Gamesroleplaying528

Ian Schreiber,Brenda Romero

Advanced Java Game Programming David Wallace Croft,2004-04-01 Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

Fundamentals of Game Design Ernest Adams,2010-04-07 To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. "Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I've seen for thinking about the relationships between core mechanics, gameplay, and player—one that I've found useful for both teaching and research." — Michael Mateas, University of California at Santa Cruz, co-creator of Façade

The Oxford Handbook of New Audiovisual Aesthetics John Richardson,Claudia Gorbman,Carol Vernallis,2013-08-20 This handbook provides powerful ways to understand changes in the current media landscape. Media forms and genres are proliferating as never before, from movies, computer games and iPods to video games and wireless phones. This essay collection by recognized scholars, practitioners and non-academic writers opens discussion in exciting new directions.

Andrew Rollings and Ernest Adams on Game Design Andrew Rollings,Ernest Adams,2003 How often have you heard anyone can design a game? While it seems like an easy job, game ideas are cheap and plentiful. Advancing those ideas into games that people want to play is one of the hardest, and most under-appreciated, tasks in the game development cycle. Andrew Rollings and Ernest Adams on Game Design

introduces both students and experienced developers to the craft of designing computer and video games for the retail market. The first half of the book is a detailed analysis of the key game design elements: examining game concepts and worlds, storytelling, character and user interface design, core mechanics and balance. The second half discusses each of the major game genres (action, adventure, role-playing, strategy, puzzle, and so on) and identifies the design patterns and unique creative challenges that characterize them. Filled with examples and worksheets, this book takes an accessible, practical approach to creating fun, innovative, and highly playable games.

Role-Playing Game Studies Sebastian Deterding,José Zagal,2018-04-17 This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player–character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

The CRPG Book: A Guide to Computer Role-Playing Games Felipe Pepe,2019-09 Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study Baek, Young Kyun,2010-05-31 As part of an international dialogue between researchers in educational technology, this title investigates where games can motivate students to learn and improve their knowledge and skills.

Game Design Workshop Tracy Fullerton,2024-04-05 "Create the digital games you love to play." Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic experience with Game Design Workshop, Fifth Edition. Tracy Fullerton demystifies the creative process with clear and accessible guidance on the formal, dramatic, and dynamic systems of game design. Using examples of classic and popular games, illustrations of design techniques, and refined exercises to strengthen your understanding of how game systems function, this book gives you the skills and tools necessary to create a compelling and engaging game. This updated 5th edition brings deeper coverage of playcentric design techniques, including setting emotion-focused experience goals and managing the design process to meet them. It includes a host of new diverse perspectives from top industry game designers. Game Design Workshop puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. These skills will provide the foundation for your career in any facet of the game industry including design, producing, programming, and visual design.

The Role-Playing Society Andrew Byers,Francesco Crocco,2016-02-19 Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the

1980s, to the growing significance of RPGs in education, to the potential for serious RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

<u>Digital Storytelling 4e</u> Carolyn Handler Miller,2019-11-04 This fourth edition of Digital Storytelling: A creator's guide to interactive entertainment dives deeply into the world of interactive storytelling, a form of storytelling made possible by digital media. Carolyn Handler Miller covers both the basics – character development, structure and the use of interactivity – and the more advanced topics, such as AI (Artificial Intelligence), narratives using AR and VR, and Social Media storytelling. The fourth edition also includes a greatly expanded section on immersive media, with chapters on the exciting new world of the world of XR (AR, VR, and mixed reality), plus immersion via large screens, escape rooms and new kinds of theme park experiences. This edition covers all viable forms of New Media, from video games to interactive documentaries. With numerous case studies that delve into the processes and challenges of developing works of interactive narrative, this new edition illustrates the creative possibilities of digital storytelling. The book goes beyond using digital media for entertainment and covers its employment for education, training, information and promotion, featuring interviews with some of the industry's biggest names. Key Features: A large new section covering various forms of immersive media, including VR, AR and Mixed Reality Breakthroughs in interactive TV and Cinema The use of VR, AR and mixed reality in gaming New forms of voice-enabled storytelling and gaming Stories told via mobile apps and social media Developing Digital Storytelling for different types of audiences

Fantasy Role Playing Games John Eric Holmes,1981 A consumer's guide to the popular fantasy games such as Dungeons and Dragons.

Game AI Pro Steven Rabin,2013-09-11 Successful games merge art and technology in truly unique ways. Fused under tight production deadlines and strict performance requirements, shaped by demanding player expectations, games are among the most complex software projects created today. Game AI Pro: Collected Wisdom of Game AI Professionals covers both the art and the technology of game AI. Nothing covered is theory or guesswork. The book brings together the accumulated wisdom, cutting-edge ideas, and clever tricks and techniques of 54 of today's top game AI professionals. Some chapters present techniques that have been developed and passed down within the community for years while others discuss the most exciting new research and ideas from today's most innovative games. The book includes core algorithms that you'll need to succeed, such as behavior trees, utility theory, spatial representation, path planning, motion control, and tactical reasoning. It also describes tricks and techniques that will truly bring your game to life, including perception systems, social modeling, smart camera systems, player prediction, and even an AI sound designer. Throughout, the book discusses the optimizations and performance enhancements that enable your game to run while maintaining 60 frames per second.

The Elder Scrolls Series ,

<u>Analog Game Studies: Volume II</u> Aaron Trammell,Evan Torner,Emma Leigh Waldron,2017-05-05 Analog Game Studies is a bi-monthy journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies.

