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KEY=GAME - KENT SANTOS

THE GAME

A SPORTS ROMANTIC COMEDY

Rolling Hearts Press

LEARNING JAVA WITH GAMES

Springer This innovative approach to teaching Java language and programming uses game design development as the method to applying concepts. Instead of teaching game design using Java, projects are designed to teach Java in a problem-solving approach that is both a fun and effective. Learning Java with Games introduces the concepts of Java and coding; then uses a project to emphasize those ideas. It does not treat the object-oriented and procedure and loop parts of Java as two separate entities to be covered separately, but interweaves the two concepts so the students get a better picture of what Java is. After studying a rich set of projects, the book turns to build up a "Three-layer Structure for Games" as an architecture template and a guiding line for designing and developing video games. The proposed three-layer architecture not only merges essential Java object-oriented features but also addresses loosely coupled software architecture.

CHILDREN'S GAMES IN THE NEW MEDIA AGE

CHILDLORE, MEDIA AND THE PLAYGROUND

Routledge The result of a unique research project exploring the relationship between children's vernacular play cultures and their media-based play, this collection challenges two popular misconceptions about children's play: that it is depleted or even dying out and that it is threatened by contemporary media such as television and computer games. A key element in the research was the digitization and analysis of Iona and Peter Opie's sound recordings of children's playground and street games from the 1970s and 1980s. This framed and enabled the research team's studies both of the Opies' documents of mid-twentieth-century play culture and, through a two-year ethnographic study of play and games in two primary school playgrounds, contemporary children's play cultures. In addition the research included the use of a prototype computer game to capture playground games and the making of a documentary film. Drawing on this extraordinary data set, the volume poses three questions: What do these hitherto unseen sources reveal about the games, songs and rhymes the Opies and others collected in the mid-twentieth century? What has happened to these vernacular forms? How are the forms of vernacular play that are transmitted in playgrounds, homes and streets transfigured in the new media age? In addressing these questions, the contributors reflect on the changing face of childhood in the twenty-first century - in relation to questions of gender and power and with attention to the children's own participation in producing the ethnographic record of their lives.

THE VIDEO GAME EXPLOSION

A HISTORY FROM PONG TO PLAYSTATION AND BEYOND

ABC-CLIO This title traces the growth of video games, showing how they have become an integral part of popular culture today.

INTRODUCING HTML5 GAME DEVELOPMENT

"O'Reilly Media, Inc." Summary: Step-by-step guide to creating a 2D game using Impact, the JavaScript game framework that works with HTML5's Canvas element.

BUILDING HTML5 GAMES WITH IMPACTJS

AN INTRODUCTION ON HTML5 GAME DEVELOPMENT

"O'Reilly Media, Inc." Create a real 2D game from start to finish with ImpactJS, the JavaScript game framework that works with the HTML5's Canvas element. Making video games is hard work that requires technical skills, a lot of planning, and—most critically—a commitment to completing the project. With this hands-on guide, you'll learn how to use Impact with other technologies step-by-step. You'll pick up important tips about game design, and discover how to publish Impact games to the Web, desktop, and mobile—including a method to package your game as a native iOS app. Packed with screen shots and sample code, this book is ideal for game developers of all levels. Set up your development environment and discover Impact's advantages Build a complete game with core logic, collision detection, and player and monster behavior Learn why a game design document is critical before you start building Display and animate game artwork with sprite sheets Add sound effects, background music, and text Create screens to display stats and in-game status Prepare to publish by baking your game files into a single file

CLASSIC HOME VIDEO GAMES, 1989Ð1990

A COMPLETE GUIDE TO SEGA GENESIS, NEO GEO AND TURBOGRAFX-16 GAMES

McFarland The third in a series about home video games, this detailed reference work features descriptions and reviews of every official U.S.–released game for the Neo Geo, Sega Genesis and TurboGrafx-16, which, in 1989, ushered in the 16-bit era of gaming. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include historical information, gameplay details, the author's critique, and, when appropriate, comparisons to similar games. Appendices list and offer brief descriptions of all the games for the Atari Lynx and Nintendo Game Boy, and catalogue and describe the add-ons to the consoles covered herein—Neo Geo CD, Sega CD, Sega 32X and TurboGrafx-CD.

