

# The Video Games Show Podcast

Dr. Harrison Sachs

Lost in a Good Game Pete Etchells, 2019-04-04 'Etchells writes eloquently ... A heartfelt defence of a demonised pastime' The Times 'Once in an age, a piece of culture comes along that feels like it was specifically created for you, the beats and words and ideas are there because it is your life the creator is describing. Lost In A Good Game is exactly that. It will touch your heart and mind. And even if Bowser, Chun-li or Q-Bert weren't crucial parts of your youth, this is a flawless victory for everyone' Adam Rutherford When Pete Etchells was 14, his father died from motor neurone disease. In order to cope, he immersed himself in a virtual world - first as an escape, but later to try to understand what had happened. Etchells is now a researcher into the psychological effects of video games, and was co-author on a recent paper explaining why WHO plans to classify 'game addiction' as a danger to public health are based on bad science and (he thinks) are a bad idea. In this, his first book, he journeys through the history and development of video games - from Turing's chess machine to mass multiplayer online games like World of Warcraft- via scientific study, to investigate the highs and lows of playing and get to the bottom of our relationship with games - why we do it, and what they really mean to us. At the same time, Lost in a Good Game is a very unusual memoir of a writer coming to terms with his grief via virtual worlds, as he tries to work out what area of popular culture we should classify games (a relatively new technology) under.

**Moral Combat** Patrick M. Markey, Christopher J. Ferguson, 2017-03-21 In family rooms across America, millions of children and teenagers are playing video games, such as Call of Duty, Halo, and Grand Theft Auto, roaming violent virtual worlds—with virtual guns in their hands. In what sometimes seems like an increasingly violent world, it's only natural to worry about the effects of all this pixelated gore. But is that concern misplaced? Authors and psychologists Patrick M. Markey and Christopher J. Ferguson say it is. The media and politicians have been sounding the alarm for years, and with every fresh tragedy involving a young perpetrator comes another flurry of articles about the dangers of violent media. The problem is this: Their fear isn't supported by the evidence. In fact, unlike the video game-trained murder machines depicted in the press, school shooters are actually less likely to be interested in violent games than their peers. In reality, most well-adjusted children and teenagers play violent video games, all without ever exhibiting violent behavior in real life. What's more, spikes in sales of violent games actually correspond to decreased rates of violent crime. If that surprises you, you're not alone—the national dialogue on games and violence has been hopelessly biased. But that's beginning to change. Scholars are finding that not only are violent games not one of society's great evils, they may even be a force for good. In Moral Combat, Markey and Ferguson explore how video games—even the bloodiest—can have a positive impact on everything from social skills to stress, and may even make us more morally sensitive. Tracing the rise of violent games from arcades to online deathmatches, they have spent years on the front lines of the video game debate and now offer a comprehensive overview of the scientific research on gaming. With humor, complete honesty, and extensive research, they separate the myth from the medium. Moral Combat is an irreverent and informative guide to the worries—and wonders—of our violent virtual world.

*Children of Fear* Chaosium, Lynne Hardy, 2020-10-06 1920s Campaign for the Call of Cthulhu RPG

**Level Up Your Life** Steve Kamb, 2016-01-12 In 5 years, Steve Kamb has transformed himself from wanna-be daydreamer into a real-life superhero and actually turned his life into a gigantic video game: flying stunt planes in New Zealand, gambling in a tuxedo at the Casino de Monte-Carlo, and even finding Nemo on the Great Barrier Reef. To help him accomplish all of these goals, he built a system that allowed him to complete quests, take on boss battles, earn experience points, and literally level up his life. If you have always dreamed of adventure and growth but can't seem to leave your hobbit-hole, Level Up Your Life is for you. Kamb will teach you exactly how to use your favorite video games, books, and movies as inspiration for adventure rather than an escape from the grind of everyday life. Hundreds of thousands of everyday Joes and Jills have joined Steve's Rebellion through his popular website, NerdFitness.com, and leveled up their lives—losing weight, getting stronger, and living better. In Level Up Your Life, you'll meet more than a dozen of these members of The Rebellion: men and women, young and old, single and married, from all walks of life who have created superhero versions of themselves to live adventurously and happily. Within this guide, you'll follow in their footsteps and learn exactly how to:

- Create your own "Alter Ego" with real-life super powers
- Build your own Epic Quest List, broken into categories and difficulty levels
- Hack your productivity habits to start making progress
- Train your body for any adventure
- Build in rewards and accountability that will actually motivate you to succeed
- Travel the world freely (and cheaply)
- Recruit the right allies to your side and find powerful mentors for guidance

Adventure is out there, and the world needs more heroes. Will you heed the call?

