

Read Book Violent Video Games Research Paper Pdf For Free

Perceiving Play Mar 26 2023 "Computer games are increasingly prevalent, and cause both curiosity and concern in the general public, so understanding these games and play is important. Game researchers need to work quickly to document, report, and analyse the effect on our modern society as an increasing amount of people make new and drastically different choices in how they spend their time. *Perceiving Play: The Art and Study of Computer Games* looks at the directions and findings of this research, and examines how game research integrates the studies of social science, ethnography, textual analysis and criticism, economy, law, and technology." --Book Jacket.

Papers in Game Theory Dec 23 2022 This volume contains twelve of my game-theoretical papers, published in the period of 1956-80. It complements my *Essays on Ethics, Social Behavior, and Scientific Explanation*, Reidel, 1976, and my *Rational Behavior and Bargaining Equilibrium in Games and Social Situations*, Cambridge University Press, 1977. These twelve papers deal with a wide range of game-theoretical problems. But there is a common intellectual thread going through all of them: they are all parts of an attempt to generalize and combine various game-theoretical solution concepts into a unified solution theory yielding one-point solutions for both cooperative and noncooperative games, and covering even such 'non-classical' games as games with incomplete information. SECTION A The first three papers deal with bargaining models. The first one discusses Nash's two-person bargaining solution and shows its equivalence with Zeuthen's bargaining theory. The second considers the rationality postulates underlying the Nash-Zeuthen theory and defends it against Schelling's objections. The third extends the Shapley value to games without transferable utility and proposes a solution concept that is at the same time a generalization of the Shapley value and of the Nash bargaining solution.

Violent Video Game Effects on Children and Adolescents Jun 24 2020 Violent video games are successfully marketed to and easily obtained by children and adolescents. Even the U.S. government distributes one such game, America's Army, through both the internet and its recruiting offices. Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behavior? As the first book to unite empirical research on and public policy options for violent video games, *Violent Video Game Effects on Children and Adolescents* will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies.

A Web Gaming Facility for Research and Teaching Nov 29 2020 This essay considers the potential for utilizing web games for research and teaching. It discusses a specific gaming facility that has been constructed and utilized. The gaming facility can be made available for use for those interested in utilizing it for teaching and/or research purposes. The goal is to have this facility be of use for both single play and repeated matrix games. Much of the discussion here is aimed at single play games as a desirable benchmark preliminary to the study of repeated games. Properties of the one stage games are discussed and instructions for the use of the system are supplied. Extensions to multistage games and incomplete information are noted.

Game Theory and Experimental Games Aug 19 2022

Handbook of Computer Game Studies Apr 27 2023 A broad treatment of computer and video games from a wide range of perspectives, including cognitive science and artificial intelligence, psychology, history, film and theater, cultural studies, and philosophy. New media students, teachers, and professionals have long needed a comprehensive scholarly treatment of digital games that deals with the history, design, reception, and aesthetics of games along with their social and cultural context. The *Handbook of Computer Game Studies* fills this need with a definitive look at the subject from a broad range of perspectives. Contributors come from cognitive science and artificial intelligence, developmental, social, and clinical psychology, history, film, theater, and literary studies, cultural studies, and philosophy as well as game design and development. The text includes both scholarly articles and journalism from such well-known voices as Douglas Rushkoff, Sherry Turkle, Henry Jenkins, Katie Salen, Eric Zimmerman, and others. Part I considers the "prehistory" of computer games (including slot machines and pinball machines), the development of computer games themselves, and the future of mobile gaming. The chapters in part II describe game development from the designer's point of view, including the design of play elements, an analysis of screenwriting, and game-based learning. Part III reviews empirical research on the psychological effects of computer games, and includes a discussion of the use of computer games in clinical and educational settings. Part IV considers the aesthetics of games in comparison to film and literature, and part V discusses the effect of computer games on cultural identity, including gender and ethnicity. Finally, part VI looks at the relation of computer games to social behavior, considering, among other matters, the inadequacy of laboratory experiments linking games and aggression and the different modes of participation in computer game culture.

