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KEY=GAMES - KAISER CURTIS

RESOURCES IN EDUCATION

ENCYCLOPEDIA OF VIDEO GAMES: THE CULTURE, TECHNOLOGY, AND ART OF GAMING, 2ND EDITION [3 VOLUMES]

ABC-CLIO **Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games**

CAREERS FOR TECH GIRLS IN VIDEO GAME DEVELOPMENT

The Rosen Publishing Group, Inc **Women have faced an uphill climb in the male-dominated world of video game development, but that is beginning to change. Young women now make up nearly half of all gamers, and some companies are looking to expand the influence of women in the gaming industry and engage with them as creators, rather than only as consumers. This resource introduces middle and high school girls to the world of video game development, covering the kinds of courses, extracurricular activities, and organizations that can help them get into a career in video game development.**

FOCUS ON EDUCATIONAL SUCCESS

ABSTRACTS OF EXEMPLARY PROGRAMS

HANDS-ON UNITY 2021 GAME DEVELOPMENT

CREATE, CUSTOMIZE, AND OPTIMIZE YOUR OWN PROFESSIONAL GAMES FROM SCRATCH WITH UNITY 2021, 2ND EDITION

Packt Publishing Ltd **Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games Key FeaturesUnleash the capabilities of C# scripting to create UIs, graphics, game AI agents and moreExplore Unity's latest tools, including Universal Render Pipeline, Shader Graph, UI Toolkit, Visual Scripting, and VFX graph, to enhance graphics and animationBuild an AR experience using Unity's AR FoundationBook Description Learning how to use Unity is the quickest way to creating a full game, but that's not all you can do with this simple, yet comprehensive suite of video game development tools – Unity is just as useful for creating AR/VR experiences, complex simulations, real-time realistic rendering, films, and practical games for training and education. Hands-On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up, building it step-by-step and applying your knowledge as you progress. Complete with hands-on tutorials and projects, this easy-to-follow guide will teach you how to develop the game using several Unity tools. As you advance, you will learn how to use the Unity engine, create simple scripts using C#, integrate graphics, sound, and animations, and manipulate physics to create interesting mechanics for your game. You'll be able to apply all the knowledge that you gain to a real-world game. Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently. Finally, you'll work with Unity's AR tools to create AR experiences for 3D apps and games. By the end of this Unity book, you will have created a complete game and built a solid foundation in using a wide variety of Unity tools. What you will learnExplore both C# and Visual**

Scripting tools to customize various aspects of a game, such as physics, gameplay, and the UIProgram rich shaders and effects using Unity's new Shader Graph and Universal Render PipelineImplement postprocessing to improve graphics quality with full-screen effectsCreate rich particle systems for your Unity games from scratch using VFX Graph and ShurikenAdd animations to your game using the Animator, Cinemachine, and TimelineUse the brand new UI Toolkit package to create user interfacesImplement game AI to control character behaviorWho this book is for This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine. Those with prior Unity knowledge will also benefit from the chapters exploring the latest features. While you'll still able to follow along if you don't have any programming experience, knowing the fundamentals of C# programming will help you get the most out of this book.

