

Desert Bus

M Carnoy

The Nairn Way John M. Munro,1980 The story of two pioneering New Zealanders, Norman & Gerald Nairn, who established the first cross-desert bus service between Damascus & Baghdad following the First World War.

Desert Bus ,2015-07-01

Scholastic The Magic School Bus Gets All Dried Up Joanna Cole,Suzanne Weyn,1996 Ms. Frizzle's class is building a wonderful diorama of the desert, but learning about such a harsh environment has gotten Phoebe worried. What happens to all the animals in the desert without any water to sustain them in the scorching heat? Ties in with the PBS-TV series beginning in October 1995. Full color.

Game Time Christopher Hanson,2018-03-08 More than live : game a-liveness and immediacy -- Game presence and mediatization -- Pausing and resuming -- Saving and restoring -- An instinct towards repetition : replay value, mastery, and re-creation -- Recursive temporalities -- Case studies

Death by Video Game Simon Parkin,2016-06-21 The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers—which, in fact, he is. —Tom Bissell, author of Extra Lives: Why Video Games Matter On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet café while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of death by video game. And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In *Death by Video Game*, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record . . . the Minecraft player three years into an epic journey toward the edge of the game's vast virtual world . . . the German hacker who risked prison to discover the secrets behind *Half-Life 2* . . . Riveting and wildly entertaining, *Death by Video Game* will change the way we think about our virtual playgrounds as it investigates what it is about them that often proves compelling, comforting, and irresistible to the human mind—except for when it's not.

Swipe This! Scott Rogers,2012-05-30 Learn to design games for tablets from a renowned game designer! Eager to start designing games for tablets but not sure where to start? Look no further! Gaming guru Scott Rogers has his finger on the pulse of tablet game design and is willing to impart his wisdom and secrets for designing exciting and successful games. As the creator of such venerable games as *God of War*, the *SpongeBob Squarepants* series, and *Pac-Man World*, to name a few, Rogers writes from personal experience and in this unique book, he hands you the tools to create your own tablet games for the iPad, Android tablets, Nintendo DS, and other touchscreen systems. Covers the entire tablet game creation process, placing a special focus on the intricacies and pitfalls of touch-screen game design Explores the details and features of tablet game systems and shows you how to develop marketable ideas as well as market your own games Offers an honest take on what perils and pitfalls await you during a game's pre-production, production, and post-production stages Features interviews with established tablet game developers that serve to inspire you as you start to make

your own tablet game design *Swipe This!* presents you with an in-depth analysis of popular tablet games and delivers a road map for getting started with tablet game design.

Play Matters Miguel Sicart, 2017-10-27 Why play is a productive, expressive way of being human, a form of understanding, and a fundamental part of our well-being. What do we think about when we think about play? A pastime? Games? Childish activities? The opposite of work? Think again: If we are happy and well rested, we may approach even our daily tasks in a playful way, taking the attitude of play without the activity of play. So what, then, is play? In *Play Matters*, Miguel Sicart argues that to play is to be in the world; playing is a form of understanding what surrounds us and a way of engaging with others. Play goes beyond games; it is a mode of being human. We play games, but we also play with toys, on playgrounds, with technologies and design. Sicart proposes a theory of play that doesn't derive from a particular object or activity but is a portable tool for being—not tied to objects but brought by people to the complex interactions that form their daily lives. It is not separated from reality; it is part of it. It is pleasurable, but not necessarily fun. Play can be dangerous, addictive, and destructive. Along the way, Sicart considers playfulness, the capacity to use play outside the context of play; toys, the materialization of play—instruments but also play pals; playgrounds, play spaces that enable all kinds of play; beauty, the aesthetics of play through action; political play—from Maradona's goal against England in the 1986 World Cup to the hacktivist activities of Anonymous; the political, aesthetic, and moral activity of game design; and why play and computers get along so well.

The Voice Of Silence Oonagh Shanley-Toffolo, 2012-10-31 *The Voice of Silence* is by an Irishwoman who has had an extraordinary life. Oonagh Shanley-Toffolo was brought up in 1930s rural Ireland where her father initiated her into the healing arts. At the age of 16, she entered a convent where she trained as a nurse, and was sent to India to look after the elderly (and knew Mother Teresa). Here, she felt it was the young, rather than the old, who needed more help and so she left her order and trained in midwifery. Later, in Paris, she was asked to nurse the Duke of Windsor just before he died - and many years later was introduced to Princess Diana and became her weekly confidante. In between, were bouts of serious illness, studying acupuncture in China - and being photographed by Snowdon. *The Voice of Silence* is the life story of a very unusual woman who has learned far more than most from all the remarkable things that have happened to her. It is also the author's thoughts on healing, spirituality and love - and how closely the three are intertwined. Full of feeling, poetic vision and insight, this book cannot fail to touch the heart of the reader, and inspire.

