciantes que buscan nuevas oportunidades para conectar con sus audiencias. También para empresarios y emprendedores que quieren conocer las estrategias que impulsan su éxito y que mueven a millones de personas en todo el mundo.

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