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Evelyn C. Fink, Scott Gates, Brian D. Humes

Anti-Intellectual Representations of American Colleges and Universities Barbara F. Tobolowsky, Pauline J.

Reynolds,2017-01-27 This book explores popular media depictions of higher education from an American perspective. Each chapter in this book investigates the portrait of higher education in an exciting array of media including novels, television, film, comic books, and video games revealing the ways anti-intellectualism manifests through time. Examining a wide range of narratives, the authors in this book provide incisive commentary on the role of the university as well as the life of students, faculty, and staff in fictional college campuses.

Serious Games Clark C. Abt,1987 The author explores the ways in which games can be used to instruct and inform as well as provide pleasure. He uses innovative approaches to problem solving through individualized game techniques.

Strategic Sports Event Management Guy Masterman, 2021-11-18 This book provides students and event managers with an insight into the strategic management of sports events of all scales and types, from international mega-events to community sport. Introducing key theory and best practice, it offers a practical, step-by-step guide to planning, organizing, managing and evaluating events. Now in a fully revised and updated fourth edition, the book explains the importance of adopting a strategic approach, showing how to implement strategies that lead to successful outcomes over the short and the long term. It uses international case studies in every chapter, from the NBA and NFL to Formula 1 and the English Premier League, offering real-world insight into both larger and smaller events. In addition, woven throughout the book are a series of in-depth studies of several Olympic Games, the ultimate sporting event and an important point of reference for all practising and aspiring event managers. The book covers every key aspect of the sports event management process, including: sports organizations, such as the IOC, FIFA and World Athletics, and their interactions with event partners, the media and promoters short-term and long-term benefits of the planning process event impact and legacy operational functions, including finance, ticketing, transport, venues, IT, human resources and security marketing and communications, including social networking and new media the bidding process research and evaluation This new edition includes expanded coverage of digital and social media, the social impact of events, sustainability, security, entrepreneurship, employability and much more. It is an essential text for any sports event course and invaluable reading for any student or practitioner working in sport business, sport management, sport development or event management. The textbook is supported by useful online resources, including additional case studies and exam questions for each chapter.

Game Theory Topics Evelyn C. Fink, Scott Gates, Brian D. Humes, 1998-05-26 PLEASE UPDATE SAGE UK AND SAGE INDIA ADDRESSES ON IMPRINT PAGE.

From Document to History, 2019-06-17 From Document to History, edited by Carlos Noreña and Nikolaos Papazarkadas, presents a series of new studies in Greek and Roman epigraphy, highlighting the contribution of documentary evidence to our understanding of ancient Greek and Roman history.

Hamilton Literary Magazine ,1909

Games of No Chance 5 Urban Larsson,2019-05-09 Surveys the state-of-the-art in combinatorial game theory, that is games not involving chance or hidden information.

Game Design Workshop Tracy Fullerton, Chris Swain, Steven Hoffman, 2004-01-03 As experienced teachers of novice game designers, the authors have discovered patterns in the way that students grasp game design - the mistakes they make as well as the methods to help them to create better games. Each exercise requires no background in programming or artwork, releasing beginning designers from the intricacies of electronic game production and allowing them to learn what works and what doesn't work in a game system. Additionally, these exercises teach important skills in system design: the processes of prototyping, playtesting, and redesigning.

<u>Exploiting the Knowledge Economy</u> Paul Cunningham, Miriam Cunningham, 2006 Adaptation of applied information and communication technologies (ICT) research results is one of the greatest challenges faced in building the global knowledge economy. This set of two books brings together a collection of contributions on commercial, government or societal exploitation of applied ICT.

<u>Serious Games</u> Ute Ritterfeld, Michael Cody, Peter Vorderer, 2009-09-10 The central purpose of this book is to examine critically the claim that playing games can provide learning that is deep, sustained and transferable to the real world.

Serious Games and Edutainment Applications Minhua Ma, Andreas Oikonomou, 2017-03-03 With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of Serious Games and Edutainment Applications offers further insights for researchers, designers and educators who are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area.

Game Balance Ian Schreiber, Brenda Romero, 2021-08-09 Within the field of game design, game balance can best be described as a black art. It is the process by which game designers make a game simultaneously fair for players while providing them just the right amount of difficulty to be both exciting and challenging without making the game entirely predictable. This involves a combination of mathematics, psychology, and occasionally other fields such as economics and game theory. Game Balance offers readers a dynamic look into game design and player theory. Throughout the book, relevant topics on the use of spreadsheet programs will be included in each chapter. This book therefore doubles as a useful reference on Microsoft Excel, Google Spreadsheets, and other spreadsheet programs and their uses for game designers. FEATURES The first and only book to explore game balance as a topic in depth Topics range from intermediate to advanced, while written in an accessible style that demystifies even the most challenging mathematical concepts to the point where a novice student of game design can understand and apply them Contains powerful spreadsheet techniques which have been tested with all major spreadsheet programs and battle-tested with real-world game design tasks Provides short-form exercises at the end of each chapter to allow for practice of the techniques discussed therein along with three long-term projects divided into parts throughout the book that involve their creation Written by award-winning designers with decades of experience in the field Ian Schreiber has been in the industry since 2000, first as a programmer and then as a game designer. He has worked on eight published game titles, training/simulation games for three Fortune 500 companies, and has advised countless student projects. He is the co-founder of Global Game Jam, the largest in-person game jam event in the world. Ian has taught game design and development courses at a variety of colleges and universities since 2006. Brenda Romero is a BAFTA award-winning game director, entrepreneur, artist, and Fulbright award recipient and is presently game director and creator of the Empire of Sin franchise. As a game director, she has worked on 50 games and contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon, Dungeons & Dragons, and Def Jam franchises.

Imaginary Games Chris Bateman, 2011 Can games be art or is all art a kind of game? A philosophical investigation of play and

imaginary things.

Games Programming Eric Solomon,1984 Although it assumes only a rudimentary knowledge of BASIC, this reference for the home computer programmer introduces the fundamental concepts of the more powerful languages now available for microcomputers.

The Game Inventor's Guidebook Brian Tinsman,2008-11-01 A guide to developing and selling your game idea from a game design manager at Wizards of the Coast, the world's largest tabletop hobby game company. Do you have an idea for a board game, card game, role-playing game or tabletop game? Have you ever wondered how to get it published? For many years Brian Tinsman reviewed new game submissions for Hasbro, the largest game company in the US. With The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-playing Games & Everything in Between! Tinsman presents the only book that lays out step-by-step advice, guidelines and instructions for getting a new game from idea to retail shelf.

Characteristics of Games George Skaff Elias,Richard Garfield,K. Robert Gutschera,2020-12-08 Understanding games--whether computer games, card games, board games, or sports--by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits--including number of players, rules, degrees of luck and skill needed, and reward/effort ratio--and using these characteristics as basic points of comparison and analysis. These issues are often discussed by game players and designers but seldom written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games--board games, card games, computer games, and sports--have to teach each other. Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing.

The Handy Book of Games for Gentlemen Rawdon Crawley (Captain, pseud. van George Frederick Pardon.),1860 Beeton's Handy Book of Games, Etc Rawdon CRAWLEY (Captain, pseud. [i.e. George Frederick Pardon.]),1863

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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

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