Games Entertainmentsimulation97

Harold F. O'Neil,Eva L. Baker,Ray S. Perez,Stephen E. Watson

<u>Play at Work</u> Adam L. Penenberg,2013-10-03 Do games hold the secret to better productivity? If you've ever found yourself engrossed in Angry Birds, Call of Duty, or a plain old crossword puzzle when you should have been doing something more productive, you know how easily games hold our attention. Hardcore gamers have spent the equivalent of 5.93 million years playing World of Warcraft while the world collectively devotes about 5 million hours per day to Angry Birds. A colossal waste of time? Perhaps. But what if we could tap into all the energy, engagement, and brainpower that people are already expending and use it for more creative and valuable pursuits? Harnessing the power of games sounds like a New-Age fantasy, or at least a fad that's only for hip start-ups run by millennials in Silicon Valley. But according to Adam L. Penenberg, the use of smart game design in the workplace and beyond is taking hold in every sector of the economy, and the companies that apply it are witnessing unprecedented results. "Gamification" isn't just for consumers chasing reward points anymore. It's transforming, well, just about everything. Penenberg explores how, by understanding the way successful games are designed, we can apply them to become more efficient, come up with new ideas, and achieve even the most daunting goals. He shows how game mechanics are being applied to make employees happier and more motivated, improve worker safety, create better products, and improve customer service. For example, Microsoft has transformed an essential but mind-numbing task—debugging software—into a game by having employees compete and collaborate to find more glitches in less time. Meanwhile, Local Motors, an independent automaker based in Arizona, crowdsources designs from car enthusiasts all over the world by having them compete for money and recognition within the community. As a result, the company was able to bring a cutting-edge vehicle to market in less time and at far less cost than the Big Three automakers. These are just two examples of companies that have tapped the characteristics that make games so addictive and satisfying. Penenberg also takes us inside organizations that have introduced play at work to train surgeons, aid in physical therapy, translate the Internet, solve vexing scientific riddles, and digitize books from the nineteenth century. Drawing on the latest brain science as well as his firsthand reporting from these cutting-edge companies, Penenberg offers a powerful solution for businesses and organizations of all stripes and sizes.

Entertainment Computing Ryohei Nakatsu,Junichi Hoshino,2003-02-28 This volume is the Proceedings of the First International Workshop on Entertainment Computing (IWEC 2002). Entertainment has been taking very important parts in our life by refreshing us and activating our creativity. Recently by the advancement of computers and networks new types of entertainment have been emerging such as video games, entertainment robots, and network games. As these new games have a strong power to change our lives, it is good time for people who work in this area to discuss various aspects of entertainment and to promote entertainment related researches. Based on these considerations, we have organized a first workshop on entertainment computing. This workshop brings together researchers, developers, and practitioners working in the area of entertainment computing. It covers wide range of entertainment computing such as theoretical issues, hardware/software issues, systems, human interfaces, and applications. The particular areas covered by the workshop are: 1. Computers & Games Computer game algorithms, modeling of players, web technologies for networked games, human interface technologies for game applications. 2. Home/Arcade Games and Interactive Movies Video game computer technologies, motion capture technologies, real-time computer graphics technologies, interactive movie systems, story generation for games/movies, human factors of video games.

Using Cognitive and Affective Metrics in Educational Simulations and Games Harold F. O'Neil,Eva L.

Baker,Ray S. Perez,Stephen E. Watson,2021-05-17 Presenting original studies and rich conceptual analyses, this volume explores how cognitive and affective metrics can be used to effectively assess, modify, and enhance learning and assessment outcomes of simulations and games used in education and training. The volume responds to the increasing use of computer-based simulations and games across academic and professional sectors by bringing together contributions from different research communities, including K-12 and postsecondary education, medical, and military contexts. Drawing on empirical results, the chapter authors focus on the design and assessment of educational simulations and games. They describe how quantitative and qualitative metrics can be used effectively to evaluate and tailor instructional resources to the cognitive and affective needs of the individual learner. In doing so, the volume enhances understanding of how games and simulations can intersect with the science of learning to improve educational outcomes. Given its rigorous and multidisciplinary approach, this book will prove an indispensable resource for researchers and scholars in the fields of educational assessment and evaluation, educational technology, military psychology, and educational psychology.

Joystick Soldiers Nina B. Huntemann,Matthew Thomas Payne,2009-09-10 Joystick Soldiers is the first anthology to examine the reciprocal relationship between militarism and video games. War has been an integral theme of the games industry since the invention of the first video game, Spacewar! in 1962.While war video games began as entertainment, military organizations soon saw their potential as combat simulation and recruitment tools. A profitable and popular relationship was established between the video game industry and the military, and continues today with video game franchises like America's Army, which was developed by the U.S.Army as a public relations and recruitment tool. This collection features all new essays that explore how modern warfare has been represented in and influenced by video games. The contributors explore the history and political economy of video games and the military-entertainment complex; present textual analyses of military-themed video games such as Metal Gear Solid; and offer reception studies of gamers, fandom, and political activism within online gaming.