Encyclopedia of Video Games [2 volumes] Mark J. P. Wolf, 2012-08-16 This encyclopedia collects and organizes theoretical and historical content on the topic of video games, covering the people, systems, technologies, and theoretical concepts as well as the games themselves. This two-volume encyclopedia addresses the key people, companies, regions, games, systems, institutions, technologies, and theoretical concepts in the world of video games, serving as a unique resource for students. The work comprises over 300 entries from 97 contributors, including Ralph Baer and Nolan Bushnell, founders of the video game industry and some of its earliest games and systems. Contributing authors also include founders of institutions, academics with doctoral degrees in relevant fields, and experts in the field of video games. Organized alphabetically by topic and cross-referenced across subject areas, *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming* will serve the needs of students and other researchers as well as provide fascinating information for game enthusiasts and general readers.

The Magic School Bus Gets All Dried Up Scholastic Books, Joanna Cole, 1996 Join the class as they learn how plants and animals

survive in the desert. It's one hot field trip!

Science and Invention ,1926

India Rubber and Tire Review ,1926

Ebony ,1972-04 EBONY is the flagship magazine of Johnson Publishing. Founded in 1945 by John H. Johnson, it still maintains the highest global circulation of any African American-focused magazine.

Ebony ,1972-06 EBONY is the flagship magazine of Johnson Publishing. Founded in 1945 by John H. Johnson, it still maintains the highest global circulation of any African American-focused magazine.

News from the Unconscious Realm Chester Henry,2023-04-03 News from the Unconscious Realm is an extensive collection of vivid news dispatches from the dream world. If the experiences we have in our sleep are just as valid as waking life, these reports are of vital interest. Far from being imaginary, the unconscious is full of ideas and actions, and it's literally the source of our conscious world—the pool that material reality emerges from. The opposite of breaking news, these stories, presented in hard-nosed journalism format, have helped to bring our world into existence.

The Dark Side of Game Play Torill Elvira Mortensen,Jonas Linderorth,Ashley ML Brown,2015-06-05 Games allow players to experiment and play with subject positions, values and moral choice. In game worlds players can take on the role of antagonists; they allow us to play with behaviour that would be offensive, illegal or immoral if it happened outside of the game sphere. While contemporary games have always handled certain problematic topics, such as war, disasters, human decay, post-apocalyptic futures, cruelty and betrayal, lately even the most playful of genres are introducing situations in which players are presented with difficult ethical and moral dilemmas. This volume is an investigation of dark play in video games, or game play with controversial themes as well as controversial play behaviour. It covers such questions as: Why do some games stir up political controversies? How do games invite, or even push players towards dark play through their design? Where are the boundaries for what can be presented in a games? Are these boundaries different from other media such as film and books, and if so why? What is the allure of dark play and why do players engage in these practices?

Travel Book ,1928

How Games Move Us Katherine Isbister,2017-10-27 An engaging examination of how video game design can create strong, positive emotional experiences for players—with examples from popular, indie, and art games. This is a renaissance moment for video games—in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In *How Games Move Us*, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples—drawn from popular, indie, and art games—that unpack the gamer's experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players' emotional experience, and examines long-distance networked

play. She illustrates the use of these design methods with examples that range from Sony's Little Big Planet to the much-praised indie game Journey to art games like Brenda Romero's Train. Isbister's analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

Players Making Decisions Zack Hiwiler, 2015-12-09 Game designers today are expected to have an arsenal of multi-disciplinary skills at their disposal in the fields of art and design, computer programming, psychology, economics, composition, education, mythology—and the list goes on. How do you distill a vast universe down to a few salient points? *Players Making Decisions* brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions. It is the decision to move right or left, to pass versus shoot, or to develop one's own strategy that makes the game enjoyable to the player. As a game designer, you are never entirely certain of who your audience will be, but you can enter their world and offer a state of focus and concentration on a task that is intrinsically rewarding. This detailed and easy-to-follow guide to game design is for both digital and analog game designers alike and some of its features include: A clear introduction to the discipline of game design, how game development teams work, and the game development process Full details on prototyping and playtesting, from paper prototypes to intellectual property protection issues A detailed discussion of cognitive biases and human decision making as it pertains to games Thorough coverage of key game elements, with practical discussions of game mechanics, dynamics, and aesthetics Practical coverage of using simulation tools to decode the magic of game balance A full section on the game design business, and how to create a sustainable lifestyle within it

Sudan Paul Clammer, 2005 The wide appeal of this first dedicated guide to Sudan will satisfy the needs of aid workers, ecotourists, and those with diverse interests in topics such as archaeology, travel photography, hiking, and diving.

Immerse yourself in heartwarming tales of love and emotion with *Crafted by is touching creation, Tender Moments: Desert Bus*. This emotionally charged ebook, available for download in a PDF format (Download in PDF: *), is a celebration of love in all its forms. Download now and let the warmth of these stories envelop your heart.

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