MAKING A GAME DEMO

FROM CONCEPT TO DEMO GOLD

Wordware Publishing, Inc. Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo.Discover how the use of documentation can help you organize the game design process; understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking.The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more!

UNITY FOR ABSOLUTE BEGINNERS

Apress Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible, while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.

DIRECTOR MX 2004 GAMES

GAME DEVELOPMENT WITH DIRECTOR

Taylor & Francis Learn the professional skills you need to create both 2d and 3d games with Director

ADVENTURE: THE ATARI 2600 AT THE DAWN OF CONSOLE GAMING

Ziff Davis The sprawl of Adventure. The addictiveness of Breakout. The intensity of Space Invaders. Once upon a time, you could only experience this kind of excitement at the arcade. But in 1977 that changed forever. You, and maybe a friend or a sibling, could instantly teleport from your own living room to a dazzling new world—with nothing more than a small plastic cartridge. This was the promise of the Atari 2600—and it was delivered in ways no one ever expected. No, the games it put on your TV weren't what you saw when you plunked in your quarters at the convenience store or in the noisy, smoky business on the other side of town. But they brought the arcade home—and it hasn't left since. With Adventure: The Atari 2600 at the Dawn of Console Gaming, Jamie Lendino takes you to the front lines of the home gaming revolution, exploring the history of the world-changing console and delves into the coin-op ports and original titles that still influence gaming today. Before your next trip to a magical universe with your Xbox One, PlayStation 4, or Nintendo Switch, see how the home gaming industry truly began.

GAZING AT GAMES

AN INTRODUCTION TO EYE TRACKING CONTROL

Springer Nature Eye tracking is a process that identifies a specific point in both space and time that is being looked at by the observer. This information can also be used in real-time to control applications using the eyes. Recent innovations in the video game industry include alternative input modalities to provide an enhanced, more immersive user experience. In particular, eye gaze control has recently been explored as an input modality in video games. This book is an introduction for those interested in using eye tracking to control or analyze video games and virtual environments. Key concepts are illustrated through three case studies in which gaze control and voice recognition have been used in combination to control virtual characters and applications. The lessons learned in the case studies are presented and issues relating to incorporating eye tracking in interactive applications are discussed. The reader will be given an introduction to human visual attention, eye movements and eye tracking technologies. Previous work in the field of studying fixation behavior in games and using eye tracking for video game interaction will also be presented. The final chapter discusses ideas for how this field can be developed further to create richer interaction for characters and crowds in virtual environments. Alternative means of interaction in video games are especially important for disabled users for whom traditional techniques, such as mouse and keyboard, may be far from ideal. This book is also relevant for those wishing to use gaze control in applications other than games. Table of Contents: Introduction / The Human Visual System / Eye Tracking / Eye Tracking in Video Games / Gaze and Voice Controlled Video Games: Case Study I and II / Gaze and Voice Controlled Drawing: Case Study III / Conclusion

GAMEAXIS UNWIRED

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

MORE THAN A GAME

WHAT MINOR, JUNIOR, AND UNIVERSITY HOCKEY TAUGHT ME ABOUT LIFE

FriesenPress Every year, hundreds of thousands of young players take to the ice, dreaming of a career in hockey, yet, only a few make it to the big leagues. A successful hockey career shouldn't be defined by championships won, records broken, or contracts signed. In More Than a Game, Nathan Chiarlitti argues that hockey can develop important qualities to help players in their everyday lives. This book takes hockey players, parents, coaches and fans through the highs and lows of the game, season after season, league after league, and shares some of the important lessons that over twenty years of hockey has taught. Whether in a professional league, a junior league, a minor league or a beer league, hockey really is, More Than a Game.

WINDOWS MOBILE GAME DEVELOPMENT

BUILDING GAMES FOR THE WINDOWS PHONE AND OTHER MOBILE DEVICES

Apress This book will provide you with a comprehensive guide to developing games for both the Windows Mobile platform and the Windows Phone using the industry standard programming languages C# and VB .NET. You will be walked through every aspect of developing for the Windows Mobile platform—from setting up your development environment for the first time to creating advanced 3D graphics. Finally, you'll learn how you can make your applications available to others, whether distributing for free or selling online. Using extensive code samples throughout, you'll gather all the information needed to create your own games and distribute them successfully for others to enjoy. Aimed primarily at C# developers, almost everything in the book can be used in VB .NET too. For those areas where this is not the case, workarounds are suggested so that VB .NET developers are still able to use the techniques described.