REDEFINING MANAGEMENT PRACTICES AND MARKETING IN MODERN AGE

Athrav Publications

PERSONNEL LITERATURE

ICEL2015-10TH INTERNATIONAL CONFERENCE ON E-LEARNING

ICEL 2015

Academic Conferences and publishing limited **These proceedings represent the work of researchers participating in the 10th International Conference on e-Learning (ICEL 2015) which is being hosted this year by the College of the Bahamas, Nassau on the 25-26 June 2015. ICEL is a recognised event on the International research conferences calendar and provides a valuable platform for individuals to present their research findings, display their work in progress and discuss conceptual advances in the area of e-Learning. It provides an important opportunity for researchers and managers to come together with peers to share their experiences of using the varied and expanding range of e-Learning available to them. With an initial submission of 91 abstracts, after the double blind, peer review process there are 41 academic Research papers and 2 PhD papers Research papers published in these Conference Proceedings. These papers come from some many different countries including: Australia, Belgium, Brazil, Canada, China, Germany, Greece, Hong Kong, Malaysia, Portugal, Republic of Macedonia, Romania, Slovakia, South Africa, Sweden, United Arab Emirates, UK and the USA. A selection of the best papers – those agreed by a panel of reviewers and the editor will be published in a conference edition of EJEL (the Electronic Journal of e-Learning www.ejel.com). These will be chosen for their quality of writing and relevance to the Journal's objective of publishing papers that offer new insights or practical help into the application e-Learning.**

CAREER OPPORTUNITIES IN THE INTERNET, VIDEO GAMES, AND MULTIMEDIA

Infobase Publishing **Provides updated key information, including salary ranges, employment trends, and technical requirements. Career profiles include animator, content specialist, game designer, online editor, web security manager, and more.**

START YOUR VIDEO GAME CAREER

PROVEN ADVICE ON JOBS, EDUCATION, INTERVIEWS, AND MORE FOR STARTING AND SUCCEEDING IN THE VIDEO GAME INDUSTRY

Learn how to start your career making video games from game industry expert Jason W. Bay! This practical "question and answer" book offers insider advice, information, and inspiration on how to get a job and grow your career making video games.

LEVEL 2 EVALUATION: LEARNING

American Society for Training and Development

OCCUPATIONAL OUTLOOK QUARTERLY

DESIGN AND DEVELOPMENT OF TRAINING GAMES

Cambridge University Press **Leaders in the field of serious games share practical guidelines and lessons learned from researching and developing learning games.**

EXPERIENTAL LEARNING FOR LEADERS

ACTION LEARNING, ON-THE-JOB LEARNING, SERIOUS GAMES, AND SIMULATIONS

OCCUPATIONAL OUTLOOK HANDBOOK

FOOD AND NUTRITION INFORMATION AND EDUCATIONAL MATERIALS CENTER CATALOG

10TH EUROPEAN CONFERENCE ON GAMES BASED LEARNING

ECGBL 2016

Academic Conferences and publishing limited

101 GREAT GAMES AND ACTIVITIES

John Wiley & Sons **Training dynamite! Training mastermind Arthur VanGundy, author of the best-selling Brain Boosters for Business Advantage, has assembled 101 original games and activities guaranteed to satisfy almost every conceivable training need. These dynamic exercises are accompanied by: * Concise objectives * Recommended uses * Suggested audience * Required time * Necessary materials * Detailed procedures * Potential discussion topics * Possible variations . . . and more! Get VanGundy's best-selling game assortment and add these simple, practical, power-packed resources to your training arsenal today!**

UNREAL ENGINE: GAME DEVELOPMENT FROM A TO Z

Packt Publishing Ltd **Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine, computer graphics rendering and Material editor to implement in your games Construct a top-notch game by using the assets offered by Unreal Engine, thereby reducing the time to download, create assets on your own. Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game, Blockmania, for Android. Who This Book Is For This path is ideal for those who have a strong interest in game development and some development experience. An intermediate understanding of C++ is recommended. What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate, Unreal's UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials, and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games. This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms. The first module, Learning Unreal Engine Game Development, starts with small, simple game ideas and playable projects. It starts by showing you the basics in the context of an individual game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this module, you will be able to put into practise your own content.After getting familiar with Unreal Engine's core concepts, it's time that you dive into the field of game development. In this second module, Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine, which you can work through as you build your own unique project. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more. You will start by building out levels for your game, followed by recipes to help you create environments, place meshes, and implement your characters. By the end of this module, you will see how to create a health bar and main menu, and then get your game ready to be deployed and published.The final step is to create your very own game that will keep mobile users hooked. This is what you'll be learning in our third module, Learning Unreal Engine Android Game Development,Once you get the hang of things, you will start developing our game, wherein you will graduate from movement and character control to AI and spawning. Once you've created your application, you will learn how to port and publish your game to the Google Play Store. With this course, you will be inspired to come up with your own great ideas for your future game development projects. Style and approach A practical collection of bestselling Packt titles, this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential, sequential collection.**

DICTIONARY OF OCCUPATIONAL TITLES

Supplement to 3d ed. called Selected characteristics of occupations (physical demands, working conditions, training time) issued by Bureau of Employment Security.

