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History of the Japanese Video Game IndustryVictimhood, Memory, and ConsumerismHandbook of Research on Human-Computer Interfaces and New Modes of InteractivityComputer and Computing Technologies in Agriculture IXResearch Anthology on Game Design, Development, Usage, and Social ImpactFree-to-PlayClimate Risk and Resilience in ChinaKoreya hayoti bo'yicha qo'llanmaRepertoires of TerrorismTransnational Contexts of Development History, Sociality, and Society of PlaySubjetividades y paramilitarismo en ColombiaThe Indian National BibliographyNanotechnology in the Beverage IndustryJapanese Role-Playing GamesHistory of Meat Alternatives (965 CE to 2014)Handbook of Japanese Games and GameplayAlgorithms and Networking for Computer GamesConserving CanvasRoutledge Handbook of New Media in AsiaGlobal Trafficking Networks on Film and Television Yusuke Koyama Katja Franko Blashki, Katherine Daoliang Li Management Association, Information Resources Christopher A. Paul Rebecca Nadin Ayollar va oila vazirligi Andreas E. Feldmann S. Austin Lee Naranjo Burbano, Jhoan Sebastián Abdeltif Amrane Rachael Hutchinson William Shurtleff Rachael Hutchinson Jouni Smed Cynthia Schwarz Larissa Hjorth César Albarrán-Torres History of the Japanese Video Game Industry Victimhood, Memory, and Consumerism Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity Computer and Computing Technologies in Agriculture IX Research Anthology on Game Design, Development, Usage, and Social Impact Free-to-Play Climate Risk and Resilience in China Koreya hayoti bo'yicha qo'llanma Repertoires of Terrorism Transnational Contexts of Development History, Sociality, and Society of Play Subjetividades y paramilitarismo en Colombia The Indian National Bibliography Nanotechnology in the Beverage Industry Japanese Role-Playing Games History of Meat Alternatives (965 CE to 2014) Handbook of Japanese Games and Gameplay Algorithms and Networking for Computer Games Conserving Canvas Routledge Handbook of New Media in Asia Global Trafficking Networks on Film and Television Yusuke Koyama Katja Franko Blashki, Katherine Daoliang Li Management Association, Information Resources Christopher A. Paul

Rebecca Nadin Ayollar va oila vazirligi Andreas E. Feldmann S. Austin Lee Naranjo Burbano, Jhoan Sebastián Abdeltif Amrane Rachael Hutchinson William Shurtleff Rachael Hutchinson Jouni Smed Cynthia Schwarz Larissa Hjorth César Albarrán-Torres

this book is the first one to describe the entire history of the video game industry in japan the industry consists of multiple markets for pcs home consoles arcades cellular phones and smart phones and it is very difficult to see the complete picture the book deals comprehensively with the history of the japanese game industry from the beginning of the non computer age to the present the video game industry in japan was established in the arcade game market when space invaders was released by taito in 1978 game markets for both pcs and home consoles followed in the early 1980s the platform that occupies a central market position started with the arcade and shifted in order to the home console handheld consoles and smart phones in the video game industry in the twentieth century each platform had a clear identity and the relationships among platforms were interactions in the twenty first century with the improvement of computer performance the platform identity has disappeared thus the relationship among platforms is highly competitive since the crash of 1983 in the united states the japanese game industry has one of the largest market shares in the world and has developed without being influenced by other countries it reached its peak in the late 1990s and then its relative position declined due to the growth of foreign markets and the failure of emerging markets such as online pc games even today japan s gaming industry holds a dominant position in the world but it is not the superpower it once was since the beginning of the twenty first century game research has become active worldwide among game researchers there is a large demand for research on games in japan but there is still little dissemination of research in english the original version of this book published in japan is highly regarded and received an award for excellence from the society of socio informatics in 2017

victimhood memory and consumerism documents the story of the drug violence in medellín in the 1980s and 1990s and critically examines the position of its victims drawing on unique empirical material the book addresses the consequences of commercial exploitation of medellín s violent past for its victims and for the nature of the city today

due to its versatility and accessibility individuals all around the world routinely use various forms of technology to interact with one

another over the years the design and development of technologies and interfaces have increasingly aimed to improve the human computer interactive experience in unimaginable ways the handbook of research on human computer interfaces and new modes of interactivity is a collection of innovative research on the methods and applications of interactive technologies in the modern age highlighting topics including digital environments sensory applications and transmedia applications this book is ideally designed for academicians researchers hci developers programmers it consultants and media specialists seeking current research on the design application and advancement of different media technologies and interfaces that can support interaction across a wide range of users