<u>Games and Play in the Theater of Spanish American Women</u> Catherine Larson,2004 In the seventeen dramatic texts examined in this study, women writers from Spanish America have self-consciously

incorporated games into their plays' structures to highlight from a woman's perspective the idea that life, as well as the theatre, is a game. Some dramas are so overtly about games that the word appears significantly in their titles. Others reflect game playing in less direct ways or connect metatheatrical examinations of role-playing to the ludic. In every drama examined, however, a game of some sort plays a key role in the construction of the playtest. By looking at the nature and number of the games played in these women-authored dramas from the past fifty years, we can see the ways in which play is used to effect social control and the connections between play and aggression, gender, history and politics. In these representative dramas, the theatre serves as a vehicle for encouraging audiences to think about (if not act upon) the issues that have shaped Spanish America. Games, rules, winners and losers join together as the playwrights explore events and times of fundamental importance in the countries' historical and political evolutions.

Game Balance Ian Schreiber,Brenda Romero,2021-08-16 Within the field of game design, game balance can best be described as a black art. It is the process by which game designers make a game simultaneously fair for players while providing them just the right amount of difficulty to be both exciting and challenging without making the game entirely predictable. This involves a combination of mathematics, psychology, and occasionally other fields such as economics and game theory. Game Balance offers readers a dynamic look into game design and player theory. Throughout the book, relevant topics on the use of spreadsheet programs will be included in each chapter. This book therefore doubles as a useful reference on Microsoft Excel, Google Spreadsheets, and other spreadsheet programs and their uses for game designers. FEATURES The first and only book to explore game balance as a topic in depth Topics range from intermediate to advanced, while written in an accessible style that demystifies even the most challenging mathematical concepts to the point where a novice student of game design can understand and apply them Contains powerful spreadsheet techniques which have been tested with all major spreadsheet programs and battle-tested with real-world game design tasks Provides short-form exercises at the end of each chapter to allow for practice of the techniques discussed therein along with three long-term projects divided into parts throughout the book that involve their creation Written by award-winning designers with decades of experience in the field Ian Schreiber has been in the industry since 2000, first as a programmer and then as a game designer. He has worked on eight published game titles, training/simulation games for three Fortune 500 companies, and has advised countless student projects. He is the co-founder of Global Game Jam, the largest in-person game jam event in the world. Ian has taught game design and development courses at a variety of colleges and universities since 2006. Brenda Romero is a BAFTA award-winning game director, entrepreneur, artist, and Fulbright award recipient and is presently game director and creator of the Empire of Sin franchise. As a game director, she has worked on 50 games and contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon, Dungeons & Dragons, and Def Jam franchises.

Rules of Play Katie Salen Tekinbas,Eric Zimmerman,2003-09-25 An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like play, design, and interactivity. They look at games through a series of eighteen game design

schemas, or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Repairing Play Aaron Trammell,2023-02-07 A provocative study that reconsiders our notion of play—and how its deceptively wholesome image has harmed and erased people of color. Contemporary theorists present play as something wholly constructive and positive. But this broken definition is drawn from a White European philosophical tradition that ignores the fact that play can, and often does, hurt. In fact, this narrow understanding of play has been complicit in the systemic erasure of Black, Indigenous, and People of Color (BIPOC) from the domain of leisure. In this book, Aaron Trammell proposes a corrective: a radical reconsideration of play that expands its definition to include BIPOC suffering, subjugation, and taboo topics such as torture. As he challenges and decolonizes White European thought, Trammell maps possible ways to reconcile existing theories with the fact that play is often hurtful and toxic. Trammell upends current notions by exploring play's function as a tool in the subjugation of BIPOC. As he shows, the phenomenology of play is a power relationship. Even in innocent play, human beings subtly discipline each other to remain within unspoken rules. Going further, Trammell departs from mainstream theory to insist that torture can be play. Approaching it as such reveals play's role in subjugating people in general and renders visible the long-ignored experiences of BIPOC. Such an inclusive definition of play becomes a form of intellectual reparation, correcting the notion that play must give pleasure while also recasting play in a form that focuses on the deep, painful, and sometimes traumatic depths of living.

Macromedia Flash MX Game Design Demystified Jobe Makar,2003 So you wanna be a hotshot game designer? Well, if you have a basic grasp of Macromedia Flash MX, you can. Unafraid to tackle some of the more complicated aspects of game creation (including physics and trigonometry!), this comprehensive reference covers it all. Macromedia Flash Game Design Demystified starts out with the basics: planning, adapting ActionScript techniques, using introductory Flash game techniques, and more. Then it gets down to the real business of building simple games. You'll tackle simple-logic and quiz games before moving on to multiplayer and complex-logic games (chess, for example)--learning about importing 3-D graphics, adding sound effects, and licensing your games in the process. The book's companion CD includes the source files for a number of games as well as the tutorials and lessons that go along with the book and XML server software to facilitate multiplayer games. If you're tired of the games that you have and want to make your own action, this book offers comprehensive coverage of sophisticated techniques--but put in easy-to-grasp, practical terms.

Playing Harry Potter Lisa S. Brenner,2015-06-11 Through classroom activities, wizard rock concerts, and organizations like the Harry Potter Alliance, Harry Potter fans are using creativity to positively impact the world. This collection of essays and interviews examines how playful fandom--from fanfiction to Muggle quidditch, cosplay, role-playing games, and even Harry Potter burlesque--not only reimagines the canon but also challenges consumerism, questions notions of identity, and fosters participatory culture. The contributors explore issues applicable to fan studies and performance studies at large, such as the role of performance, the nature of community, and questions of representation and ownership in the digital age. Presented in three parts, the essays discuss discrepancies between sanctioned versions of Harry Potter and fan creations, the reenactment and reinterpretation of the original narrative in fan performance, and collaborative and participatory performances that break down the boundaries between actors and audiences.

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