Drop7

Miguel Sicart

Well Played 2.0 Et Al,2010 Following on Well Played 1.0, this book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. Contributors analyze sequences in a game in detail in order to illustrate and interpret how the various components of a game can come together to create a fulfilling playing experience unique to this medium. Contributors are again looking at video games in order to provide a variety of perspectives on the value of games.

How to Talk about Videogames Ian Bogost,2015-11-15 Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk about Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

Tech Addiction The New York Times Editorial Staff,2019-12-15 The digital world is omnipresent. The rise of the Internet, smartphones, video games, and dating apps have provided people with more information, entertainment, and communication than ever before. While technology continues to develop at breakneck speed, its results are not always positive. Addiction to the tech world has resulted in serious mental health problems, overuse injuries, privacy challenges, and worry on the part of parents and other adults about its long-term effects. With the aid of media literacy questions and terms, this collection of thought-provoking and educational New York Times articles helps readers take a critical look at the tech phenomenon.

ShortLine Operational Support System ,1995

The Game Designer's Playlist Zack Hiwiller,2018-08-14 Game Designers: Learn from the Masters! In The Game Designers Playlist, top game design instructor Zack Hiwiller introduces more than 70 remarkable games, revealing how they work, why they're great, and how to apply their breakthrough techniques in your own games. Ranging from Go to Texas Hold'em and Magic: The Gathering to Dishonored 2, Hiwiller teaches indispensable lessons about game decision-making, playability, narrative, mechanics, chance, winning, originality, cheats, and a whole lot more. He gleans powerful insights from virtually every type of game: console, mobile, PC, board, card, and beyond. Every game is presented in full color, with a single purpose: to show you what makes it exceptional, so you can create legendary games of your own. Discover how game designers use randomness and luck Make the most of narrative and the narrator's role Place the game challenge front and center Optimize game mechanics, and place mechanics in a broader context Uncover deep dynamic play in games with the simplest rules Find better ways to teach players how to play See what games can teach about the process of game design Build games with unusual input/output modalities Explore winning, losing, and game dynamics beyond "one-vs.-all" Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Beyond Choices Miguel Sicart,2013-09-06 How computer games can be designed to create ethically relevant experiences for players. Today's blockbuster video games—and their never-ending sequels, sagas, and reboots—provide plenty of excitement in high-resolution but for the most part fail to engage a player's moral imagination. In Beyond Choices, Miguel Sicart calls for a new generation of video and computer games that are ethically relevant by design. In the 1970s, mainstream films—including The Godfather, Apocalypse Now, Raging Bull, and Taxi Driver—filled theaters but also treated their audiences as thinking beings. Why can't mainstream video games have the same moral and aesthetic impact? Sicart argues that it is time for games to claim their place in the cultural landscape as vehicles for ethical reflection. Sicart looks at games in many manifestations: toys, analog games, computer and video games, interactive fictions, commercial entertainments, and independent releases. Drawing on philosophy, design theory, literary studies, aesthetics, and interviews with game developers, Sicart provides a systematic account of how games can be designed to challenge and enrich our moral lives. After discussing such topics as definition of ethical gameplay and the structure of the game as a designed object, Sicart offers a theory of the design of ethical game play. He also analyzes the ethical aspects of game play in a number of current games, including Spec Ops: The Line, Beautiful Escape: Dungeoneer, Fallout New Vegas, and Anna Anthropy's Dys4Ia. Games are designed to evoke specific emotions; games that engage players ethically, Sicart argues, enable us to explore and express our values through play.

Bulletin No. ... of the West Virginia Agricultural Experiment Station at Morgantown, W. Va Eugene Curtis Auchter,1917

Bulletin ,1916

Analyses of West Virginia Soils Eugene Curtis Auchter,Forrest Wilbur Stemple,H. L. Crane,Horace Atwood,Nahum James Giddings,Orville M. Johnson,Robert Mundhenk Salter,William Horace Alderman,Andrew Jackson Dadisman,Clarence Floyd Wells,1917