Games and Simulations in Online Learning: Research and Development Frameworks Jun 05 2021 "This book examines the potential of games and simulations in online learning, and how the future could look as developers learn to use the emerging capabilities of the Semantic Web. It explores how the Semantic Web will impact education and how games and simulations can evolve to become robust teaching resources"-- Provided by publisher.

This Gaming Life Feb 13 2022 Traveling to London, Seoul, and Reykjavik, the topic of gaming and its effects on people around the world is discussed through a review of its impact on culture, technology, and education around the world.

Research Anthology on Developments in Gamification and Game-Based Learning Apr 03 2021 Technology has increasingly become utilized in classroom settings in order to allow students to enhance their experiences and understanding. Among such technologies that are being implemented into course work are game-based learning programs. Introducing game-based learning into the classroom can help to improve students' communication and teamwork skills and build more meaningful connections to the subject matter. While this growing field has numerous benefits for education at all levels, it is important to understand and acknowledge the current best practices of gamification and game-based learning and better learn how they are correctly implemented in all areas of education. The *Research Anthology on Developments in Gamification and Game-Based Learning* is a comprehensive reference source that considers all aspects of gamification and game-based learning in an educational context including the benefits, difficulties, opportunities, and future directions. Covering a wide range of topics including game concepts, mobile learning, educational games, and learning processes, it is an ideal resource for academicians, researchers, curricula developers, instructional designers, technologists, IT specialists, education professionals, administrators, software designers, students, and stakeholders in all levels of education.

Better Game Characters by Design Aug 07 2021 Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's

memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. *Better Game Characters by Design* gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

Consumer Research for the Online-Mobile Gaming Industry with Respect to the Youth (15-24 Year Old). Jan 20 2020 With the rise in the internet, users across the globe proliferated. With this surge, online gaming achieved a new milestone every year. Players of all ages and every nationality compete against each other be it on arcade or console games. These gamers have become abstract with their uncanny usernames and thus it becomes impossible to research about them and collect worthwhile statistics for gaming companies. Thus it has become very important to investigate further in this domain. Many games also invoice for their premium services and thus it has become profitable for these companies. Furthermore, it would be advantageous for these companies if they could find definite data on the consumer profiles, the time they devote, and their outlays. We have conducted research with an aim of consumer profiling of mobile online gamers. This research paper intends to investigate the consumer decision-making process of youth-(Target Population-(15-24 years)) with respect to mobile online games by using the methodology of questionnaire analysis and literature review. The center of attention of this research paper revolves around the factors influencing the decisions of youth gamers. This research paper incorporates the major pros and cons of mobile online games that play a crucial role in consumer profiling.

Handbook of Research on Immersive Digital Games in Educational Environments Sep 08 2021 Education is increasingly being involved with technological resources in order to meet the needs of emerging generations, consequently changing the way people teach and learn. Game-based learning is a growing aspect of pedagogical practice, and it is important to disseminate research trends and innovations in this field. The *Handbook of Research on Immersive Digital Games in Educational Environments* provides emerging research exploring the theoretical and practical aspects of digital games and technological resources and applications within contemporary education. Featuring coverage on a broad range of topics such as digital integration, educational simulation, and learning theories, this book is ideally designed for teachers, pre-service teachers, students, educational researchers, and education software developers seeking current research on diverse immersive platforms and three-dimensional environments that support the creation of digital games and other applications to improve teaching and learning processes.

10th European Conference on Games Based Learning Feb 19 2020

Game Usability Oct 09 2021 Computers used to be for geeks. And geeks were fine with dealing with a difficult and finicky interface--they liked this--it was even a sort of badge of honor (e.g. the Unix geeks). But making the interface really intuitive and useful--think about the first Macintosh computers--took computers far far beyond the geek crowd. The Mac made HCI (human computer interaction) and usability very popular topics in the productivity software industry. Suddenly a new kind of experience was crucial to the success of software - the user experience. Now, 20 years later, developers are applying and extending these ideas to games. Game companies are now trying to take games beyond the 'hardcore' gamer market--the people who love challenge and are happy to master a complicated or highly genre-constrained interface. Right about now (with the growth of interest in casual games) game companies are truly realizing that usability matters, particularly to mainstream audiences. If it's not seamless and easy to use and engaging, players will just not stay to get to the 'good stuff'. By definition, usability is the ease with which people can employ a particular tool in order to achieve a particular goal. Usability refers to a computer program's efficiency or elegance. This book gives game designers a better understanding of how player characteristics impact usability strategy, and offers specific methods and measures to employ in game usability practice. The book also includes practical advice on how to include usability in already tight development timelines, and how to advocate for usability and communicate results to higher-ups effectively.