the two volumes ifip aict 478 and 479 constitute the refereed post conference proceedings of the 9th ifip wg 5 14 international conference on computer and computing technologies in agriculture ccta 2015 held in beijing china in september 2015 the 122 revised papers included in this volume were carefully selected from 237 submissions they cover a wide range of interesting theories and applications of information technology in agriculture including intelligent sensing monitoring and automatic control technology key technology and models of the internet of things intelligent technology for agricultural equipment computer vision computer graphics and virtual reality computer simulation optimization and modeling cloud computing and agricultural applications agricultural big data decision support systems and expert systems 3s technology and precision agriculture quality and safety of agricultural products detection and tracing technology and agricultural electronic commerce technology

videogames have risen in popularity in recent decades and continue to entertain many all over the world as game design and development becomes more accessible to those outside of the industry their uses and impacts are further expanded games have been developed for medical educational business and many more applications while games have many beneficial applications many challenges exist in current development processes as well as some of their impacts on society it is essential to investigate the current trends in the design and development of games as well as the opportunities and challenges presented in their usage and social impact the research anthology on game design development usage and social impact discusses the emerging developments opportunities and challenges that are found within the design development usage and impact of gaming it presents a comprehensive collection of the recent research theories case studies and more within the area covering topics such as academic game creation gaming

experience and violence in gaming this major reference work is a dynamic resource for game developers instructional designers educators and administrators of both k 12 and higher education students of higher education librarians government officials business leaders and executives researchers and academicians

an examination of free to play and mobile games that traces what is valued and what is marginalized in discussions of games free to play and mobile video games are an important and growing part of the video game industry and yet they are often disparaged by journalists designers and players and pronounced inferior to games with more traditional payment models in this book christopher paul shows that underlying the criticism is a bias against these games that stems more from who is making and playing them than how they are monetized free to play and mobile games appeal to a different kind of player many of whom are women and many of whom prefer different genres of games than multi level action oriented killing fests it is not a coincidence that some of the few free to play games that have been praised by games journalists are league of legends and world of tanks

china has been subject to floods droughts and heat waves for millennia these hazards are not new what is new is how rapidly climate risks are changing for different groups of people and sectors this is due to the unprecedented rates of socio economic development migration land use change pollution and urbanisation all occurring alongside increasingly more intense and frequent weather hazards and shifting seasons china's leadership is facing a significant challenge from conducting and integrating biophysical and social vulnerability and risk assessments and connecting the information from these to policy priorities and time frames to developing and implementing policies and actions at a variety of scales it is within this challenging context that china's policy makers businesses and citizens must manage climate risk and build resilience this book provides a detailed study of how china has been working to understand and respond to climatic risk such as droughts and desertification in the grasslands of inner mongolia to deadly typhoons in the mega cities of the pearl river delta using research and data from a wide range of chinese sources and the adapting to climate change in china accc project a research to policy project this book provides a fascinating glimpse into how china is developing policies and approaches to manage the risks and opportunities presented by climate change this book will be of interest to those studying global and chinese climate change policy regional food water and climate risk and to policy advisors

koreya hayoti bo yicha qo llanma multi madaniyatli oilalar va chet elliklarning koreya hayotiga dastlabki moslashuviga ko mak berish maqsadida yaratilgan koreya hayoti haqida umumiy ma lumot beruvchi kitobdir multi madaniyatli oilalar va chet elliklarni eng so nggi qonun va tizimlar hamda turli xil foydali ma lumotlar bilan ta minlab koreya hayotiga barqaror joylashishlarini qo llabquvvatlash uchun yaratilgan koreya hayotiga oid qo llanma mundariyasi 1 koreya respublikasi haqida 2 chet elliklarga yordam xizmati 3 yashash va fuqarolikni qabul qilish 4 koreya hayoti va madaniyati 5 homiladorlik va farzand 6 farzand tarbiyasi 7 sog lik va tibbiyot 8 ijtimoiy muhofaza 9 ishga kirish va ishlash ilova