Host Bibliographic Record for Boundwith Item Barcode 30112088732810 ,1916

Advanced Time Series Data Analysis I. Gusti Ngurah Agung,2019-03-18 Introduces the latest developments in forecasting in advanced quantitative data analysis This book presents advanced univariate multiple regressions, which can directly be used to forecast their dependent variables, evaluate their in-sample forecast values, and compute forecast values beyond the sample period. Various alternative multiple regressions models are presented based on a single time series, bivariate, and triple time-series, which are developed by taking into account specific growth patterns of each dependent variables, starting with the simplest model up to the most advanced model. Graphs of the observed scores and the forecast evaluation of each of the models are offered to show the worst and the best forecast models among each set of the models of a specific independent variable. Advanced Time Series Data Analysis: Forecasting Using EViews provides readers with a number of modern, advanced forecast models not featured in any other book. They include various interaction models, models with alternative trends (including

the models with heterogeneous trends), and complete heterogeneous models for monthly time series, quarterly time series, and annually time series. Each of the models can be applied by all quantitative researchers. Presents models that are all classroom tested Contains real-life data samples Contains over 350 equation specifications of various time series models Contains over 200 illustrative examples with special notes and comments Applicable for time series data of all quantitative studies Advanced Time Series Data Analysis: Forecasting Using EViews will appeal to researchers and practitioners in forecasting models, as well as those studying quantitative data analysis. It is suitable for those wishing to obtain a better knowledge and understanding on forecasting, specifically the uncertainty of forecast values.

American Machinist ,1906

Embedded Controller Forth For The 8051 Family William H. Payne,2012-12-02 The purpose of this book is to present the technology requied to develop hardware and software for embedded controller systems at a fraction of the cost of traditional methods. Included in the book are hardware schematics of 8051 family development systems (single board and bussed 8051 microcontroller). Source code for both the 8086 and 805 family FORTH operating systems is published in the book. Binary images of the opeating systems can be generated from teh source code using the metacompiler also contained in the book. The book can be seen as a toolbox includingg all the necessary hardware and software information to be used in constructing 8051-based controller systems.

Games, Design and Play Colleen Macklin,John Sharp,2016-05-19 The play-focused, step-by-step guide to creating great game designs This book offers a play-focused, process-oriented approach for designing games people will love to play. Drawing on a combined 35 years of design and teaching experience, Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design. Using full-color examples, they reveal how real game designers think and work, and illuminate the amazing expressive potential of great game design. Focusing on practical details, this book guides you from idea to prototype to playtest and fully realized design. You'll walk through conceiving and creating a game's inner workings, including its core actions, themes, and especially its play experience. Step by step, you'll assemble every component of your "videogame," creating practically every kind of play: from cooperative to competitive, from chance-based to role-playing, and everything in between. Macklin and Sharp believe that games are for everyone, and game design is an exciting art form with a nearly unlimited array of styles, forms, and messages. Cutting across traditional platform and genre boundaries, they help you find inspiration wherever it exists. Games, Design and Play is for all game design students, and for beginning-to-intermediate-level game professionals, especially independent game designers. Bridging the gaps between imagination and production, it will help you craft outstanding designs for incredible play experiences! Coverage includes: Understanding core elements of play design: actions, goals, rules, objects, playspace, and players Mastering "tools" such as constraint, interaction, goals, challenges, strategy, chance, decision, storytelling, and context Comparing types of play and player experiences Considering the demands videogames make on players Establishing a game's design values Creating design documents, schematics, and tracking spreadsheets Collaborating in teams on a shared design vision Brainstorming and conceptualizing designs Using prototypes to realize and playtest designs Improving designs by making the most of playtesting feedback Knowing when a design is ready for production Learning the rules so you can break them!

