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## WERNER TYRONE

Run your own Minecraft server: take total control of your Minecraft experience! What's more fun than playing multiplayer Minecraft? Running your own Minecraft server. Now there's a complete, up-to-date guide to doing just that–even if you have no networking or server experience! Best-selling tech author Timothy L. Warner covers all you need to know, from the absolute basics to cutting-edge customization. You'll learn from crystal-clear, step-by-step instructions designed for today's newest Minecraft servers.Warner guides you through prepping your computer and network...installing a basic server and powerful third-party alternatives...welcoming and managing users...protecting against griefing and other attacks...adding powerful plug-ins and mods...using easy subscription hosting services...giving your users a truly awesome game experience. This book's #1 goal is to help you have more fun with Minecraft. But you'll also master practical skills for a well-paid technology career! Gain deep multiplayer Minecraft knowledge for running your server well Configure your computer to reliably host Minecraft Control your server through the Minecraft Server console Connect users, communicate with them, and set rules they must follow Master basic networking skills for improving server uptime and performance Safeguard your server and users, and prevent griefing Simplify complicated mods with integrated modpacks and launchers Run on the Realms public cloud—let Minecraft worry about maintenance and security Evaluate and choose a third-party hosting provider Customize your spawn "lobby" to help new users find their way Support multiple worlds and teleportation Earn cash with ads, sponsorships, cosmetic upgrades, or VIP access Minecraft is a trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Timothy L. Warner is the author of Hacking Raspberry Pi and The Unauthorized Guide to iPhone, iPad, and iPod Repair: A DIY Guide to Extending the Life of Your iDevices!. He is a tech professional who has helped thousands of people become more proficient with technology in business and education. He holds the CompTIA A+ Computer Technician credential and 20 other technical certifications. As Director of Technology for a progressive high school, he created and managed a self-servicing warranty repair shop for all of its Apple hardware. Now an author/evangelist for Pluralsight, he shares Windows PowerShell scripting knowledge at 2minutepowershell.com.

A cultural history of digital gameplay that investigates a wide range of player behavior, including cheating, and its relationship to the game industry. The widely varying experiences of players of digital games challenge the notions that there is only one correct way to play a game. Some players routinely use cheat codes, consult strategy guides, or buy and sell in-game accounts, while others consider any or all of these practices off limits. Meanwhile, the game industry works to constrain certain readings or activities and promote certain ways of playing. In Cheating, Mia Consalvo investigates how players choose to play games, and what happens when they can't always play the way they'd like. She explores a broad range of player behavior, including cheating (alone and in groups), examines the varying ways that players and industry define cheating, describes how the game industry itself has helped systematize cheating, and studies online cheating in context in an online ethnography of Final Fantasy XI. She develops the concept of "gaming capital" as a key way to understand individuals' interaction with games, information about games, the game industry, and other players. Consalvo provides a cultural history of cheating in videogames, looking at how the packaging and selling of such cheat-enablers as cheat books, GameSharks, and mod chips created a cheat industry. She investigates how players themselves define cheating and how their playing choices can be understood, with particular attention to online cheating. Finally, she examines the growth of the peripheral game industries that produce information about games rather than actual games. Digital games are spaces for play and experimentation; the way we use and think about digital games, Consalvo argues, is crucially important and reflects ethical choices in gameplay and elsewhere. Famed anthropologist Ortner tracks down representative classmates from her mostly Jewish Newark, NJ high school class of '58 in order to examine class culture and ethnicity in America today.

When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... WORLD OF WARCRAFT Many are the mysteries surrounding the Emerald Dream and its reclusive guardians, the green dragonflight. In

times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies. Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name STORMRAGE

This book provides an accessible introduction to the SPARK programming language. Updated 'classic' that covers all of the new features of SPARK, including Object Oriented Programming. The only book on the market that covers this important and robust programming language. CD-ROM contains the main SPARK tools and additional manuals giving all the information needed to use SPARK in practice. Technology: The SPARK language is aimed at writing reliable software that combines simplicity and rigour within a practical framework. Because of this, many safety-critical, high integrity systems are developed using SPARK. User Level: Intermediate Audience: Software engineers, programmers, technical leaders, software managers. Engineering companies in fields such as avionics, railroads, medical instrumentation and automobiles. Academics giving MSc courses in Safety Critical Systems Engineering, System Safety Engineering, Software Engineering. Author Biography: John Barnes is a veteran of the computing industry. In 1977 he designed and implemented the RTL/2 programming language and was an original member of the ADA programming language design team. He was founder and MD of AIsys Ltd from 1985 to 1991. Currently self employed, John is the author of 'Programming in ADA' which has sold 150000 copies and been translated into 6 languages.