Gaming the Past Jeremiah McCall, 2013-06-17 Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to

colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

**Shareware Heroes** Richard Moss,2023-01-10 Shareware Heroes is a comprehensive, meticulously researched exploration of an important and too-long overlooked chapter in video game history Shareware Heroes: Independent Games at the Dawn of the Internet takes readers on a journey, from the beginnings of the shareware model in the early 1980s, the origins of the concept, even the name itself, and the rise of shareware's major players – the likes of id Software, Apogee, and Epic MegaGames – through to the significance of shareware for the ‘forgotten’ systems – the Mac, Atari ST, Amiga – when commercial game publishers turned away from them. This book also charts the emergence of commercial shareware distributors like Educorp and the BBS/newsgroup sharing culture. And it explores how shareware developers plugged gaps in the video gaming market by creating games in niche and neglected genres like vertically-scrolling shoot-'em-ups (e.g. Raptor and Tyrian) or racing games (e.g. Wacky Wheels and Skunny Kart) or RPGs (God of Thunder and Realmz), until finally, as the video game market again grew and shifted, and major publishers took control, how the shareware system faded into the background and fell from memory.

The Ultimate History of Video Games, Volume 2 Steven L. Kent,2021-08-24 The definitive behind-the-scenes history of video games’ explosion into the twenty-first century and the war for industry power “A zippy read through a truly deep research job. You won’t want to put this one down.”—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of The Ultimate History of Video Games, he chronicled the industry’s first thirty years. In volume 2, he narrates gaming’s entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the ’90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f\*\*k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, The Ultimate History of Video Games: Volume 2 explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.

**Simple Farmhouse Life** Lisa Bass,2020-02-01 Transform your home into a simple farmhouse--no matter where you live--with this beautiful guide to slow living. Country girl and popular blogger Lisa Bass shares her favorite hearty recipes, handmade projects, and tips for natural living that she uses in her own from-scratch life. Slow down and enjoy the simplicity of a country lifestyle with recipes and projects such as: Natural Kitchen: rosemary lemon foaming dish soap, stonewashed linen apron, market tote Handmade Décor: pillow covers from reclaimed materials, dipped beeswax candles, linen ruffle throw blanket Natural Body: chamomile body butter, lavender calendula salve, relaxing bath soak and body mist Natural Laundry: essential oil spot remover, wool dryer balls, lavender linen spray Natural Cleaning: orange dusting spray, glass cleaner Farmhouse Cooking: cast iron sourdough cinnamon roll, orange cream kefir smoothie, roasted red pepper and tomato soup Gardening: windowsill herb garden, cut flower garden, essential oil pest spray

Think Like a Game Designer Justin Gary,2018-09-09 Do you love gaming? Do you have ideas for games of your own and want to learn how to produce them professionally? With Think Like a Game Designer, you will learn how to overcome mental blocks to great creative work, understand players' emotional reactions and evoke the right ones, brainstorm ideas and then refine them into useable ones, follow the six steps of the core design loop for successfully designing a game, and much more. Whether you want to create video games, board games or just discover how a true creative mind works, this book has answers. -- Adapted from dust jacket.

**How To Start A Podcast Brand, How To Monetize A Podcast Series In Order To Earn Revenue From Multiple Revenue Streams, And How To Be Highly Successful As A Podcast Host** Dr. Harrison Sachs,2021-08-02 This essay sheds light on how to start a podcast brand, explicates how to monetize a podcast series in order to earn revenue from multiple revenue streams, and demystifies how to be highly successful as a podcast host. Albeit

