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Smart Home Automation with Linux3D Movie MakingCyberbullying and the Wild, Wild WebProgramming Robots with ROSPlaying with VideogamesBoy Scouts Handbook The First Edition 1911Reality Is BrokenDigital Forensics and Cyber CrimeNational Audubon Society Field Guide to North American WildflowersAdvances in Digital Forensics VMetagamingThe PlayStation BookStoryplayingThe Videogame Style Guide and Reference ManualSilent HillFreeBSD HandbookVintage GamesThe CRPG Book: A Guide to Computer Role-Playing GamesPrince of PersiaGetting an IT Help Desk Job For DummiesNewsgamesPlay ReduxToys, Games, and MediaDissecting the HackMasters of DoomData-Oriented DesignHacker, Hoaxer, Whistleblower, SpyGame development essentialsEchoes of Other Worlds: Sound in Virtual RealityThe Copyright WarsInformation SystemsPlaystation 3Virtual RealitiesPlayful IdentitiesCheatingAdvances in Digital Forensics VIContemporary Strategy Analysis and CasesBastard Culture!Selected ErrorsSecure Processors Part I

Smart Home Automation with Linux

Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

3D Movie Making

Cyberbullying and the Wild, Wild Web

Today's copyright wars can seem unprecedented. Sparked by the digital revolution that has made copyright—and its violation—a part of everyday life, fights over intellectual property have pitted creators, Hollywood, and governments against consumers, pirates, Silicon Valley, and open-access advocates. But while the digital generation can be forgiven for thinking the dispute between, for example, the publishing industry and Google is completely new, the copyright wars in fact stretch back three centuries—and their history is essential to understanding today's battles. The Copyright Wars—the first major trans-Atlantic history of

copyright from its origins to today—tells this important story. Peter Baldwin explains why the copyright wars have always been driven by a fundamental tension. Should copyright assure authors and rights holders lasting claims, much like conventional property rights, as in Continental Europe? Or should copyright be primarily concerned with giving consumers cheap and easy access to a shared culture, as in Britain and America? The Copyright Wars describes how the Continental approach triumphed, dramatically increasing the claims of rights holders. The book also tells the widely forgotten story of how America went from being a leading copyright opponent and pirate in the eighteenth and nineteenth centuries to become the world's intellectual property policeman in the late twentieth. As it became a net cultural exporter and its content industries saw their advantage in the Continental ideology of strong authors' rights, the United States reversed position on copyright, weakening its commitment to the ideal of universal enlightenment—a history that reveals that today's open-access advocates are heirs of a venerable American tradition. Compelling and wide-ranging, The Copyright Wars is indispensable for understanding a crucial economic, cultural, and political conflict that has reignited in our own time.

Programming Robots with ROS

NEW! Combined Text & Cases Version Considered by many to be the best textbook on Strategy, Contemporary Strategy Analysis 7th edition builds on the strengths of previous editions by introducing students to the core concepts and principles of strategy. In this most accessible strategy text, Robert M. Grant combines clarity of exposition with concentration on the fundamentals of value creation and an emphasis on practicality. In this seventh edition, a greater focus on strategy implementation reflects the needs of firms to reconcile scale economies with entrepreneurial flexibility, innovation with cost efficiency, and globalization with local responsiveness. Rob Grant eloquently combines theory with current real world examples and practice using a clearly written, logical and comprehensive style. Contemporary Strategy Analysis 7th edition is suitable for both MBA and advanced undergraduate students. Full teachings notes to the cases will be available upon publication at the companion website www.contemporarystrategyanalysis.com Contemporary Strategy Analysis 7th Edition is also available in a text only version – ISBN: 9780470747100

Playing with Videogames

This book explores the nature and importance of sound in virtual reality (VR). Approaching the subject from a holistic perspective, the book delivers an emergent framework of VR sound. This framework brings together numerous elements that collectively determine the nature of sound in VR; from various aspects of VR technology, to the physiological and psychological complexities of the user, to the wider technological, historical and sociocultural issues. Garner asks, amongst other things: what is the meaning of sound? How have fictional visions of VR shaped our expectations for present technology? How can VR sound hope to evoke the desired responses for such an infinitely heterogeneous user base? This book if for those with an interest in sound and VR, who wish to learn more about the great complexities of the subject and discover the contemporary issues from which future VR will surely advance.