CLASSIC HOME VIDEO GAMES, 1972–1984

A COMPLETE REFERENCE GUIDE

McFarland This reference work provides a comprehensive guide to popular and obscure video games of the 1970s and early 1980s, covering virtually every official United States release for programmable home game consoles of the pre–Nintendo NES era. Included are the following systems: Adventure Vision, APF MP1000, Arcadia 2001, Astrocade, Atari 2600, Atari 5200, Atari 7800, ColecoVision, Fairchild Channel F, Intellivision, Microvision, Odyssey, Odyssey2, RCA Studio II, Telstar Arcade, and Vectrex. Organized alphabetically by console brand, each chapter includes a history and description of the game system, followed by substantive entries for every game released for that console, regardless of when the game was produced. Each video game entry includes publisher/developer information and the release year, along with a detailed description and, frequently, the author's critique. An appendix lists "homebrew" titles that have been created by fans and amateur programmers and are available for download or purchase. Includes glossary, bibliography and index.

SOFTWARE PRODUCT-FAMILY ENGINEERING

5TH INTERNATIONAL WORKSHOP, PFE 2003, SIENA, ITALY, NOVEMBER 4-6, 2003, REVISED PAPERS

Springer This book contains the proceedings of the 5th International Workshop on Product Family Engineering, PFE-5. This workshop was held in Siena, Italy, November 4–6, 2003. This workshop was the fifth in the series, with the same subject, software product family engineering. These workshops have been held initially irregularly about every 18 months since 1996. Since 1999 the workshop has

been held every second year in the fall. The proceedings of the second, third and fourth workshops were published as Springer LNCS volumes 1429, 1951 and 2290. The workshops were organized within co-operation projects of European industry. The first two were organized by ARES (Esprit IV 20.477) 1995–1999; this project had 3 industrial and 3 academic partners, and studied software architectures for product families. Some of the partners continued in the ITEA project if99005 ESAPS (1999–2001). ITEA is the software development programme (?! 2023) within the European Eureka initiative. ITEA projects last for 2 years, and ESAPS was succeeded by CAFÉ (ITEA if00004) for 2001–2003 and FAMILIES (ITEA if02009). This fifth workshop was initially prepared within CAFÉ and the preparation continued in FAMILIES. As usual Henk Obbink was the workshop chair, and Linda Northrop and Sergio Bandinelli were the co-chairs.

FOUNDATION GAME DESIGN WITH HTML5 AND JAVASCRIPT

Apress Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programing to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

OFFICIAL GAZETTE OF THE UNITED STATES PATENT AND TRADEMARK OFFICE

PATENTS

FLASH MX GAMES

ACTIONSCRIPT FOR ARTISTS

CRC Press Learn the professional skills you need to make the best use of Flash for creating interactive animation and producing exciting, dynamic Internet content. Nik Lever, writing as an artist for artists, takes you through the entire process from creating the art and animation for games in Flash, to adding the interactivity using Flash's ActionScripting language. He also provides valuable extra coverage of how Flash integrates with Director 8.5 Shockwave studio and C++. As a designer using Flash you will see how you can apply your creative skills to the many stages of game production and produce your own interactive games with this versatile package. As an animator you will be able to add interactive functionality to your own animation and produce a game. As a web developer you will see how to make the best use of the sophisticated development environment Flash offers for the production of both artwork and code to create low bandwidth, animated web content that sells! The free CD-Rom includes all the code and files you need to try out each tutorial from the book so you can see exactly how each game was created. Learn from the many different types of games provided as examples, from simple quizzes to platform-based games. High score tables and multi-player games using sockets, vital to higher level online games, are also covered in detail to ensure you have the complete skill set needed to succeed in this competitive arena.

INTRODUCTORY PROGRAMMING WITH SIMPLE GAMES

USING JAVA AND THE FREELY AVAILABLE NETWORKED GAME ENGINE

John Wiley & Sons This is an excellent resource for programmers who need to learn Java but aren't interested in just reading about concepts. Introduction to Java Programming with Games follows a spiral approach to introduce concepts and enable them to write game programs as soon as they start. It includes code examples and problems that are easy to understand and motivates them to work through to find the solutions. This game-motivated presentation will help programmers quickly apply what they've learned in order to build their skills.