enigmatic to most entrepreneurs, launching a podcast brand in the digital era is relatively simple. Launching a podcast brand extends beyond the ambit of finding a podcast hosting platform, such as Buzzsprout, “Spotify For Podcasters”, Simplecast, Libsyn, Podbean, and Soundcloud,, to upload your podcast episodes onto that are apart of your podcast series. Podcast hosting platforms can also distribute your podcast to a myriad of podcast directories. When starting a podcast brand, you should also take heed of finding co-hosts, finding guests, and ascertaining which niche podcast market you should compete in. It can be a lucrative pursuit to become a podcast host if it culminates in you attaining a behemoth podcast brand and a sizeable follower base. Once you have ascertained which niche podcast market you should compete in, such as the video game podcast market, real estate podcast market, anime series podcast market, entrepreneurship podcast market, travel podcast market, movie podcast market, TV series podcast market, music podcast market, and technology podcast market, you should select interesting niche topics that are apart of your podcast niche content category to monologue about in your podcast episodes. For instance, a video game podcast may features abridged video game reviews, video game news, speculations about upcoming video games, and tips for how to masterfully play popular video games at a competitive level. An anime series podcast may for instance feature abridged anime episode reviews, anime series news, predictions about upcoming anime episodes, and a comprehensive discussion about which anime characters would prevail in intense bouts. A technology podcast may for instance feature abridged reviews of modern technologies, technology industry news, predictions about upcoming technologies, and a comprehensive discussion about how technologies are revolutionizing various industries. The niche topics to choose from that create a context for facilitating enthralling discussions among podcast hosts should be insightful, interesting, and compelling niche topics that are apt to elicit high audience retention rates on podcast episodes that feature discussions about these niche topics. In order to have a successful podcast brand that is apt to cultivate brand growth, brand recognition, brand loyalty, and brand equity, it is imperative to be willing to modify the niche topics of podcast episodes as deemed necessary in order to maintain having high audience retention rates on podcast episodes. Topics that are uninteresting, unappealing, mundane, and lackluster should not be discussed in podcast episodes. Successful podcast brands not only have entertaining podcast hosts and consistently produce new podcasts episodes at least multiple times per week, but also feature insightful, interesting, and compelling niche topics which podcast hosts discuss in-depth and shed light on by providing unique perspectives on these niche topics. Successful podcast brands know how to produce enthralling podcast episodes that are apt to yield a high audience retention rates and high audience watch times. Successful podcast brands know how to produce enthralling podcast episodes that are apt to be shared by followers of the podcast brand and that are apt to become recommendation worthy podcast episodes. Followers of a podcast brand are apt to recommend extraordinary podcast episodes to their friends, family members, and networks. Starting a podcast brand can be as simple as buying a stellar computer and procuring a high quality microphone, such as a Yeti USB Microphone, in addition to downloading and installing a free audio recording and editing software program, such as Audacity. Audio recording and editing software programs can be utilized for the purpose of recording and editing your podcast episodes. You should also procure a high speed broadband internet connection so that you can expeditiously upload your latest podcast episodes to a podcast hosting platform. Once your podcast episodes have been uploaded to a podcast hosting platform you can then subsequently distribute them to podcast directories.

*Differently Wired* Deborah Reber, 2018-06-12 It’s time to say NO to trying to fit square-peg kids into rounds holes, and YES to raising them from a place of acceptance and joy. Today millions of kids are stuck in a world that doesn’t embrace who they really are. They are the one in five “differently wired” children with ADHD, dyslexia, giftedness, autism, anxiety, or other neurodifferences, and their challenges are many. And for the parents who love them, the challenges are just as numerous, as they struggle to find the right school, the right support, the right path. But now there’s hope. *Differently Wired* is a revolutionary book—weaving together personal stories and a tool kit of expert advice from author Deborah Reber, it’s a how-to, a manifesto, and a reassuring companion for parents who can so often feel that they have no place to turn. At the heart of *Differently Wired* are 18 paradigm-shifting ideas—what the author calls “tilts,” which include how to accept and lean in to your role as a parent (#2: Get Out of Isolation and Connect). Deal with the challenges of parenting a differently wired child (#5: Parent from a Place of Possibility Instead of Fear). Support yourself (#11: Let Go of Your Impossible Expectations for Who You “Should” Be as a Parent). And seek community (#18: If It Doesn’t Exist, Create It). Taken together, it’s a lifesaving program to shift our thinking and actions in a way that not only improves the family dynamic, but also allows children to fully realize their best selves. “In this generous and urgent book, Deborah Reber lets the light in. She helps parents see that they’re not alone, and even better, delivers a positive action plan that will change lives.”—Seth Godin, author of *Linchpin* “*Differently Wired* will help parents of children who think differently to accept their child for who they are and facilitate their successful development.”—Temple Grandin, author of *Thinking in Pictures* and *The Autistic Brain*

*Historia Ludens* Alexander von Lünen, Katherine J. Lewis, Benjamin Litherland, Pat Cullum, 2019-08-30 This book aims to further a debate about aspects of playing and gaming in connection with history. Reaching out to academics, professionals and students alike, it pursues a dedicated interdisciplinary approach. Rather than only focusing on how professionals could learn from academics in history, the book also ponders the question of what academics can learn from gaming and playing for their own practice, such as gamification for teaching, or using play as a paradigm for novel

approaches into historical scholarship. Playing and gaming are thus understood as a broad cultural phenomenon that cross-pollinates the theory and practice of history and gaming alike.