Boy Scouts Handbook The First Edition 1911

In different centuries of historic Persia, two princes despair over the corruption in their worlds, and as everything they believe in begins to fade, the princes find that only they can stand against the twilight of their eras. Original. Media tie-in. 125,000 first printing. $100,000 ad/promo.

Reality Is Broken

Advances in Digital Forensics VI describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: Themes and Issues, Forensic Techniques, Internet Crime Investigations, Live Forensics, Advanced Forensic Techniques, and Forensic Tools. This book is the sixth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics, an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-one edited papers from the Sixth Annual IFIP WG 11.9 International Conference on Digital Forensics, held at the University of Hong Kong, Hong Kong, China, in January 2010.

Digital Forensics and Cyber Crime

As the internet makes the world more accessible it also increases the possibility of cyber-bullying and stalking. Internet crime is a growing problem in our society. Hitchcock addresses how to prevent this unfortunate reality and crime by exploring the responses from the public, criminal justice system, and victims.

National Audubon Society Field Guide to North American Wildflowers

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.

Advances in Digital Forensics V

Digital forensics deals with the acquisition, preservation, examination, analysis and presentation of electronic evidence. Networked computing, wireless communications and portable electronic devices have expanded the role of digital forensics beyond traditional computer crime investigations. Practically every crime now involves some aspect of digital evidence; digital forensics provides the

techniques and tools to articulate this evidence. Digital forensics also has myriad intelligence applications. Furthermore, it has a vital role in information assurance - investigations of security breaches yield valuable information that can be used to design more secure systems. Advances in Digital Forensics V describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: themes and issues, forensic techniques, integrity and privacy, network forensics, forensic computing, investigative techniques, legal issues and evidence management. This book is the fifth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics, an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-three edited papers from the Fifth Annual IFIP WG 11.9 International Conference on Digital Forensics, held at the National Center for Forensic Science, Orlando, Florida, USA in the spring of 2009. Advances in Digital Forensics V is an important resource for researchers, faculty members and graduate students, as well as for practitioners and individuals engaged in research and development efforts for the law enforcement and intelligence communities.

Metagaming

This book constitutes the refereed proceedings of the 10th International Conference on Digital Forensics and Cyber Crime, ICDF2C 2018, held in New Orleans, LA, USA, in September 2018. The 11 reviewed full papers and 1 short paper were selected from 33 submissions and are grouped in topical sections on carving and data hiding, android, forensic readiness, hard drives and digital forensics, artefact correlation.

The PlayStation Book

Photographs, diagrams, physical descriptions, and details about habitat, season, and other characteristics facilitate the identification of eastern North America's wildflowers.

Storyplaying

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.

The Videogame Style Guide and Reference Manual

Linux users can now control their homes remotely! Are you a Linux user who has ever wanted to turn on the lights in your house, or open and close the curtains, while away on holiday? Want to be able to play the same music in every room, controlled from your laptop or mobile phone? Do you want to do these things without an expensive off-the-shelf kit? In Smart Home Automation with Linux,

Steven Goodwin will show you how a house can be fully controlled by its occupants, all using open source software. From appliances to kettles to curtains, control your home remotely!

Silent Hill

A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world-from social problems like depression and obesity to global issues like poverty and climate change-and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. From the Trade Paperback edition.

FreeBSD Handbook

The FreeBSD Handbook is a comprehensive FreeBSD tutorial and reference. It covers installation, day-to-day use of FreeBSD, and mach more, such as the Ports collection, creating a custom kernel, security topics, the X Window System, how to use FreeBSD's Linux binary compatibility, and how to upgrade your system from source using the 'make world' command, to name a few.