why do armed groups employ terrorism in markedly different ways during civil wars drawing on more than a decade of fieldwork andreas e feldmann examines the disparate behavior of actors including guerrilla groups state security forces and paramilitaries during colombia s long and bloody civil war analyzing the varieties of violence in this conflict he develops a new theory of the dynamics of terrorism in civil wars feldmann argues that armed groups distinct uses repertoires of terrorism arise from their particular organizational identities the central and enduring attributes that distinguish one faction from other warring parties he investigates a range of groups that took part in the colombian conflict over the course of its evolution from ideological to criminal warfare demonstrating that organizational identity plays a critical role in producing and rationalizing violence armed parties employ their unique repertoires as a means of communication to assert their relevance and territorial presence and to differentiate themselves from enemies and rivals repertoires of terrorism is based on an extensive data set covering thousands of incidents as well as interviews archival research and testimony it sheds new light on both armed groups use of violence in colombia s civil war and the factors that shape terrorist activity in other conflicts

this book examines the historical background of game development offline and online gamer interactions and presents a method to study the health impacts of digital games in east asia focusing on examinations of how video games shape external interactions with the world as well as internal spaces lee and pulos volume brings together a range of approaches and regions to understand the impact of video games in east asia and beyond contributions range from assessments of nintendo s lasting technological impact in japan and globally to analyses of mobile social gaming among teenage girls in korea with qualitative and quantitative methodologies

set in contact with one another to offer a full spectrum of perspectives on video gaming and its profound cultural impact

este libro aborda la condici n subjetiva del excombatiente paramilitar del frente sur andaquíes en caquetá con el prop sito de comprender las experiencias construidas a partir de su incorporaci n militancia y transici n a la vida civil a través de la reconstrucci n de la historia de vida de un exmiembro se exploran las subjetividades encarnadas y formas de vida creadas en estrecho contacto con la muerte y la violencia la investigaci n basada en entrevistas semiestructuradas y a profundidad permiti identificar los puntos de inflexi n y las decisiones tomadas en relaci n con el contexto vivido además permiti la exploraci n de otras experiencias compartidas por miembros del frente revelando las dinámicas sociales y circunstanciales que moldearon sus trayectorias el libro sostiene que entender las motivaciones y procesos que llevan a una persona a participar en una organizaci n armada ilegal es clave para rastrear las condiciones subyacentes a dichos actos esto abre la posibilidad de construir una visi n más integral de la vida de los excombatientes más allá de su asociaci n exclusiva con la violencia perpetrada en un sentido amplio la obra contribuye a la reconstrucci n de una verdad más compleja promoviendo una mirada empática e interpretativa sobre la violencia no para justificarla sino para comprenderla

nanotechnology in the beverage industry fundamentals and applications looks at how nanotechnology is being used to enhance water quality as well as how the properties of nanomaterials can be used to create different properties in both alcoholic and no alcoholic drinks and enhance the biosafety of both drinks and their packaging this is an important reference for materials scientists engineers food scientists and microbiologists who want to learn more about how nanotechnology is being used to enhance beverage products as active packaging technology nanotechnology can increase shelf life and maintain the quality of beverages in the field of water treatment nanomaterials offer new routes to address challenges

japanese role playing games genre representation and liminality in the jrpg examines the origins boundaries and transnational effects of the genre addressing significant formal elements as well as narrative themes character construction and player involvement contributors from japan europe north america and australia employ a variety of theoretical approaches to analyze popular game series

and individual titles introducing an english speaking audience to japanese video game scholarship while also extending postcolonial and philosophical readings to the japanese game text in a three pronged approach the collection uses these analyses to look at genre representation and liminality engaging with a multitude of concepts including stereotypes intersectionality and the political and social effects of jrpgs on players and industry conventions broadly this collection considers jrpgs as networked systems including evolved iterations of mmorpgs and card collecting social games for mobile devices scholars of media studies game studies asian studies and japanese culture will find this book particularly useful

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the handbook of japanese games and gameplay showcases the rich variety of games in japan placing them in the context of industry development processes and a broader media ecology we trace japanese games through history including card games board games pachinko and digital games as well as how games are connected to toys and animation and how analog and mechanical games connect to the virtual world analyzing some of the largest and most successful games ever published including final fantasy nobunaga s ambition virtua fighter resident evil and animal crossing we see how different audiences have interpreted them around the globe we follow players from the living room to the arcade into online spaces escape rooms and themed cafés to see where gameplay happens entering the offices of some of the world s leading videogame development corporations readers can follow the production process from initial design and development decisions through localization adaptation to different hardware systems marketing and distribution comparing the japanese game industry to its overseas counterparts we examine its labor practices and legal obstacles to innovation in areas like esports niche markets and indie games are also considered as vital spaces for expression outside the mainstream overall the handbook of japanese games and gameplay offers the reader an exciting glimpse into japanese games from a wide variety of perspectives