The Medium of the Video Game Mark J. P. Wolf,2010-07-22 Over a mere three decades, the video game has become the entertainment medium of choice for millions of people, who now spend more time in the interactive virtual world of games than they do in watching movies or even television. The release of new games or game-playing equipment, such as the PlayStation 2, generates great excitement and even buying frenzies. Yet, until now, this giant on the popular culture landscape has received little in-depth study or analysis. In this book, Mark J. P. Wolf and four other scholars conduct the first thorough investigation of the video game as an artistic medium. The book begins with an attempt to define what is meant by the term video game and the variety of modes of production within the medium. It moves on to a brief history of the video game, then applies the tools of film studies to look at the medium in terms of the formal aspects of space, time, narrative, and genre. The book also considers the video game as a cultural entity, object of museum curation, and repository of psychological archetypes. It closes with a list of video game research resources for further study.

Light It Up John Pettegrew,2015-11-15 Examines the U.S. Marines' visual culture of combat in the Iraq War. American military power in the War on Terror has increasingly depended on the capacity to see the enemy. The act of seeing—enhanced by electronic and digital technologies—has separated shooter from target, eliminating risk of bodily harm to the remote warrior, while YouTube videos eroticize pulling the trigger and video games blur the line between simulated play and fighting. Light It Up examines the visual culture of the early twenty-first century military. Focusing on the Marine Corps, which played a critical part in the invasion and occupation of Iraq, John Pettegrew argues that U.S. military force in the

Iraq War was projected through an "optics of combat." Powerful military technology developed in the Iraq and Afghanistan wars has placed war in a new posthuman era. Pettegrew's interviews with marines, as well as his analysis of first-person shooter videogames and combat footage, lead to startling insights into the militarization of popular digital culture. An essential study for readers interested in modern warfare, policy makers, and historians of technology, war, and visual and military culture.

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Militainment, Inc. Roger Stahl,2009-12-04 Militainment, Inc. offers provocative, sometimes disturbing insight into the ways that war is presented and viewed as entertainment—or militainment—in contemporary American popular culture. War has been the subject of entertainment for centuries, but Roger Stahl argues that a new interactive mode of militarized entertainment is recruiting its audience as virtual-citizen soldiers. The author examines a wide range of historical and contemporary media examples to demonstrate the ways that war now invites audiences to enter the spectacle as an interactive participant through a variety of channels—from news coverage to online video games to reality television. Simply put, rather than presenting war as something to be watched, the new interactive militainment presents war as something to be played and experienced vicariously. Stahl examines the challenges that this new mode of militarized entertainment poses for democracy, and explores the controversies and resistant practices that it has inspired. This volume is essential reading for anyone interested in the relationship between war and media, and it sheds surprising light on the connections between virtual battlefields and the international conflicts unfolding in Iraq and Afghanistan today.

Vintage Games Bill Loguidice,Matt Barton,2012-08-21 Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

Video Gaming , Video games have come a long way since Atari launched Pong back in 1971. The Innovation Library helps expose students to the important concept of innovation. With the pace of change in the video game industry, even the youngest student has seen the impact of innovation on games that they enjoy.

Online Gaming and Playful Organization Harald Warmelink,2014-02-03 Online Gaming and Playful Organization explores the cultural impact of gaming on organizations. While gaming is typically a form of entertainment, this book argues that gaming communities can function as a useful analogue for work organizations because both are comprised of diverse members who must communicate and collaborate to solve complex problems. By examining the impact of gaming beyond its own context, this book argues that one can apply numerous lessons from the virtual world of online games to the "real" world of businesses, schools, and other professional communities. Most notably, it articulates the concept of playful organizations, defined as organizations in which the ability to play has become so institutionalized that it is spontaneous, creative, and enjoyable. Based on original research, Online Gaming and Playful Organization establishes an interdisciplinary framework for further conceptual and empirical investigation into this topic, with the dual goals of a better understanding of the role of online games and virtual worlds, and of the possible structural and cultural transformation of public and private organizations.

Gaming and Simulations: Concepts, Methodologies, Tools and Applications Management Association,

Information Resources,2010-11-30 This book set unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels, exploring all facets of game design and application and describing how this emerging discipline informs and is informed by society and culture--Provided by publisher.

