

# Barbie Games

Claire L. Evans

**Barbie Big Game Book** Egmont Books, Limited,1997-09

**From Barbie® to Mortal Kombat** Justine Cassell, Henry Jenkins, 2000-02-28 Girls and computer games—and the movement to overcome the stereotyping that dominates the toy aisles. Many parents worry about the influence of video games on their children's lives. The game console may help to prepare children for participation in the digital world, but at the same time it socializes boys into misogyny and excludes girls from all but the most objectified positions. The new girls' games movement has addressed these concerns. Although many people associate video games mainly with boys, the girls games' movement has emerged from an unusual alliance between feminist activists (who want to change the gendering of digital technology) and industry leaders (who want to create a girls' market for their games). The contributors to *From Barbie® to Mortal Kombat* explore how assumptions about gender, games, and technology shape the design, development, and marketing of games as industry seeks to build the girl market. They describe and analyze the games currently on the market and propose tactical approaches for avoiding the stereotypes that dominate most toy store aisles. The lively mix of perspectives and voices includes those of media and technology scholars, educators, psychologists, developers of today's leading games, industry insiders, and girl gamers. Contributors Aurora, Dorothy Bennett, Stephanie Bergman, Cornelia Brunner, Mary Bryson, Lee McEnany Caraher, Justine Cassell, Suzanne de Castell, Nikki Douglas, Theresa Duncan, Monica Gesue, Michelle Goulet, Patricia Greenfield, Margaret Honey, Henry Jenkins, Cal Jones, Yasmin Kafai, Heather Kelley, Marsha Kinder, Brenda Laurel, Nancie Martin, Aliza Sherman, Kaveri Subrahmanyam

*Code Racers* Mary Man-Kong, 2017 At head of title: Barbie, video game hero.

**Cool Action Figures & Dolls: Crafting Creative Toys & Amazing Games** Rebecca Felix, 2016-01-01 Kids can make their own fun with Cool Action Figures & Dolls! This title has everything needed to create one-of-a-kind toys. Readers will create a Barbie Adventure Case, Twig Things, Found-Object Action Figures, Springy Sprites and more! Step-by-step photos, materials lists, and extra tips and tricks get kids started. Aligned to Common Core Standards and correlated to state standards. Checkerboard Library is an imprint of Abdo Publishing, a division of ABDO.

**Barbie Video Game Hero #1** Tini Howard, 2017-10-03 Inspired by the all-new movie, “Barbie: Video Game Hero,” Barbie magically gets pulled into her favorite roller-skating video game. When her new friend Kris takes a shortcut in a race with Barbie and the roller-skating princess, Bella, he accidentally falls through a mysterious hold caused by a broken line of code and disappears! Barbie, Bella, and their friends must team up and work together to fix the code and power-up through the levels to track down Kris before the hole swallows up the entire game!

*Barbie Mad Libs* Stacy Wasserman, 2021-09-21 Mad Libs is the world’s greatest word game and a great gift for anyone who likes to laugh! Write in the missing words on each page to create your own hilariously funny stories all about Barbie and her Barbie world! Calling all ADJECTIVE Barbie girls – it's time for Barbie Mad Libs! With 21 “fill-in-the-blank” stories about Barbie, Ken, Skipper, and the rest of their friends, this book is the perfect accessory to any day of fun. Play alone, in a group, or in Barbie's dreamhouse. Mad Libs are a fun family activity recommended for ages 8 to NUMBER.

**Beyond Barbie and Mortal Kombat** Yasmin B. Kafai, Carrie Heeter, Jill Denner, Jennifer Y. Sun, 2011-02-25 Girls and women as game players and game designers in the new digital landscape of massively multiplayer online games, “second lives,” “modding,” serious games, and casual games. Ten years after the groundbreaking *From Barbie to Mortal Kombat* highlighted the ways gender stereotyping and related social and economic issues permeate digital game play, the number of women and girl gamers has risen considerably. Despite this, gender disparities remain in gaming. Women may be warriors in *World of Warcraft*, but they are also scantily clad “booth babes” whose sex appeal is used to promote games at trade shows. Player-generated content has revolutionized gaming, but few games marketed to girls allow “modding” (game modifications made by players). Gender equity, the contributors to *Beyond Barbie and Mortal Kombat* argue, requires more than increasing the overall numbers of female players. *Beyond Barbie and Mortal Kombat* brings together new media theorists, game designers, educators, psychologists, and industry professionals, including some of the contributors to the earlier volume, to look at how gender intersects with the broader contexts of digital games today: gaming, game industry and design, and serious games. The contributors discuss the rise of massively multiplayer online games (MMOs) and the experience of girl and women players in gaming communities; the still male-dominated gaming industry and the need for different perspectives in game design; and gender concerns related to emerging serious games (games meant not only to entertain but also to educate, persuade, or change behavior). In today's game-packed digital landscape, there is an even greater need for games that offer motivating, challenging, and enriching contexts for play to a more diverse population of players. Contributors Cornelia Brunner, Shannon Campe, Justine Cassell, Mia Consalvo, Jill Denner, Mary Flanagan, Janine Fron, Tracy Fullerton, Elisabeth Hayes, Carrie Heeter, Kristin Hughes, Mimi Ito, Henry Jenkins III, Yasmin B. Kafai, Caitlin Kelleher, Brenda Laurel, Nicole Lazzaro, Holin Lin, Jacki Morie, Helen Nissenbaum, Celia Pearce, Caroline Pelletier, Jennifer Y. Sun, T. L. Taylor, Brian Winn, Nick Yee Interviews with Nichol Bradford, Brenda Braithwaite, Megan Gaiser, Sheri Graner Ray, Morgan Romine