Vintage Games

The articles by well-known international experts intend to facilitate more elaborate expositions of the research presented at the seminar, and to collect and document the results of the various discussions, including ideas and open problems that were identified. Correspondingly the book will consist of two parts. Part I will consist of extended articles describing research presented at the seminar. This will include papers on tracking, motion capture, displays, cloth simulation, and applications. Part II will consist of articles that capture the results of breakout discussions, describe visions, or advocate particular positions. This will include discussions about system latency, 3D interaction, haptic interfaces, social gaming, perceptual issues, and the fictional "Holodeck".

The CRPG Book: A Guide to Computer Role-Playing Games

Here is the ultimate book on the worldwide movement of hackers, pranksters, and activists that operates under the non-name Anonymous, by the writer the Huffington Post says "knows all of Anonymous' deepest, darkest secrets." Half a dozen years ago, anthropologist Gabriella Coleman set out to study the rise of this global phenomenon just as some of its members were turning to political protest and dangerous disruption (before Anonymous shot to fame as a key player in the battles over WikiLeaks, the Arab Spring, and Occupy Wall Street). She ended up becoming so closely connected to Anonymous that the tricky story of her

inside–outside status as Anon confidante, interpreter, and erstwhile mouthpiece forms one of the themes of this witty and entirely engrossing book. The narrative brims with details unearthed from within a notoriously mysterious subculture, whose semi-legendary tricksters—such as Topiary, tflow, Anachaos, and Sabu—emerge as complex, diverse, politically and culturally sophisticated people. Propelled by years of chats and encounters with a multitude of hackers, including imprisoned activist Jeremy Hammond and the double agent who helped put him away, Hector Monsegur, Hacker, Hoaxer, Whistleblower, Spy is filled with insights into the meaning of digital activism and little understood facets of culture in the Internet age, including the history of "trolling," the ethics and metaphysics of hacking, and the origins and manifold meanings of "the lulz."

Prince of Persia

Dissecting the Hack: The V3rb0t3n Network ventures further into cutting-edge techniques and methods than its predecessor, Dissecting the Hack: The F0rb1dd3n Network. It forgoes the basics and delves straight into the action, as our heroes are chased around the world in a global race against the clock. The danger they face will forever reshape their lives and the price they pay for their actions will not only affect themselves, but could possibly shake the foundations of an entire nation. The book is divided into two parts. The first part, entitled "The V3rb0t3n Network," continues the fictional story of Bob and Leon, two hackers caught up in an adventure in which they learn the deadly consequence of digital actions. The second part, "Security Threats Are Real" (STAR), focuses on these real-world lessons and advanced techniques, as used by characters in the story. This gives the reader not only textbook knowledge, but real-world context around how cyber-attacks may manifest. "The V3rb0t3n Network" can be read as a stand-alone story or as an illustration of the issues described in STAR. Scattered throughout "The V3rb0t3n Network" are "Easter eggs"—references, hints, phrases, and more that will lead readers to insights into hacker culture. Drawing on "The V3rb0t3n Network," STAR explains the various aspects of reconnaissance; the scanning phase of an attack; the attacker's search for network weaknesses and vulnerabilities to exploit; the various angles of attack used by the characters in the story; basic methods of erasing information and obscuring an attacker's presence on a computer system; and the underlying hacking culture. All new volume of Dissecting the Hack by Jayson Street, with technical edit by Brian Martin Uses actual hacking and security tools in its story – helps to familiarize readers with the many devices and their code Features cool new hacks and social engineering techniques, in real life context for ease of learning