The Science Game Nov 22 2022

Gamers...in the Library?! Jul 06 2021 Imagine: Teen and pre-teen boys, twenty-somethings, parents, and even younger kids streaming into the library. It's your library's monthly videogame tournament! Step boldly into a new arena of library programming with lifetime gamer and Ann Arbor's library technology manager, Eli Neiburger. As a leading expert on producing videogame tournaments and events, Neiburger explains why videogame programming holds huge potential for libraries. He offers the complete toolkit. Follow these practical and proven guidelines to get answers to all your questions - from convincing the skeptics to getting audience feedback through your blog. Learn how to serve this underserved audience and: gain familiarity with the basics of gaming culture, software, and hardware; understand how videogaming events fit into the library; learn what works and what doesn't from the experiences of the nation's leading expert; conduct a tournament in your library - including how to plan, set up, and run any size event; market the events, build an audience, and get feedback. Don't miss out on an entire generation of library users. With game-savvy librarians and this must-have resource, you'll soon be building a brand new audience of library-loyal videogame fans.

Works of Game Oct 29 2020 An exploration of the relationship between games and art that examines the ways that both gamemakers and artists create game-based artworks. Games and art have intersected at least since the early twentieth century, as can be seen in the Surrealists' use of *Exquisite Corpse* and other games, Duchamp's obsession with Chess, and Fluxus event scores and boxes—to name just a few examples. Over the past fifteen years, the synthesis of art and games has clouded for both artists and gamemakers. Contemporary art has drawn on the tool set of videogames, but has not considered them a cultural form with its own conceptual, formal, and experiential affordances. For their part, game developers and players focus on the innate properties of games and the experiences they provide, giving little attention to what it means to create and evaluate fine art. In *Works of Game*, John Sharp bridges this gap, offering a formal aesthetics of games that encompasses the commonalities and the differences between games and art. Sharp describes three communities of practice and offers case studies for each. “Game Art,” which includes such artists as Julian Oliver, Cory Arcangel, and JODI (Joan Heemskerk and Dirk Paesmans) treats videogames as a form of popular culture from which can be borrowed subject matter, tools, and processes. “Artgames,” created by gamemakers including Jason Rohrer, Brenda Romero, and Jonathan Blow, explore territory usually occupied by poetry, painting, literature, or film. Finally, “Artists' Games”—with artists including Blast Theory, Mary Flanagan, and the collaboration of Nathalie Pozzi and Eric Zimmerman—represents a more synthetic conception of games as an artistic medium. The work of these gamemakers, Sharp suggests, shows that it is possible to create game-based artworks that satisfy the aesthetic and critical values of both the contemporary art and game communities.

Handbook of Research on Serious Games for Educational Applications Jul 26 2020 Games have been part of the entertainment industry for decades. Once only considered viable for personal entertainment, virtual gaming media is now being explored as a useful tool for learning and student engagement. The *Handbook of Research on Serious Games for Educational Applications* presents a comprehensive examination of the implementation of gaming in classroom settings and the cognitive benefits this integration presents. Highlighting theoretical, psychological, instructional design, and teaching perspectives, this book is a pivotal reference source for researchers, educators, professionals, and academics interested in the innovative opportunities of game-based learning.