**Barbie Video Game Hero Race for the Stars (Barbie)** , 2017-10-10 Barbie goes inside a new video game! Can she stop the nasty virus that’s trying to take it over? Children ages 4 to 6 will love this book based on Barbie’s movie.

**Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming** Yasmin B. Kafai, Gabriela T. Richard, Brendesha M. Tynes, 2017-03-21 In *Diversifying Barbie and Mortal Kombat*, the third edited volume in the series that includes *From Barbie to Mortal Kombat* and *Beyond Barbie and Mortal Kombat*, we expand the discussions on gender, race, and sexuality in gaming. We include intersectional perspectives on the experiences of diverse players, non-players and designers and promote inclusive designs for broadening access and participation in gaming, design and development. Contributors from media studies, gender studies, game studies, educational design, learning sciences, computer science, and game development examine who plays, how they play, where and what they play, why they play (or choose not to play), and with whom they play. This volume further explores how we can diversify access, participation and design for more inclusive play and learning.

**Children’s Literature and Culture** Harry Eiss, 2009-03-26 This collection of scholarship on the world of the child offers an eclectic overview of several aspects of youth culture today. The first essay focuses on Donna Williams, Joanna Greenberg, Temple Grandin and other children whose unusual minds raise questions that take us deep into the mysteries of all of human existence. The second, “Colonel Mustard in the Library With The Sims: From Board Games to Video Games and Back,” gives a historical context and theoretical frame for considering contemporary video and board games in our current age of television. The third, “Just a Fairy, His Wits, and Maybe a Touch of Magic; Magic, Technology, and Self-Reliance in Contemporary Fantasy Fiction,” takes on the technological world of childhood, in this case considering how it is represented in three fantasy series, *Harry Potter*, *Artemis Fowl* and *Faerie Wars*, The fourth essay offers a detailed view of the history of children’s literature in China, including discussions of the important philosophical views that controlled what got taught and how, detailed charts of significant historic dates, genres of children’s literature, and award winning books of Chinese literature. The fifth considers contemporary Western world consumerism, in this case three popular book series, *Clique*, *Gossip Girl*, and *The A-List*, all published by Alloy for teenage girls. The sixth, “Surfing the Series: A Rhizomic Reading of Series Fiction,” once again deals with series fiction. The seventh explores the recent “Monet Mania” that has sparked interest in the great Impressionist Claude Monet among adults and educators. The final essay, “Jean Craighead George’s *Alaskan Children’s Books: Love and Survival*,” focuses on her book *Julie of the Wolves* and how it expresses aspects of Alaskan culture.

**From Barbie to Mortal Kombat** Justine Cassell, Henry Jenkins, 1998

Serious Games 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.

**Barbie: Story Collection (Barbie)** Bill Gordh, Carol Pugliano-Martin, 2006 Collects six stories featuring Barbie, including A Dress-Up Day in which Stacie and Kelly play a game of dress-up and fashion show with the items in Barbie's trunk and jewelry box.

*Handbook of Children and the Media* Dorothy G. Singer, 2012 'Handbook of Children and the Media' brings together the best-known scholars from around the world to summarize the current scope of the research in this field.

**Barbie** Egmont Books, Limited, 1998-09-01

Barbie Video Game Hero Code Racers (Barbie) , 2017-10-10 Get ready to power up! When Barbie magically gets pulled into her favorite video game, she is excited to see she's transformed into a fun roller-skating character. In the game, she meets Cutie, the lovable cloud-shaped friend, and Bella, the roller-skating princess. Together, they soon discover a mischievous emoji is trying to take control of the game. As they travel from level to level, Barbie must rely on her amazing gaming skills and out-of-the-box thinking to save her team and beat the game!