*Getting Gamers* Jamie Madigan,2019-01-15 A psychologist and life-long fan of video games helps you understand what psychology has to say about why video games and mobile game apps are designed the way they are, why players behave as they do, and the psychological tricks used to market and sell them.

*Video Games Podcast Planner* Ava Nielsen,2020-03-16 This 6 x 9 notebook is a dual layout planner. This planner contains a page to use as a planner for your podcast and one blank lined to make further notes, interview questions, feature ideas, etc.

**The Economics of Online Gaming** Andrew Wagner,2020-02-14 The Economics of Online Gaming covers basic economic concepts, unique economic issues, and general economic themes. This book is made from the connections that the author saw when he compared his experience inside a video game with what he learned through a formal study of economic theory. Set in the Massively Multiplayer Online Role-Playing Game (MMORPG) of Eternal Lands, it follows the true story of Mr. Mind, a gamer who builds a business inside the game world that he calls RICH. This business grows from a small start-up to an unregulated natural monopoly that abuses its market power by intentionally losing money to drive competitors out of business. RICH becomes so influential that it breaks the market process with a unique case of regulatory capture. Through this story, the book demonstrates how economic thinking is absorbed by experimenting inside an online video game. The Economics of Online Gaming covers basic economic concepts, unique economic issues, and general economic themes. Each of these topics begins with the context of a story and continues with an explanation of the economic theory behind it, finishing with a relevant real-world connection. It supports economic theory in an emotional way that cannot be shared through math or charts or graphs. Appendix B provides a comprehensive outline of ideas for teaching and discussion in each chapter.

*A Parent's Guide to Video Games* Rachel Kowert,2016-11-30 Over the last forty years, video games have transformed from a niche market to a multibillion-dollar industry. No longer limited to arcade parlors, video games are everywhere and are accessible at any time. Along with the popularization of video games has come a growing concern about their ability to transform those who play them into antisocial killing machines who are desensitized to violence, have no friends, and will forever live in their parents' basements. But are these fears based in reality? Over the last twenty years, psychologists, sociologists, and media scholars have been working hard to answer these questions. Until now, their findings have largely remained insulated within scientific circles and inaccessible to the general public. A Parent's Guide to Video Games breaks the long-standing barriers between science and society by providing the first comprehensive guide to the science behind the headlines. Drawing from the most recent research in the field of game studies, A Parent's Guide to Video Games was developed specifically to help parents better understand if, how, and why video game play can impact a child's physical, social, and psychological well-being. This includes addressing questions such as these: Will playing violent video games make my child more aggressive and more likely to commit violent crime? Is video game addiction real? If so, how do I know if my child is addicted to video games? Will video game play worsen the symptoms of attention deficit disorder (ADD)? Answers to these questions and many more are discussed inside. Armed with accurate and up-to-date scientific information, parents will begin to understand the science behind the headlines and be able to make more informed decisions for themselves and their families.

*Clockwork Game Design* Keith Burgun,2015-05-15 Only by finding and focusing on a core mechanism can you further your pursuit of elegance in strategy game design. Clockwork Game Design is the most functional and directly applicable theory for game design. It details the clockwork game design pattern, which focuses on building around fundamental functionality. You can then use this understanding to prescribe a system for building and refining your rulesets. A game can achieve clarity of purpose by starting with a strong core, then removing elements that conflict with that core while adding elements that support it. Filled with examples and exercises detailing how to put the clockwork game design pattern into use, this book is a must-have manual for designing games. A hands-on, practical book that outlines a very specific approach to designing games Develop the mechanics that make your game great, and limit or remove factors that disrupt the core concept Practice designing games through the featured exercises and illustrations