Violence | Perception | Video Games Mar 22 2020 This volume compiles papers from the Young Academics Workshop at the Clash of Realities conferences of 2017 and 2018. The 2017 workshop - *Perceiving Video Games* - explored the video game medium by focusing on perception and meaning-making processes. The 2018 workshop - *Reframing the Violence and Video Games Debate* - transcended misleading claims that link video games and violent behavior by offering a range of fresh topical perspectives. From BA students to postdoctoral researchers, the young academics of this anthology stem from a spectrum of backgrounds, including game studies, game design, and phenomenology. This volume also features an entry by renowned psychologist Christopher J. Ferguson.

[The Psychology of Video Games](#) Apr 22 2020 What impact can video games have on players? How does psychology influence video game creation? Why do some games become cultural phenomena? The *Psychology of*

Video Games explores the relationship between psychology and video games from the perspective of both game developers and players. It looks at how games are made and what makes them fun and successful, the benefits gaming can have on players in relation to education and healthcare, concerns over potential negative impacts such as pathological gaming, and ethics considerations. With gaming being one of the most popular forms of entertainment today, *The Psychology of Video Games* shows the important role played by an understanding of the human brain and its mental processes in the development of ethical and inclusive video games.

Games of Empire Dec 11 2021 In the first decade of the twenty-first century, video games are an integral part of global media culture, rivaling Hollywood in revenue and influence. No longer confined to a subculture of adolescent males, video games today are played by adults around the world. At the same time, video games have become major sites of corporate exploitation and military recruitment. In *Games of Empire*, Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as *Second Life*, *World of Warcraft*, and *Grand Theft Auto*, analyzing them as the exemplary media of Empire, the twenty-first-century hypercapitalist complex theorized by Michael Hardt and Antonio Negri. The authors trace the ascent of virtual gaming, assess its impact on creators and players alike, and delineate the relationships between games and reality, body and avatar, screen and street. *Games of Empire* forcefully connects video games to real-world concerns about globalization, militarism, and exploitation, from the horrors of African mines and Indian e-waste sites that underlie the entire industry, the role of labor in commercial game development, and the synergy between military simulation software and the battlefields of Iraq and Afghanistan exemplified by *Full Spectrum Warrior* to the substantial virtual economies surrounding *World of Warcraft*, the urban neoliberalism made playable in *Grand Theft Auto*, and the emergence of an alternative game culture through activist games and open-source game development. Rejecting both moral panic and glib enthusiasm, *Games of Empire* demonstrates how virtual games crystallize the cultural, political, and economic forces of global capital, while also providing a means of resisting them.

Handbook of Research on Serious Games as Educational, Business and Research Tools May 16 2022 "This book presents research on the most recent technological developments in all fields of knowledge or disciplines of computer games development, including planning, design, development, marketing, business management, users and behavior"--Provided by publisher.

Games and Gamification in Market Research Jun 17 2022 Games are the most engaging medium of all time: they harness storytelling and heuristics, drive emotion and push the evolution of technology in a way that no other platform has or can. It's no surprise, then, that games and gamification are revolutionizing the market research industry, offering opportunities to reinvigorate the notoriously sluggish engagement levels seen in traditional surveying methods. This not only improves data quality, but offers untapped insights unattainable through traditional methods. *Games and Gamification in Market Research* shows readers how to design ResearchGames and Gamified Surveys that will intrinsically engage participants and how best to use these methodologies to become, and stay, commercially competitive. In a world where brands and organizations are increasingly interested in the feelings and contexts that drive consumer choices, *Games and Gamification in Market Research* gives readers the skills to use the components in games to encourage play and observe consumer behaviours via simulations for predictive modelling. Written by Betty Adamou, the UK's leading research game designer and named as one of seven women shaping the future of market research, it explains the ways in which these methodologies will evolve with technologies such as virtual reality and artificial intelligence, and how it will shape research careers. Alongside a companion website, this book provides a fully immersive and fascinating overview of game-based research.