The Transfer of Knowledge through Art and Visualization Anna Ursyn,2023-12-06 This book offers strategies for the transfer of knowledge through combining information technology and visual arts, and examining how to visually enhance and convey knowledge. Specifically, it presents a fresh look at how technology-based, science-inspired projects can be innovatively delivery through artistic methods. It explores a selection of inventions gained through the collaboration of internationalist professionals in various fields of knowledge, before outlining a new approach in how knowledge can be delivered using the inventions in a novel, visual way through action-based visual storytelling, video, graphical display, and visualization. Crucially, it looks at how current media and techniques used for presenting topics in industries, corporations, commerce and marketing companies could be successfully translated and developed as a presentation skill in the school, college, or university environment. It thus seeks to address the skills that prospective employers expect from students, in terms of possessing the ability to create visual presentations of data, solutions, and products. With a sharp focus on the current generation schools, academies, business and marketing companies, and catering to the modern demand for novelty in presentation, it makes a strong contribution to the conversation around professional collaboration, visual communication, knowledge transfer, novel technologies, and knowledge visualization.

Principles of Game Audio and Sound Design Jean-Luc Sinclair,2020-04-28 Principles of Game Audio and Sound Design is a comprehensive introduction to the art of sound for games and interactive media using Unity. This accessible guide encompasses both the conceptual challenges of the artform as well as the technical and creative aspects, such as sound design, spatial audio, scripting, implementation and mixing. Beginning with basic techniques, including linear and interactive sound design, before moving on to advanced techniques, such as procedural audio, Principles of Game Audio and Sound Design is supplemented by a host of digital resources, including a library of ready-to-use, adaptable scripts. This thorough introduction provides the reader with the skills and tools to combat the potential challenges of game audio independently. Principles of Game Audio and Sound Design is the perfect primer for beginner-to intermediate-level readers with a basic understanding of audio production and Unity who want to learn how to gain a foothold in the exciting world of game and interactive audio.

The Multimedia and CD-ROM Directory ,1998

Employability via Higher Education: Sustainability as Scholarship Alice Diver,2019-09-23 This book discusses the topic of graduate employability from the premise that in this era of 'massification,' economic austerity, and political uncertainties, higher education (HE) no longer guarantees a clear 'work place advantage.' Divided into three sections, the book offers theoretical and philosophical discourses on the 'HE quandary,' whilst taking into account – and critiquing - political, temporal, and national contexts. It culminates in an investigation into specific discipline areas. It offers insights into the way that institutions, decision-makers, academics, and professional support staff can work together towards ensuring that our graduates are able to cope with the varied demands and challenges of modern job markets. It harnesses arguments and reflections on the breadth and depth of the functions of HE, such as social transformation, promoting principles of social justice, and providing opportunities. It grounds these in a triadic model for enhancing student engagement and holistic learning, namely, the emotional, cognitive, and behavioural aspects. As an anthology, it is forward-gazing in terms of the sustainability debate, whilst still offering

evidence-based, research-grounded, practical suggestions to readers looking for tips and tools of the trade.

Entertainment Computing and Serious Games Ralf Dörner,Stefan Göbel,Michael Kickmeier-Rust,Maic Masuch,Katharina Zweig,2016-10-05 The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

Librarian's Guide to Games and Gamers Michelle Goodridge,Matthew J. Rohweder,2021-11-15 Helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users. As games grow ever-more ubiquitous in our culture and communities, they have become popular staples in public library collections and are increasing in prominence in academic ones. Many librarians, especially those who are not themselves gamers or are only acquainted with a handful of games, are ill-prepared to successfully advise patrons who use games. This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games—whether they are new to gaming or seasoned players—through advisory services. This book maps all types of games—board, roleplaying, digital, and virtual reality—providing all the information needed to understand and appropriately recommend games to library users. Organized by game type, hundreds of descriptions offer not only bibliographic information (title, publication date, series, and format/platform), but genre classifications, target age ranges for players, notes on gameplay and user behavior type, and short descriptions of the game's basic premise and appeals.

Gaming Britannica Educational Publishing,2011-11-01 Boasting vivid graphics, rapid pacing, and complex narratives, electronic games have evolved both visually and substantially since the early days of Spacewar! and Pong. By allowing users to explore fictional universes, engage in stealth missions, play like their favorite athletes or musicians, and imagine realities both similar to and far-removed from their own, electronic games appeal to a variety of individuals and interests. This absorbing volume details the development of electronic gaming including arcade and early home video consoles through massive multiplayer online games, and examines some of the most popular games of all time.

The Out-of-Home Immersive Entertainment Frontier Mr Kevin Williams,Mr Michael Mascioni,2014-06-28 Digital Out of Home Entertainment is transforming the customer experience in shops, cinemas, museums; almost any environment where consumers are congregating. This book provides a 'state of play' exploration of the successes, the emerging new applications and the strategies that inform them--and is an essential guide for entertainment executives as well as those involved in retailing, the hotel industry, mobile communications, museums and heritage.

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