Getting an IT Help Desk Job For Dummies

No

Newsgames

Original Boy Scout Handbook is the official handbook of the Boy Scouts of America. It is a descendant of Baden-Powell's original handbook, Scouting for Boys, which has been the basis for Scout handbooks in many countries, with some variations to

the text of the book depending on each country's codes and customs.The original edition of the handbook was based on Baden-Powell's work. Ernest Thompson Seton combined his Woodcraft manual, the Birch Bark Rolls, with Baden-Powell's Scouting for Boys. Subsequent works were done by other authors. William "Green Bar Bill" Hillcourt wrote the 6th, 7th, and 9th editions. Frederick L. Hines wrote the 8th, and Robert Birkby the 10th, 11th and 12th editions.The first Official Handbook, subtitled A Handbook of Woodcraft, Scouting, and Life-craft was published from July 1910 until March 1911 and appeared in eight distinct variations. It was written by Ernest Seton and drew greatly on Baden-Powell's Scouting for Boys, it included information on the organization of Scouting, signs and signaling, and camping, as well as Scouting games and a description of several Scouting honours. Notably, this book did not place emphasis on first aid, knife and axe use, or map and compass work, as later editions would. Because this edition was intended solely as a temporary guide until an authoritative handbook could be made, it is now known as the 1910 Original Edition Handbook.Subject: scout boy handbook book scouts boys books edition camping the of america survival 2016 hand first guide 13th for bsa cub manual boyscout 2017 best rocket nature leader scoutmaster army selling field fishing 1st a usa boyscouts outdoor english scouting us bound in cool 1911 literature s handbooks den spiral with american trees good wilderness airbook building outdoors cover life and bags media coil prime store skills guid uniform knot knots sales hands scoutmasters north modern 17 gifts swiss limited water scoutbook canada sport planet dogs america's day united states plants tricks wonders fun activities boy's by super original to 2018

Play Redux

The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

Toys, Games, and Media

Stand out in one of IT's fastest growing job markets If you're looking for a job in IT, the help desk is the heart and soul of most IT operations, and an excellent starting point for a promising career. With the help of Getting an IT Help Desk Job For Dummies, you'll gain the knowledge and know-how to cut through the confusion of navigating the Information Technology job market. IT can be intimidating to hopeful-yet-inexperienced job candidates, but this guide will help you find and land the job of your dreams. Through easy-to-follow explanations, authoritative information, and a bit of humor, Getting an IT Help Desk Job For Dummies serves as your thorough and approachable guide to maximizing your competitive edge in this booming market. The IT job market has continued to expand as technology matures and deepens its roots in business operations. This is good news for you! However, it makes it that much harder to get a job in IT, as recent grads and other professionals are practically stampeding to get their feet in the door of this rapidly

expanding industry. Luckily, Getting an IT Help Desk Job For Dummies gives you an advantage by providing expert instruction on how to score an interview and secure a job offer, the skills needed to obtain and maintain an IT position, and authoritative information on how to establish a career path in the IT field. Explore careers in the IT Help Desk field and establish the path you want to follow Plan for post-education certifications and training to make yourself more marketable Get expert guidance for creating a winning resume and cover letter Prepare for your IT Help Desk interview Loaded with simple, straight-forward advice, Getting an IT Help Desk Job For Dummies is your all-in-one guide to starting your IT career on the right foot!

Dissecting the Hack

Hollywood is going 3D, read this book to understand why and how, and to secure your next job on a 3D movie. Making a 3D movie is much more than shooting with a 3D camera and showing it in a 3D theater. Each and every step of the movie production cycle will be affected by 3D, just like sound and color affected the whole industry. After an introduction on how the human brain perceive depth, this book explains, in a step-by-step approach, how 3D affects screen writing, art direction, principal photography, editing, visual effects and even movies distribution. It's a must read for anyone in the profession who wants to understand the next revolution in cinema. The DVD is not included with the E-book. Please contact the publisher for access to the DVD content by emailing d.mcgonagle@elsevier.com.

Masters of Doom

Journalists, stop playing guessing games! Inside the answers to your most pressing questions await: Videogame, one word or two? Xbox, XBox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism.