Humanities Remediated: Digital Games Criticism in Academic Discourse Dec 19 2019 Master's Thesis from the year 2010 in the subject English - Pedagogy, Didactics, Literature Studies, grade: 1.3, University of Munster (English Department), language: English, abstract: Digital games are products of contemporary popular culture and indicators of social and cultural processes in modern computerized information societies. In recent years digital games asserted their status not only as a popular form of entertainment but also as virtual spaces for social interaction, escapism from reality, electronic sports and digital art. The first scientific studies of digital games date back to the late 1970s but recent debates about violence and addiction revived the interest in game research. The field of academic game studies describes the social, cultural, political, ideological, philosophical and psychological dimensions of digital games and their effects and influence on players. This paper presents an outline of game studies as academic school of thought and their role in scientific, public and political debates. The ambition of this paper is to demonstrate that game studies are a resourceful field of work and can be beneficial to the humanities. More importantly this work states that it is necessary to form an institutionalized frame of academic game research in order to retain the ability to describe and analyze a growing cultural and social phenomenon of unprecedented proportions. Without game studies, whole sectors of youth culture and virtual social networks will barely be accessible to academic research. Above that, the ability of digital games to imitate, explain and even influence real-world social systems is only a small part of the potential that will remain unexplored."

Games User Research Jul 18 2022 "Fundamentally, making games is designing with others, everyone contributing from different angles towards the best possible product. Conclusively, Garcia-Ruiz has chosen a collection of chapters that demonstrates several different aspects of working in gaming and working with others that stands to raise the level of expertise in the field." —Veronica Zammitto, Senior Lead Games User Research, Electronic Arts, Inc., from the Foreword Usability is about making a product easy to use while meeting the requirements of target users. Applied to video games, this means making the game accessible and enjoyable to the player. Video games with high usability are generally played efficiently and frequently while enjoying higher sales volumes. The case studies in this book present the latest interdisciplinary research and applications of games user research in determining and developing usability to improve the video game user experience at the human-computer interface level. Some of the areas examined include practical and ethical concerns in conducting usability testing with children, audio experiences in games, tangible and graphical game interfaces, controller testing, and business models in mobile gaming. *Games User Research: A Case Study Approach* provides a highly useful resource for researchers, practitioners, lecturers, and students in developing and applying methods for testing player usability as well as for conducting games user research. It gives the necessary theoretical and practical background for designing and conducting a test for usability with an eye toward modifying software interfaces to improve human-computer interaction between the player and the game.

Games and Play in the Theater of Spanish American Women Aug 27 2020 In the seventeen dramatic texts examined in this study, women writers from Spanish America have self-consciously incorporated games into their plays' structures to highlight from a woman's perspective the idea that life, as well as the theatre, is a game. Some dramas are so overtly about games that the word appears significantly in their titles. Others reflect game playing in less direct ways or connect metatheatrical examinations of role-playing to the ludic. In every drama examined, however, a game of some sort plays a key role in the construction of the playtext. By looking at the nature and number of the games played in these women-authored dramas from the past fifty years, we can see the ways in which play is used to effect social control and the connections between play and aggression, gender, history and politics. In these representative dramas, the theatre serves as a vehicle for encouraging audiences to think about (if not act upon) the issues that have shaped Spanish America. Games, rules, winners and losers join together as the playwrights explore events and times of fundamental importance in the countries' historical and political evolutions.

Computer Games for Learning Jan 12 2022 A comprehensive and up-to-date investigation of what research shows about the educational value of computer games for learning. Many strong claims are made for the educational value of computer games, but there is a need for systematic examination of the research evidence that might support such claims. This book fills that need by providing, a comprehensive and up-to-date investigation of what research shows about learning with computer games. *Computer Games for Learning* describes three genres of game research: the value-added approach, which compares the learning outcomes of students who learn with a base version of a game to those of students who learn with the base version plus an additional feature; the cognitive consequences approach, which compares learning outcomes of students who play an off-the-shelf computer game for extended periods to those of students who do not; and the media comparative approach, which compares the learning outcomes of students who learn material by playing a

game to those of students who learn the same material using conventional media. After introductory chapters that describe the rationale and goals of learning game research as well as the relevance of cognitive science to learning with games, the book offers examples of research in all three genres conducted by the author and his colleagues at the University of California, Santa Barbara; meta-analyses of published research; and suggestions for future research in the field. The book is essential reading for researchers and students of educational games, instructional designers, learning-game developers, and anyone who wants to know what the research has to say about the educational effectiveness of computer games.