A Guide to Manga, Anime and Video Game Cosplay Holly Swinyard,2022-03-18 Do you find yourself sat at home wishing you could be in your favorite video game? Or dream of a time when you pretended you were Sailor Moon? Or do you want to embody your Dungeons and Dragons character for real? What's holding you back? Maybe you need to introduced to cosplay! Cosplay is a phenomenon that is taking over the world. If you haven't seen it yet, have you not been looking at social media? Cosplay is a mix of exciting craft skills, heady escapism and passion for pop culture that lets you be whoever you want, whenever you want. Cosplay has made its way into TV shows and documentaries, been included as part of film premieres and video game launches, it's even referenced in the comics, manga and media it comes from! Talk about meta. But what is this super popular hobby? Well, pick up this book, and it's twin A Guide to Movie and TV Cosplay, to get all the answers. Because it's more than just dressing up, promise. With a little bit of help from this handy, dandy guide to cosplay, you can get stuck in. Learn about the history of the hobby (it's been around longer than you'd

think!), where it came from and how it got to be the way it is now, get your head around making and designing costumes, find out how about all the amazing skills people are using to make these costumes, and perhaps even try a few yourself. Who knows, you might be rocking out as Astro Boy, Chris Redfield or All Might at the next big comic con! So why not give it a try and play make believe for a day.

**After On** Rob Reid,2017-08-01 The definitive novel of today’s Silicon Valley, *After On* flash-captures our cultural and technological moment with up-to-the-instant savvy. Matters of privacy and government intrusion, post-Tinder romance, nihilistic terrorism, artificial consciousness, synthetic biology, and much more are tackled with authority and brash playfulness by New York Times bestselling author Rob Reid. Meet Phluttr—a diabolically addictive new social network and a villainess, heroine, enemy, and/or bestie to millions. Phluttr has ingested every fact and message ever sent to, from, and about her innumerable users. Her capabilities astound her makers—and they don’t even know the tenth of it. But what’s the purpose of this stunning creation? Is it a front for something even darker and more powerful than the NSA? A bid to create a trillion-dollar market by becoming “The UberX of Sex”? Or a reckless experiment that could spawn the digital equivalent of a middle-school mean girl with enough charisma, dirt, and cunning to bend the entire planet to her will? Phluttr has it in her to become the greatest gossip, flirt, or matchmaker in history. Or she could cure cancer, bring back *Seinfeld*, then start a nuclear war. Whatever she does, it’s not up to us. But a motley band of Silicon Valley entrepreneurs, venture capitalists, and engineers might be able to influence her. *After On* achieves the literary singularity—fusing speculative satire and astonishing reality into a sharp-witted, ferociously believable, IMAX-wide view of our digital age. Praise for *After On* “Rob Reid’s mind is like no other known thing in the universe, and this book is a truly spectacular way to discover it.”—Chris Anderson, head of TED “An extended philosophy seminar run by a dozen insane Cold War heads-of-station, three millennial COOs and that guy you went to college with who always had the best weed but never did his laundry.”—NPR “An epic cyberthriller peppered with pop-culture references, metadata, and Silicon Valley in-jokes.”—Kirkus Reviews “It’s rare to find a book that combines laugh-out-loud humor and cutting-edge science with profound philosophical speculation. This is that book.”—Analog “[Rob Reid] writes in a humorous and sarcastic style while unveiling a terrifying and frightening scenario that seems all too real.”—Associated Press

Storytelling for Interactive Digital Media and Video Games Nicholas B. Zeman,2017-04-07 The evolution of story-telling is as old as the human race; from the beginning, when our ancestors first gathered around a campfire to share wondrous tales through oral traditions, to today, with information and stories being shared through waves and filling screens with words and images. Stories have always surrounded us, and united us in ways other disciplines can't. *Storytelling for Interactive Digital Media and Video Games* lays out the construct of the story, and how it can be manipulated by the storyteller through sound, video, lighting, graphics, and color. This book is the perfect guide to aspiring storytellers as it illustrates the different manner of how and why stories are told, and how to make them interactive. *Storytelling* features heavy game development as a method of storytelling and delivery, and how to develop compelling plots, characters, settings, and actions inside a game. The concept of digital storytelling will be explored, and how this differs from previous incarnations of mediums for stories Key Features: Explores the necessary elements of a story (setting, character, events, sequence, and perspective) and how they affect the viewer of the story Discusses media and its role in storytelling, including images, art, sound, video, and animation Explores the effect of interactivity on the story, such as contest TV, web-based storytelling, kiosks, and games Shows the different types of story themes in gaming and how they are interwoven Describes how to make games engaging and rewarding intrinsically and extrinsically

**The Video Games Show Podcast Book Review: Unveiling the Magic of Language**

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has are more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**The Video Games Show Podcast**," written by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we shall delve to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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The Video Games Show Podcast Introduction

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