Data-Oriented Design

A cultural history of digital gameplay that investigates a wide range of player behavior, including cheating, and its relationship to the game industry. The widely varying experiences of players of digital games challenge the notions that there is only one correct way to play a game. Some players routinely use cheat codes, consult strategy guides, or buy and sell in-game accounts, while others consider any or all of these practices off limits. Meanwhile, the game industry works to constrain certain readings or activities and promote certain ways of playing. In

Cheating, Mia Consalvo investigates how players choose to play games, and what happens when they can't always play the way they'd like. She explores a broad range of player behavior, including cheating (alone and in groups), examines the varying ways that players and industry define cheating, describes how the game industry itself has helped systematize cheating, and studies online cheating in context in an online ethnography of Final Fantasy XI. She develops the concept of "gaming capital" as a key way to understand individuals' interaction with games, information about games, the game industry, and other players. Consalvo provides a cultural history of cheating in videogames, looking at how the packaging and selling of such cheat-enablers as cheat books, GameSharks, and mod chips created a cheat industry. She investigates how players themselves define cheating and how their playing choices can be understood, with particular attention to online cheating. Finally, she examines the growth of the peripheral game industries that produce information about games rather than actual games. Digital games are spaces for play and experimentation; the way we use and think about digital games, Consalvo argues, is crucially important and reflects ethical choices in gameplay and elsewhere.

Hacker, Hoaxer, Whistleblower, Spy

Game development essentials

This book is a state-of-the-art look at where toys have come from and where they are likely to go in the years ahead. The focus is on the interplay between traditional toys and play, and toys and play that are mediated by or combined with digital technology. As well as covering the technical aspects of computer mediated play activities, the authors consider how technologically enhanced toys are currently used in traditional play and how they are woven into childrens' lives. The authors contrast their findings about technologically enhanced toys with knowledge of traditional toys and play. They link their studies of toys to goals in education and to entertainment and information transfer. This book will appeal to students, researchers, teachers, child care workers and more broadly the entertainment industry. It is appropriate for courses that deal with the specialized subject of toys and games, media studies, education and teacher training, and child development.

Echoes of Other Worlds: Sound in Virtual Reality

How videogames offer a new way to do journalism. Journalism has embraced digital media in its struggle to survive. But most online journalism just translates existing practices to the Web: stories are written and edited as they are for print; video and audio features are produced as they would be for television and radio. The authors of Newsgames propose a new way of doing good journalism: videogames. Videogames are native to computers rather than a digitized form of prior media. Games simulate how things work by constructing interactive models; journalism as game involves more than just revisiting old forms of news production. Wired magazine's game Cutthroat Capitalism, for example, explains the economics of Somali piracy by putting the player in command of a pirate ship,

offering choices for hostage negotiation strategies. Videogames do not offer a panacea for the ills of contemporary news organizations. But if the industry embraces them as a viable method of doing journalism—not just an occasional treat for online readers—newsgames can make a valuable contribution.

The Copyright Wars

Presents a dual biography of John Carmack and John Romero, the creators of the video games Doom and Quake, assessing the impact of their creation on American pop culture and revealing how their success eventually destroyed their relationship.

Information Systems

In this publication, eighteen scholars examine the increasing role of digital media technologies in identity construction through play. This interdisciplinary collection argues that present-day play and games are not only appropriate metaphors for capturing postmodern human identities, but are in fact the means by which people create their identity.

Playstation 3

Game Development Essentials: Game Testing & QA, International Edition explains the history of testing, basic and advanced techniques, educational background, and available online resources on testing. With Game Development Essentials: Game Testing & QA, dedicated gamers can learn what it takes to become a professional, well-paid QA or production testers – entering the game industry from the front door. Through first-hand experience and deep research, the authors shed light on the history of testing, basic and advanced techniques, job-hunting, and moving up in the ladder of game development.