the essential guide to solving algorithmic and networking problems in commercial computer games revised and extended algorithms

and networking for computer games second edition is written from the perspective of the computer scientist combining algorithmic knowledge and game related problems it explores the most common problems encountered in game programming the first part of the book presents practical algorithms for solving classical topics such as random numbers procedural generation tournaments group formations and game trees the authors also focus on how to find a path in create the terrain of and make decisions in the game world the second part introduces networking related problems in computer games focusing on four key questions how to hide the inherent communication delay how to best exploit limited network resources how to cope with cheating and how to measure the on line game data thoroughly revised updated and expanded to reflect the many constituent changes occurring in the commercial gaming industry since the original this second edition like the first is a timely comprehensive resource offering deeper algorithmic insight and more extensive coverage of game specific networking problems than ordinarily encountered in game development books algorithms and networking for computer games second edition provides algorithmic solutions in pseudo code format which emphasises the idea behind the solution and can easily be written into a programming language of choice features a section on the synthetic player covering decision making influence maps finite state machines flocking fuzzy sets and probabilistic reasoning and noise generation contains in depth treatment of network communication including dead reckoning local perception filters cheating prevention and on line metrics now includes 73 ready to use algorithms and 247 illustrative exercises algorithms and networking for computer games second edition is a must have resource for advanced undergraduate and graduate students taking computer game related courses postgraduate researchers in game related topics and developers interested in deepening their knowledge of the theoretical underpinnings of computer games and in learning new approaches to game design and programming

the most authoritative publication in nearly fifty years on the subject of conserving paintings on canvas in 2019 yale university with the support of the getty foundation held an international conference where nearly four hundred attendees from more than twenty countries gathered to discuss a vital topic how best to conserve paintings on canvas it was the first major symposium on the subject since 1974 when wax resin and glue paste lining reigned as the predominant conservation techniques over the past fifty years such methods which were often destructive to artworks have become less widely used in favor of more minimalist approaches to intervention more recent decades have witnessed the reevaluation of traditional practices as well as focused research supporting significant new

methodologies procedures and synthetic materials for the care and conservation of paintings on fabric supports conserving canvas compiles the proceedings of the conference presenting a wide array of papers and posters that provide important global perspectives on the history current state and future needs of the field featuring an expansive glossary of terms that will be an invaluable resource for conservators this publication promises to become a standard reference for the international conservation community the free online edition of this open access publication is available at getty.edu/publications/conserving_canvas also available are free pdf and epub downloads of the book

while a decade ago much of the discussion of new media in asia was couched in occidental notions of asia as a default setting for technology in the future today we are seeing a much more complex picture of contesting new media practices and production as new media becomes increasingly an everyday reality for young and old across asia through smartphones and associated devices boundaries between art new media and the everyday are transformed this handbook addresses the historical social cultural political philosophical artistic and economic dimensions of the region s new media through an interdisciplinary revision of both new media and asia the contributors provide new insights into the complex and contesting terrains of both notions the routledge handbook of new media in asia will be the definitive publication for readers interested in comprehending all the various aspects of new media in asia it provides an authoritative up to date intellectually broad conceptually cutting edge guide to the important aspects of new media in the region as the first point of consultation for researchers advanced level undergraduate and postgraduate students in fields of new media and asian studies

this book draws on a multi method study of film and television narratives of global criminal networks to explore the links between audiovisual media criminal networks and global audiences in the age of digital content distribution mapping out media representations of the ongoing war on drugs in mexico and the united states the author delves into the social cultural and geopolitical impacts of distribution and consumption of these media with a particular emphasis on the globalized mexican cartels this book investigates three areas gender and racial representation in film and television the digital distribution of content through the internet and streaming services such as hulu and netflix and depictions of extreme violence in film television and online spaces to identify whether there are

fundamental similarities and differences in how hollywood productions reproduce stereotypes about race gender and extreme violence some of the movies and television series analysed are breaking bad ozark weeds rambo last blood no country for old men sicario and the netflix series narcos narcos mexico and el chapo taking a unique interdisciplinary approach to the study of cartels in the media this book will be of interest to students and scholars of media studies film television security studies latin american and cultural studies

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