STORYTELLING FOR NEW TECHNOLOGIES AND PLATFORMS

A WRITER'S GUIDE TO THEME PARKS, VIRTUAL REALITY, BOARD GAMES, VIRTUAL ASSISTANTS, AND MORE

CRC Press Want to know what it's like to write for a theme park attraction? Or an interactive toy? Or for a virtual reality game? Wait – those tell stories? And there are jobs for people to write them? Thanks to technology, interactive products and live experiences can now engage us with memorable characters and exciting adventures that were once only destined for the cinema. Storytelling for New Technologies and Platforms: A Writer's Guide to Theme Parks, Virtual Reality, Board Games, Virtual Assistants, and More is a handbook for writers, students, producers, teachers, scholars, career changers, early tech adopters, and just about anyone who loves story and technology. As a collection of articles from some of the best creative writers in their medium, this book will prepare content creators of tomorrow to tackle some of today's most exhilarating creative challenges found on a screen … or off! Key Features: Expert advice from several industry professionals who have worked for some of the world's biggest tech and interactive companies. Best practices that not only guide writers on how to apply their craft to new fields, but also prepare them for the common ambiguity they

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will find in corporate and start-up environments. Breakdown of platforms that shows how tech capabilities can fulfill content expectations and how content can fulfill tech expectations. Basic storytelling mechanics customized to today's popular technologies, live experiences, and traditional game platforms.

PRINCETON ALUMNI WEEKLY

princeton alumni weekly

RULES OF PLAY

GAME DESIGN FUNDAMENTALS

MIT Press 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.

CREATE COMPUTER GAMES

DESIGN AND BUILD YOUR OWN GAME

John Wiley & Sons PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game? Follow the steps in this book to learn a little about code, build a few graphics, and piece together a real game you can share with your friends. Who knows? What you learn here could help you become the next rock-star video- game designer. So set your controller aside and get ready to create! Decipher the code – build some basic knowledge of how computer code drives videogames Get animated – create simple graphics and learn how to put them in motion Update a classic – put your knowledge together to put your modern twist on a classic game

HEAD FIRST LEARN TO CODE

A LEARNER'S GUIDE TO CODING AND COMPUTATIONAL THINKING

"O'Reilly Media, Inc." What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

CLASSWORKS NON-FICTION YEAR RECEPTION

Nelson Thornes Provides everything you need to slot into your medium term plan.

ANYTHING & EVERYTHING

MARCH VOLUME II

Cyko Technology This whole edition is dedicated to women. Hence, there are a lot of stuffs related to the various domains of the life of a female. A lot of interesting feminal reads are available to our readers, ranging from inspirational stories to the social and cultural problems encountered by females, from yummylicious food recipes to unique facts about women, from distinctive achievements made by women worldwide to must-haves for women, to name a few. And yeah not to mention, this edition does offer a great deal to our male readers too! A magazine, that contains a lot of fascinating as well as enthralling stuffs, for people of all ages. It includes topics ranging from technology to music, from inspirational stories to news about important happenings in the prevailing month, from information on useful apps to cykopedia, and a lot more to attract you towards it. We, as a team, have developed this multifaceted magazine, to bring to your service, information and knowledge, dealing with the different aspects of our lives. It`s our initiative to bring to you, a unique reading experience, like never before, a complete blend of innovative ideas emanated from different minds. So guys, kindly spare some time, and get through our work. And yeah don`t forget to give us your reviews. Your feedbacks are of immense importance to us, and would be highly appreciated and made use of, in raising the standards of our magazine as well as mitigating the short comings of the same.