**An American Icon in Puerto Rico** Emily R. Aguiló-Pérez, 2022-02-11 Focusing on multigenerational Puerto Rican women and girls, Emily R. Aguiló-Pérez masterfully illustrates how Barbie dolls impact femininity, body image, and cultural identity. Since her debut in 1959, Barbie has transcended boundaries and transformed into a global symbol of femininity, capturing the imaginations of girls all around the world. An American Icon in Puerto Rico offers a captivating study of that iconic influence by focusing on a group of multigenerational Puerto Rican women and girls. Through personal narratives and insights, author Emily R. Aguiló-Pérez unveils the emotional attachment that these women and girls have formed with the doll during their formative years. This connection serves as a powerful lens to explore the intricate relationships girls have with their Barbie dolls and the complex role Barbie plays in shaping their identities. Aguiló-Pérez boldly confronts the challenges and contradictions that arise, offering a compelling analysis of how playing with Barbie dolls can impact a girl's perception of femininity, body image, race, and even national identity. Through these nuanced explorations, she unearths the potential pitfalls of these influences, encouraging readers to reflect on their own relationships with the iconic doll. By weaving together personal anecdotes, historical context, and sociocultural analysis, Aguiló-Pérez masterfully illustrates how these women and girls navigate the diverse landscapes of femininity, body image, and cultural identity, with Barbie serving as both a facilitator and a reflection of their growth. In doing so, she redefines the significance of Barbie in the lives of Puerto Rican women and girls, prompting readers from all around the world to reevaluate their perceptions of femininity and embrace a more inclusive understanding of beauty, body image, and self-expression.

**Broad Band** Claire L. Evans, 2020-07-07 If you loved Hidden Figures or The Rise of the Rocket Girls, you'll love Claire Evans' breakthrough book on the women who brought you the internet--written out of history, until now. This is a radically important, timely work, says Miranda July, filmmaker and author of The First Bad Man. The history of technology you probably know is one of men and machines, garages and riches, alpha nerds and programmers--but from Ada Lovelace, who wrote the first computer program in the Victorian Age, to the cyberpunk Web designers of the 1990s, female visionaries have always been at the vanguard of technology and innovation. In fact, women turn up at the very beginning of every important wave in technology. They may have been hidden in plain sight, their inventions and contributions touching our lives in ways we don't even realize, but they have always been part of the story. VICE reporter and YACHT lead singer Claire L. Evans finally gives these unsung female heroes their due with her insightful social history of the Broad Band, the women who made the internet what it is today. Seek inspiration from Grace Hopper, the tenacious mathematician who democratized computing by leading the charge for machine-independent programming languages after World War II. Meet Elizabeth Jake Feinler, the one-woman Google who kept the earliest version of the Internet online, and Stacy Horn, who ran one of the first-ever social networks on a shoestring out of her New York City apartment in the 1980s. Join the ranks of the pioneers who defied social convention to become database poets, information-wranglers, hypertext dreamers, and glass ceiling-shattering dot com-era entrepreneurs. This inspiring call to action shines a light on the bright minds whom history forgot, and shows us how they will continue to shape our world in ways we can no longer ignore. Welcome to the Broad Band. You're next.

*Children and Computer Technology* , 2000

**Brenda Laurel** Carly A. Kocurek, 2017-02-09 Brenda Laurel is best known for her work with Purple Moon, the pioneering game company she cofounded in the 1990s. Purple Moon's games were based on years of research Laurel completed in an effort to understand why computer games seemed to be of so little interest to girls. Using diverse archival sources such as trade journals, newspapers, and recorded interviews, alongside Laurel's completed games and own writings and an original interview with Laurel herself, this volume offers insight into both the early development of the games for girls movement of the 1990s and the lasting impact of Laurel's game design breakthroughs. In her work with Purple Moon, Laurel drew on her background in theatre as well as her expertise in human computer interaction and qualitative research. By relying on this interdisciplinary background, Laurel made significant contributions to our understanding of the design and development of games as a medium for emotional rehearsal and storytelling. Additionally, her dedication to research-informed design has had a longstanding impact as companies and designers increasingly rely on audience research and metrics to shape their practices. The newest in Bloomsbury's Influential Video Game Designers series, Carly Kocurek highlights the contributions of a designer whose work has had a profound impact on the development of both games for girls and empathy games.

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































































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

































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






















































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












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