Literature Review in Games and Learning Apr 15 2022

Computer Games for Learning May 04 2021 A comprehensive and up-to-date investigation of what research shows about the educational value of computer games for learning. Many strong claims are made for the educational value of computer games, but there is a need for systematic examination of the research evidence that might support such claims. This book fills that need by providing, a comprehensive and up-to-date investigation of what research shows about learning with computer games. *Computer Games for Learning* describes three genres of game research: the value-added approach, which compares the learning outcomes of students who learn with a base version of a game to those of students who learn with the base version plus an additional feature; the cognitive consequences approach, which compares learning outcomes of students who play an off-the-shelf computer game for extended periods to those of students who do not; and the media comparative approach, which compares the learning outcomes of students who learn material by playing a game to those of students who learn the same material using conventional media. After introductory chapters that describe the rationale and goals of learning game research as well as the relevance of cognitive science to learning with games, the book offers examples of research in all three genres conducted by the author and his colleagues at the University of California, Santa Barbara; meta-analyses of published research; and suggestions for future research in the field. The book is essential reading for researchers and students of educational games, instructional designers, learning-game developers, and anyone who wants to know what the research has to say about the educational effectiveness of computer games.

Contemporary Topics in Computer Graphics and Games Sep 27 2020 This book provides an introduction and overview of the rapidly evolving topics of computer graphics and games, presenting the new perspectives employed by researchers and the industry, highlighting the recent empirical findings. Bringing selected papers from the Eurasia Graphics conference series together, the book aims to discuss issues, solutions, challenges, and needs for a better understanding of computer graphics and games. The Games and Simulation section of this book covers the topics of game user experience, game narrative, playability heuristics, human computer interaction and various computer simulations. The Computer Graphics section deals with 3D modelling, procedural content generation, visualization, and interaction techniques.

Games Colleges Play May 24 2020 Featuring a new introduction by the author, the paperback edition of *Games Colleges Play* chronicles the history of intercollegiate athletics from 1910 to 1990 -- from the early, glory days of Knute Rockne and the Gipper to the modern era of big budgets, powerful coaches, and pampered players. John Thelin describes how sports programs -- although seldom accorded official mention with teaching and research in the university mission statement -- have become central to university life. As administrators search for a proper balance between athletics and academics, Thelin observes, this peculiar institution grows increasingly powerful and controversial. Thelin examines the 1929 Carnegie Foundation Report, the formation of major athletic conferences, the national college basketball scandals after World War II, the dissolution of the Pacific Coast Conference in the 1950s, and the Knight Foundation Report of 1991. He finds disturbing patterns of abuse and limited reform and explores the implications of these patterns for today's college presidents, faculty, and students. "Games Colleges Play provides historical background that will inform current policy discussions about the proper place of intercollegiate athletics within the American university. "A welcome book on an important Subject. -- "American Historical Review "An important historical analysis of college sport placed in the broader setting of American higher education. Thelin provides a helpful, if dispiriting, perspective for not only thinking about current problems plaguing college sport but also for understanding why college sport has survived and why university leadership and the sports establishment have resisted major reform efforts". -- Academe

Winning The Game Scientists Play Feb 25 2023 A guide to all the different roles scientists must play-from "concertmaster" to "producer"--to succeed in the high-stakes world of professional science.

Game-Based Learning Feb 01 2021 This book is an invitation to delve into the world of Game-Based Learning, to understand the many facets that make games a truly interesting and effective tool to teach and train in the 21st century. It includes nine chapters which were initially presented at the iGBL conference, a conference held throughout Ireland, where researchers, practitioners, students and other stakeholders meet and share their interest in games and education. These chapters touch on some very important topics, including games for health; formal education; poetry and games; science teaching through mobile games; relaxation with gaming devices; and accounting for disabilities with handheld devices. Together, these chapters illustrate the advancements in the field of Game-Based Learning, the challenges faced by developers and educators, as well as the opportunities that this medium can offer. Each chapter is written with practicality in mind in an effort to provide the reader with both a solid theoretical approach and background, coupled to some practical guidelines and suggestions that can be applied easily.