YOU WIN IN THE LOCKER ROOM FIRST

THE 7 C'S TO BUILD A WINNING TEAM IN BUSINESS, SPORTS, AND LIFE

John Wiley & Sons NFL head coach Mike Smith lead one of the most remarkable turnarounds in NFL history. In the season prior to his arrival in 2008, the Atlanta Falcons had a 4–12 record and the franchise had never before achieved back-to-back winning seasons. Under Smith's leadership, the Falcons earned an 11–5 record in his first season and would go on to become perennial playoff and Super Bowl contenders earning Smith AP Coach of year in 2008 and voted Coach of Year by his peers in 2008, 2010 and 2012. You Win in the Locker Room First draws on the extraordinary experiences of Coach Mike Smith and Jon Gordon—consultant to numerous college and professional teams—to explore the seven powerful principles that any business, school, organization, or sports team can adopt to revitalize their organization. Step by step, the authors outline a strategy for building a thriving organization and provide a practical framework that give leaders the tools they need to create a great culture, lead with the right mindset, create strong relationships, improve teamwork, execute at a higher level, and avoid the pitfalls that sabotage far too many leaders and organizations. In addition to sharing what went right with the Falcons, Smith also transparently shares what went wrong his last two seasons and provides invaluable lessons leaders can take away from his victories, success, failures and mistakes. Whether it's an executive leadership team of a Fortune 500 company, a sports team, an emergency room team, military team, or a school team successful leaders coach their team and develop, mentor, encourage, and guide them. This not only improves the team, it improves the leaders and their relationships, connections, and organization. You Win in the Locker Room First offers a rare behind-the-scenes look at one of the most pressure packed leadership jobs on the planet and what leaders can learn from these experiences in order to build their own winning team.

GAMEAXIS UNWIRED

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

33 GAMES OF SKILL & CHANCE FOR THE IBM PC

Contains Brain Teasers, Math Puzzles, Games of Finance, Games of Skill & Games of Chance, All Designed for the IBM-PC. Includes Ready-to-Run Programs

LEARNING C# BY PROGRAMMING GAMES

Springer Science & Business Media Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience. Contrary to most programming books, Egges, Fokker and Overmars do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, showing a heads-up display, dealing with physics, handling interaction between game objects, and creating pleasing visual effects such as snow or glitter. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important aspects of programming in general, including many programming constructs and idioms, syntax diagrams, collections, and exception handling. The book is also designed to be used as a basis for a game-oriented programming course. For each part, there are concluding exercises and challenges, which are generally more complex programming endeavors. Lots of supplementary materials for organizing such a course are available on the accompanying web site http://www.csharpprogramminggames.com, including installation instructions, solutions to the exercises, software installation instructions, game sprites and sounds.

THE BOOK OF GAMES

Book of Games "Explores more than one hundred of the latest and most exciting video games, providing information of great interest to gamers and parents. Sorted by genre, each game is presented on a two-page spread including an informative game summary with challenges and hints, a description of key gameplay activities, average game score, parental age information and game complexity. Nine illustrative screen shots show the game in action; and if you like what you see, check out the list of similar games at the bottom of each page"--Publisher's website (viewed April 21, 2008).

GAMING HACKS

"O'Reilly Media, Inc." Aimed at avid and/or highly skilled video gamers, 'Gaming Hacks' offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming gurus

PC MAG

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

GAMES CHILDREN SING... MALAYSIA

MALAY, CHINESE, AND TAMIL-INDIAN CHILDREN'S SONGS AND LORE

Alfred Music Publishing Games, songs, rhymes, riddles, and even food-treats, with instructions and background notes for each selection; also includes background on Malay, Chinese and Tamil-Indian music and history.

PRO JAVA 9 GAMES DEVELOPMENT

LEVERAGING THE JAVAFX APIS

Apress Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

BOYS' LIFE

Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

SELVES AND IDENTITIES IN NARRATIVE AND DISCOURSE

John Benjamins Publishing The different traditions that have inspired the contributors to this volume can be divided along three different orientations, one that is rooted predominantly in sociolinguistics, a second that is ethnomethodologically informed, and a third that came in the wake of narrative interview research. All three share a commitment to view self and identity not as essential properties of the person but as constituted in discursive practices and particularly in narrative. Moreover, since self and identity are held to be phenomena that are contextually and continually generated, they are defined and viewed in the plural, as selves and identities. In the attempt of moving closer toward a process-oriented approach to the formation of selves and identities, this volume sets the stage for future discussions of the role of narrative and discourse in this generation process and for how a close analysis of these processes can advance an understanding of the world around us and within this world, of identities and selves.

INFOWORLD

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.