Virtual Realities

This manuscript is the first in a two part survey and analysis of the state of the art in secure processor systems, with a specific focus on remote software attestation and software isolation. This manuscript first examines the relevant concepts in computer architecture and cryptography, and then surveys attack vectors and existing processor systems claiming security for remote computation and/or software isolation. This work examines in detail the modern isolation container (enclave) primitive as a means to minimize trusted software given practical trusted hardware and reasonable performance overhead. Specifically, this work examines in detail the programming model and software design considerations of Intel's Software Guard Extensions (SGX), as it is an available and documented enclave-capable system. Part II of this work is a deep dive into the implementation and security evaluation of two modern enclave-capable secure processor systems: SGX and MIT's Sanctum. The complex but insufficient threat model employed by SGX motivates Sanctum, which achieves stronger security guarantees under software attacks with an equivalent programming model. This work advocates a principled, transparent, and well-scrutinized approach to secure system design, and argues

that practical guarantees of privacy and integrity for remote computation are achievable at a reasonable design cost and performance overhead.

Playful Identities

Incontestably, Future Narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.

Cheating

"Play Redux excels in tying together intellectual traditions that are rooted in literary studies, cognitive science, play studies and several other fields, thereby creating a logical whole. Through this, the book makes service to several academic communities by pointing out their points of contact. This is clearly an important contribution to a growing academic field, and will no doubt become important in many future discussions about digital games and play." ---Frans Mä yrä , University of Tampere, Finland "David Myers has researched video games longer than anyone else. Play Redux shows him continually relevant, never afraid of courting controversy." ---Jesper Juul, IT University of Copenhagen, Denmark Play Redux is an ambitious description and critical analysis of the aesthetic pleasures of video game play, drawing on early twentieth-century formalist theory and models of literature. Employing a concept of biological naturalism grounded in cognitive theory, Myers argues for a clear delineation between the aesthetics of play and the aesthetics of texts. In the course of this study, Myers asks a number of interesting questions: What are the mechanics of human play as exhibited in computer games? Can these mechanisms be modeled? What is the evolutionary function of cognitive play, and is it, on the whole, a good thing? Intended as a provocative corrective to the currently ascendant, if not dominant, cultural and ethnographic approach to game studies and play, Play Redux will generate interest among scholars of communications, new media, and film. David Myers is Reverend Aloysius B. Goodspeed Distinguished Professor at the School of Mass Communication, Loyola University New Orleans.

Advances in Digital Forensics VI

The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as "games about games," metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In Metagaming, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing

the way we play. Metagaming uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in Portal, perform clandestine acts of electronic espionage in EVE Online, compete and commentate in Korean StarCraft, and speedrun The Legend of Zelda in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of Super Mario Bros. is undermined by the endless levels of Infinite Mario, the frustrating pranks of Asshole Mario, and even Super Mario Clouds, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, Metagaming transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

Contemporary Strategy Analysis and Cases

Playing with Videogames documents the richly productive, playful and social cultures of videogaming that support, surround and sustain this most important of digital media forms and yet which remain largely invisible within existing studies. James Newman details the rich array of activities that surround game-playing, charting the vibrant and productive practices of the vast number of videogame players and the extensive 'shadow' economy of walkthroughs, FAQs, art, narratives, online discussion boards and fan games, as well as the cultures of cheating, copying and piracy that have emerged. Playing with Videogames offers the reader a comprehensive understanding of the meanings of videogames and videogaming within the contemporary media environment.

Bastard Culture!

The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.

Selected Errors

Secure Processors Part I

Silent Hill: The Terror Engine, the second of the two inaugural studies in the Landmark Video Games series from series editors Mark J. P. Wolf and Bernard Perron, is both a close analysis of the first three Silent Hill games and a general look at the whole series. Silent Hill, with its first title released in 1999, is one of the most influential of the horror video game series. Perron situates the games within the survival horror genre, both by looking at the history of the genre and by comparing Silent Hill with such important forerunners as Alone in the Dark and Resident Evil. Taking a transmedia approach and underlining the designer's cinematic and literary influences, he uses the narrative structure; the techniques of imagery, sound, and music employed; the game mechanics; and the fiction, artifact, and gameplay emotions elicited by the games to explore the specific fears survival horror games are designed to provoke and how the experience as a whole has made the Silent Hill series one of the major landmarks of video game history.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES &
HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR
LITERARY FICTION NON-FICTION SCIENCE FICTION