RESOURCES IN VOCATIONAL EDUCATION

RESEARCH IN EDUCATION

CATALOG OF NIE EDUCATION PRODUCTS

STREET GANGS

CURRENT KNOWLEDGE AND STRATEGIES

DIANE Publishing **Summarizes research and professional criminal justice perspectives on gangs; describes some current gang prevention, intervention, and suppression strategies; and presents recommendations for dealing with street gangs at the community level. Extensive bibliography.**

TRAINING AND DEVELOPMENT JOURNAL

LEVEL 1 EVALUATION: REACTION AND PLANNED ACTION

American Society for Training and Development **How training participants initially react to a training intervention can product important data to demonstrate value to the organization. This issue explains why measuring participant reaction is important and shows you how to establish evaluation criteria, create data collection tools, collect the data, analyze and report the data, communicate results, and plan improvements. A case study of a level one evaluation at First Union Nation Bank is included to demonstrate Level 1's value.**

LEARNING IPHONE GAME DEVELOPMENT WITH COCOS2D 3.0

"This book is an easy-to-follow, step-by-step beginner's guide covering the full process of creating a game. It is packed with examples and illustrations, with comprehensive coverage of each topic. If you want to learn how to make games using the Cocos2D framework, this book is for you. If you would like to build a good foundation for a career in game development as an independent game developer or at a game studio, or if you just want to make games as a hobby, then you'll love this book. You should have some basic programming experience with Objective-C and Xcode. To run the code in this book, you will also need an Intel-based Macintosh running OS X Mountain Lion (or later). "

LEARNING C# BY DEVELOPING GAMES WITH UNITY 5.X

Packt Publishing Ltd **Develop your first interactive 2D platformer game by learning the fundamentals of C# About This Book Get to grips with the fundamentals of scripting in C# with Unity Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C# This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you. What You Will Learn Understand the fundamentals of variables, methods, and code syntax in C# Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object-oriented programming principles Generate infinite levels for your game Create and code a good-looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods. Moving forward, you will find out how to create, store, and retrieve data from collection of objects. You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.**

ECGBL 2017 11TH EUROPEAN CONFERENCE ON GAME-BASED LEARNING

Academic Conferences and publishing limited

ONLINE TUTOR 2.0: METHODOLOGIES AND CASE STUDIES FOR SUCCESSFUL LEARNING

METHODOLOGIES AND CASE STUDIES FOR SUCCESSFUL LEARNING

IGI Global **After centuries of rethinking education and learning, the current theory is based on technology's approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.**

HANDBOOK OF RESEARCH ON ANALYZING IT OPPORTUNITIES FOR INCLUSIVE DIGITAL LEARNING

IGI Global **The outbreak of the pandemic around the world came with national measures to deal with the health emergency that caused and will continue to cause important disruption in education for students, teachers, and policymakers. Digital technologies can provide innovative solutions that can prevent the negative effects of lockdowns of countries and regions on education. It is important to analyze digital solutions and experiences for distance learning and to better understand the available resources and best practices to deal effectively with the challenges of digital learning for both learners and academic staff. It is important that countries promote digital excellence and explore the opportunities that information technologies can provide to education institutions, especially in the post-pandemic**

scenario, and the major transformations it will bring to citizens, societies, and economies. The Handbook of Research on Analyzing IT Opportunities for Inclusive Digital Learning explores the new demands of labor markets in the digital economy, how educational institutions can respond to these new opportunities and threats, the development of new teaching and learning methods, and finally, the development of digital skills and competences. It also discusses the challenges and opportunities caused by the pandemic in the area of education and how information technologies can transform education and develop a new workforce with the required digital skills and competences and knowledge to fit the post-pandemic labor market. This book highlights topics including knowledge management systems, learning technologies, personalized learning, and more within the context of diverse student populations. It is a valuable reference tool for academics, researchers, lecturers, decision makers, policymakers, and practitioners interested in new theories, research findings, and case studies for understanding inclusive digital learning and the opportunities for digital technologies in education.