Designing Online Information Literacy Games Students Want to Play Jan 24 2023 *Designing Online Information Literacy Games Students Want to Play* sets the record straight with regard to the promise of games for motivating and teaching students in educational environments. Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play.

Game Research Methods: An Overview Sep 20 2022 "Games are increasingly becoming the focus for research due to their cultural and economic impact on modern society. However, there are many different types of approaches and methods than can be applied to understanding games or those that play games. This book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative, qualitative and mixed methods. In addition, approaches using game development for research is described. Each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games. Through this, the book provides an overview of research methods that enable us to better our understanding on games."--Provided by publisher.

Games User Research Oct 21 2022 "games user research is the definitive guide to methods and practices for games user professionals, researchers and students seeking additional expertise or starting advice in the game development industry. It is the go-to volume for everyone working with games, with an emphasis on those new to the field."--Back cover.

Assetization Dec 31 2020 How the asset—anything that can be controlled, traded, and capitalized as a revenue stream—has become the primary basis of technoscientific capitalism. In this book, scholars from a range of disciplines argue that the asset—meaning anything that can be controlled, traded, and capitalized as a revenue stream—has become the primary basis of technoscientific capitalism. An asset can be an object or an experience, a sum of money or a life form, a patent or a bodily function. A process of assetization prevails, imposing investment and return as the key rationale, and overtaking commodification and its speculative logic. Although assets can be bought and sold, the point is to get a durable economic rent from them rather than make a killing on the market. Assetization examines how assets are constructed and how a variety of things can be turned into assets, analyzing the interests, activities, skills, organizations, and relations entangled in this process. The contributors consider the assetization of knowledge, including patents, personal data, and biomedical innovation; of infrastructure, including railways and energy; of nature, including mineral deposits, agricultural seeds, and “natural capital”; and of publics, including such public goods as higher education and “monetizable social ills.” Taken together, the chapters show the usefulness of assetization as an analytical tool and as an element in the critique of capitalism. Contributors Thomas Beauvisage, Kean Birch, Veit Braun, Natalia Buier, Béatrice Cointe, Paul Robert Gilbert, Hyo Yoon Kang, Les Levidow, Kevin Mellet, Sveta Milyaeva, Fabian Muniesa, Alain Nadaï, Daniel Neyland, Victor Roy, James W. Williams

Video Games and Why They Help Children Mar 14 2022 Essay from the year 2016 in the subject Communications - Movies and Television, grade: A, Portland State University (Communications Department), course: Writing Research Papers, language: English, abstract: A look into the lighter side of video games and their benefits on the maturation of a child. This paper aims to denounce accusations that video games only hinder the development of a child's mind, and preaches several reasons why the opposite is true. Video games are beneficial to the maturation of a child's cognitive processing, they are constructive regarding a child's self esteem and encourage a favorable self-image, and lastly they provide unparalleled inclusive opportunities for children to thrive socially. With education playing such a pivotal role in an adolescent's upbringing, video games bring forth a unique, productive, and wholly efficient template for learning.

A World of Excesses Mar 02 2021 This book explores gaming culture, focusing on competent players and excessive use. Addressing the contested question of whether addiction is possible in relation to computer games - specifically online gaming - A World of Excesses demonstrates that excessive playing does not necessarily have detrimental effects, and that there are important contextual elements that influence what consequences playing has for the players. Based on new empirical studies, including in-depth interviews and virtual ethnography, and drawing on material from international game related sites, this book examines the reasons for which gaming can occupy such a central place in people's lives, to the point of excess. As such, it will be of interest to sociologists and psychologists working in the fields of cultural and media studies, the sociology of leisure, information technology and addiction.

Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches Nov 10 2021 "This book provides relevant theoretical frameworks and the latest empirical research findings on game-based learning to help readers who want to improve their understanding of the important roles and applications of educational games in terms of teaching strategies, instructional design, educational psychology and game design"--Provided by publisher.