Can't Just Stop Sharon Begley,2017-02-07 Using in-depth case studies to explore how we grapple with compulsion in ourselves and those we love, Can't Just Stop examines the science behind both mild and extreme compulsive behavior—"a fascinating read about human behavior and how it can go haywire" (The Charlotte Observer). Whether shopping with military precision or hanging the tea towels just so, compulsion is something most of us have witnessed in daily life. But compulsions exist along a broad continuum and, at the opposite end of these mild forms, exist life-altering disorders. Sharon Begley's meticulously researched book is the first to examine all of these behaviors together—from obsessive-compulsive disorder (OCD) to hoarding, to compulsive exercise, even compulsions to do good. They may look profoundly different, but these behaviors are all ways of coping with varying degrees of anxiety. Sharing personal stories from dozens of interviewees, "Begley combines a personal topic with thoughtfulness and sensitivity" (Library Journal) and gives meaningful context to their plight. Along the way she explores the role of compulsion in our fast-paced culture, the brain science behind it, and strange manifestations of the behavior throughout history. Can't Just Stop makes compulsion comprehensible and accessible, with "fresh insight that could fundamentally alter how we think of, and treat, mental illness going forward" (Publishers Weekly).

iPhone Advanced Projects David Mark,Dylan Bruzenak,Joachim Bondo,Owen Goss,Peter Honeder,Ray Kiddy,Steve Finkelstein,Tom Harrington,Jonathan Saggau,Noel Llopis,Ben Smith,Joe Pezzillo,Florian Pflug,Roderick Smith,2010-04-29 As the fourth book in our series of iPhone Projects based on the work and experiences of iPhone, this volume takes on the more advanced aspects of iPhone development. The first generation of iPhone applications has hit the App Store, and now it's time to optimize performance, streamline the user interface, and make every successful iPhone app just that much more sophisticated. Paired with Apress's bestselling Beginning iPhone Development: Exploring the iPhone SDK, you'll have everything you need to create the next great iPhone app that everyone is talking about. Optimize performance. Streamline your user interface. Do things with your iPhone app that other developers haven't attempted. Along with series editor Dave Mark, your guides for this exploration of the next level of iPhone development, include: Ben "Panda" Smith, discussing particle systems using OpenGL ES Joachim Bondo, demonstrating his implementation of correspondence gaming in the most recent version of his chess application, Deep Green. Tom Harrington implementing streaming audio with Core Audio, one of many iPhone OS 3 APIs. Owen Goss debugging those pesky errors in your iPhone code with an eye toward achieving professional-strength results. Dylan Bruzenak building a data-driven application with SQLite. Ray Kiddy illustrating the full application development life cycle with Core Data. Steve Finkelstein marrying an offline e-mail client to Core Data. Peter Honeder and Florian Pflug tackling the challenges of networked applications in WiFi environments. Jonathan Saggau improving interface responsiveness with some of his personal tips and tricks, including "blocks" and other esoteric techniques. Joe Pezzillo pushing the frontiers of APNS, the new in iPhone OS 3 Apple Push Notification Service that makes the cloud the limit for iPhone apps. Noel Llopis taking mere programmers into a really advanced developmental adventure into the world of environment mapping with OpenGL ES.

Intelligent Computing Theories and Application De-Shuang Huang,Vitoantonio Bevilacqua,Prashan Premaratne,Phalguni Gupta,2017-07-18 This three-volume set LNCS 10361, LNCS 10362, and LNAI 10363 constitutes the refereed proceedings of the 13th International Conference on Intelligent Computing, ICIC 2017, held in Liverpool, UK, in August 2017. The 212 full papers and 20 short papers of the three proceedings volumes were carefully

reviewed and selected from 612 submissions. This first volume of the set comprises 71 papers. The papers are organized in topical sections such as Evolutionary Computation and Learning; Neural Networks; Nature Inspired Computing and Optimization; Signal Processing; Pattern Recognition; Biometrics Recognition; Image Processing; Information Security; Virtual Reality and Human-Computer Interaction; Business Intelligence and Multimedia Technology; Genetic Algorithms; Biomedical Informatics Theory and Methods; Particle Swarm Optimization and Niche Technology; Swarm Intelligence and Optimization; Independent Component Analysis; Compressed Sensing and Sparse Coding; Natural Computing; Intelligent Computing in Computer Vision; Computational Intelligence and Security for Image Applications in Social Network; Neural Networks: Theory and Application.

AI, sensors and robotics in plant phenotyping and precision agriculture Yongliang Qiao,João Valente,Zhao Zhang,Daobilige Su,Dongjian He,2022-12-27

Cold Weather Transit Technology Program: Composite rail and associated surface phenomenon ,1984

Casual Game Design Gregory Trefry,2010-01-26 From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casua

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