RESOURCES IN EDUCATION

RIE.. ANNUAL CUMULATION

LEARNING C# BY DEVELOPING GAMES WITH UNITY 5. X SECOND EDITION

Develop your first interactive 2D platformer game by learning the fundamentals of C#About This Book- Get to grips with the fundamentals of scripting in C# with Unity- Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C#- This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in UnityWho This Book Is ForThe book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you.What You Will Learn- Understand the fundamentals of variables, methods, and code syntax in C#- Get to know about techniques to turn your game idea into working project- Use loops and collections efficiently in Unity to reduce the amount of code- Develop a game using the object-oriented programming principles- Generate infinite levels for your game- Create and code a good-looking functional UI system for your game- Publish and share your game with usersIn DetailUnity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency.This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods. Moving forward, you will find out how to create, store, and retrieve data from collection of objects.You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game.By the end of this book, you will have mastered the art of applying C# in Unity.Style and approachThis is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

HOUSE OF COMMONS - CULTURE, MEDIA AND SPORT COMMITTEE: SUPPORTING THE CREATIVE ECONOMY - VOLUME I: HC 674

THIRD REPORT OF SESSION 2013-14, VOL. 1: REPORT, TOGETHER WITH FORMAL MINUTES, ORAL AND WRITTEN EVIDENCE

The Stationery Office This report warns that the extraordinary success of the UK's creative industries may be jeopardised by any dilution of intellectual property rights and the failure to tackle online piracy. The Committee also strongly condemns the failure of Google in particular to tackle access of copyright infringing websites through its search engine. Such illegal piracy, combined with proposals arising from the Hargreaves review to introduce copyright exceptions, and a failure to strengthen copyright enforcement as envisaged by the Digital Economy Act 2010, together threaten the livelihoods of the individuals and industries that contribute over £36 billion annually to the UK economy. Also, the Olympics No Marketing Rights scheme is excessively restrictive and is preventing British creative companies from realising the benefits they deserve from the Olympic legacy. The Committee calls for: a central champion of Intellectual Property in Government to promote and protect the interests of UK intellectual property; the maximum penalty for serious online IP theft to be increased to 10 years imprisonment, in line with the punishment for such offences in the physical world; more evidence and scrutiny before any exceptions to copyright such as those suggested by Hargreaves are applied; redoubled efforts to ensure that the video games tax credit is approved by the European Commission and introduced as soon as possible; reforms to the income tax and tax reliefs systems to recognise adequately the freelance nature of much creative work; greater recognition of the importance of arts subjects in the curriculum.

TECHNOLOGY AND THE AMERICAN ECONOMY

TECHNOLOGY AND THE AMERICAN ECONOMY: STATEMENTS RELATING TO THE IMPACT OF TECHNOLOGICAL CHANGE

PROJECTS IN PROGRESS - COORDINATING COMMITTEE ON RESEARCH IN VOCATIONAL EDUCATION

THESAURUS OF ERIC DESCRIPTORS

4th-7th eds. contain a special chapter on The role and function of the thesaurus in education, by Frederick Goodman.

OCCUPATIONAL OUTLOOK HANDBOOK, 2002-2003

JIST Works **Provides the most recent government information on jobs and careers in the United States, includes data about salaries and occupational advancement, and describes positions for the professional through entry level.**

BULLETIN OF THE UNITED STATES BUREAU OF LABOR STATISTICS