Tens of millions of people today are living part of their life in a virtual world. In places like World of Warcraft, Second Life, and Free Realms, people are making friends, building communities, creating art, and making real money. Business is booming on the virtual frontier, as billions of dollars are paid in exchange for pixels on screens. But sometimes things go wrong. Virtual criminals defraud online communities in pursuit of real-world profits. People feel cheated when their avatars lose virtual property to wrongdoers. Increasingly, they turn to legal systems for solutions. But when your avatar has been robbed, what law is there to assist you?In Virtual Justice, Greg Lastowka illustrates the real legal dilemmas posed by virtual worlds. Presenting the most recent lawsuits and controversies, he explains how governments are responding to the chaos on the cyberspace frontier. After an engaging overview of the history and business models of today's virtual worlds, he explores how laws of property, jurisdiction, crime, and copyright are being adapted to pave the path of virtual law.Virtual worlds are becoming more important to society with each passing year. This pioneering study will be an invaluable guide to scholars of online communities for years to come.

When JoJo Scurry ends up outdoors and miles away from the only warm and safe place he's ever known, he's determined to get back to the place he calls home. But, danger lurks everywhere for an indoor mouse and it will take all of JoJo's courage, wits, and the lessons he learned as a wee little mouse from his mother to outsmart the wild mouse-eating animals that he encounters!Join JoJo as he tells the tale of his adventure and how he used his nose with its unfailing sense of smell to find his way back to his castle, the most comfy mouse home on earth.

A TARGETED, EFFECTIVE PROGRAM FOR TOTAL NECK CONDITIONING Solid to the Neck offers a customizable, progressive program of exerxcises you can use to strengthen your neck. As you blend these exercises into your own personal fitness program, you'll learn to overcome your personal weaknesses and muscle imbalances, reducing pain and risk of stress injuries in the process. In no time at all, you'll discover the power and efficiency that can come from having a strong and stable neck. CUSTOMIZE YOUR OWN PERSONAL EXERCISE PROGRAM TO: - Minimize your risk of injury - Correct muscle imbalances - Achieve better posture - Relieve chronic muscle and joint pain - Feel strong, energetic, powerful and healthy

"Staff from smaller airports typically lack specialized expertise in the negotiation and development of airport property or the resources to hire consultants. ACRP Research Report 213 provides

airport management, policymakers, and staff a resource for developing and leasing airport land and improvements, methodologies for determining market value and appropriate rents, and best practices for negotiating and re-evaluating current lease agreements. There are many factors that can go into the analysis, and this report reviews best practices in property development."--Foreword.

EVE Online is a socially complex, science-fiction-themed universe simulation and massively multiplayer online game (MMOG) first released in 2003. Notorious for its colossal battles and ruthless player culture, it has hundreds of thousands of players today. In this fascinating book, scholars, players, and EVE's developer (CCP Games) examine the intricate world of EVEOnline--providing authentic accounts of lived experience within a game with more than a decade of history and millions of "real" dollars behind it. Internet Spaceships Are Serious Business features contributions from outstanding EVE Online players, such as The Mittani, an infamous member of the game's community, as well as academics from around the globe. They cover a wide range of subjects: the game's technicalities and its difficulty; its projection of humanity's future in space; the configuration of its unique, single-server game world; the global nature of warfare in its "nullsec" territory (and how EVE players have formed a global concept of time); stereotypes of Russian players; espionage play; in-game memorials to Vile Rat (aka U.S. State Department official Sean Smith, murdered in the 2012 Benghazi attack); its gendered playing experience; and CCP Games' relationship with players; and its history and legacy. Internet Spaceships Are Serious Business is a must for EVE Online players interested in a broad perspective on their all-consuming game. It is also accessible to scholars, game designers seeking to understand and replicate the successful aspects unique to EVE Online, and even those who have never played this notoriously complex game. Contributors: William Sims Bainbridge, National Science Foundation; Chribba; Jedrzej Czarnota; Kjartan Pierre Emilsson; Dan Erdman; Rebecca Fraimow; Martin R. Gibbs, U of Melbourne; Catherine Goodfellow; Kathryn Gronsbell; Keith Harrison; Kristin MacDonough; Mantou (Zhang Yuzhou); Oskar Milik; The Mittani (Alexander Gianturco); Joji Mori; Richard Page; Christopher Paul, Seattle U; Erica Titkemeyer, U of North Carolina at Chapel Hill; Nick Webber, Birmingham City U.

Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

Digital Playgrounds explores the key developments, trends, debates, and controversies that have shaped children's commercial digital play spaces over the past two decades. It argues that children's online playgrounds, virtual worlds, and connected games are much more than mere sources of fun and diversion – they serve as the sites of complex negotiations of power between children, parents, developers, politicians, and other actors with a stake in determining what, how, and where children's play unfolds. Through an innovative, transdisciplinary framework combining science and technology studies, critical communication studies, and children's cultural studies, Digital Playgrounds focuses on the contents and contexts of actual technological artefacts as a necessary entry point for understanding the meanings and politics of children's digital play. The discussion draws on several recent research studies on a wide range of digital playgrounds designed and marketed to children aged six to twelve years, revealing how various problematic tendencies prevent most digital play spaces from effectively supporting children's culture, rights, and – ironically – play. Digital Playgrounds lays the groundwork for a critical reconsideration of how existing approaches might be used in the development of new regulation, as well as best practices for the industries involved in making children's digital play spaces. In so doing, it argues that children's online play spaces be reimagined as a crucial new form of public sphere in which children's rights

and digital citizenship must be prioritized.

A full-colour hardcover companion tome that offers a look behind the scenes as the iconic online fantasy RPG celebrates its 20th birthday! In 2001, RuneScape transformed the world of MMORPGs with a magical world that was free-to-play in your browser. Assuming any number of fantasy roles, players carved their own adventures in a fantasy land filled with vibrant characters, daring adventure and mystery. In an industry where success can often be short lived, RuneScape has defied the odds by not just surviving, but thriving over an incredible two decades. Now you can get an insider's look at the tremendous talent and enormous effort that went into creating the land of Gielinor and the magical races who inhabit it. Jagex and Dark Horse present a guide to the history of the RuneScape franchise, exploring the detailed tapestry of RuneScape and Old School RuneScape through exciting and exclusive art and behind the scenes interviews!

The city of Varrock is at breaking point; people are fleeing from the country into the already full city and riots are breaking out as the government struggles to keep order. Meanwhile Gar'rth struggles with his dark destiny, Theodore chases a holy relic and Kara prepares for war. As the friends continue to fight against evil, Zamorak's power continues to rise, bringing with it the walking dead... The third, thrilling novel in the RuneScape series.

What game company doesn't want to be the next Zynga? But does the world really need another "ville" game? What we do need are designers who know how to create compelling money--making social games while maintaining their creativity. This book provides the clues to creating social game systems that generate profit.

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. Gauntlgrym is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series.

A massively multiplayer online game featuring quests, battles with monsters, and competition for treasure run by Jagex Limited. Descended from dragons.Freya is used to coping with problems by herself. She's an outcast at school, living in insecure housing with her single mother, sustained by free school meals and the kindness of her grandmother. When Freya's mother goes missing, no-one else takes it seriously. Her mum has vanished on drinking binges too many times before. But her mother's disappearance is different this time. Strange things are happening around Freya.Her fingers burn at a touch, and liquids boil when she is close by. She was always athletic, but now she is stronger and faster than any normal human being. In the search for her missing mother Freya discovers the mysterious legacy of her father's aristocratic family. Not everyone is happy to see a homeless teenager from a working-class background inherit the power of a dragon. Someone wants her power. And they are prepared to kill her to get it.

A thorough guide to Linux TCP/IP network adminstration examines the major flavors of Linux; covers routing, file management, directory services, e-mail, security, and internetworking with Samba; and provides implementation examples, troubleshooting tips, and much more. Original. (Advanced).

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Virtual worlds are places where humans interact, and as such they can be environments for research and learning. However, they are complex and mutable in ways that more controlled and traditional environments are not. Although computer-mediated, virtual worlds are multifaceted social systems like the offline world, and choosing to study virtual world phenomena demands as much consideration for the participants, the environment and the researcher as offline. By exploring virtual worlds as places of research and learning, the international practitioners in this book demonstrate the power of these worlds to replicate and extend our arenas of research and learning. They focus on process and outcomes and consider questions that arise from engaging in teaching and research in these spaces, including new approaches to research ethics, internationalization, localization, and collaboration in virtual worlds. This book was originally published as a special issue of Learning, Media & Technology.

You don't need to be a wizard to transform a game you like into a game you love. Imagine if you could give your favorite PC game a more informative heads-up display or instantly collect all that loot from your latest epic battle. Bring your knowledge of Windows-based development and memory management, and Game Hacking will teach you what you need to become a true game hacker. Learn the basics, like reverse engineering, assembly code analysis, programmatic memory manipulation, and code injection, and hone your new skills with hands-on example code and practice binaries. Level up as you learn how to: –Scan and modify memory with Cheat Engine –Explore program structure and execution flow with OllyDbg –Log processes and pinpoint useful data files with Process Monitor –Manipulate control flow through NOPing, hooking, and more –Locate and dissect common game memory structures You'll even discover the secrets behind common game bots, including: –Extrasensory perception hacks, such as wallhacks and heads-up displays –Responsive hacks, such as autohealers and combo bots –Bots with artificial intelligence, such as cave walkers and automatic looters Game hacking might seem like black magic, but it doesn't have to be. Once you understand how bots are made, you'll be better positioned to defend against them in your own games. Journey through the inner workings of PC games with Game Hacking, and leave with a deeper understanding of both game design and computer security.

Queerness in Play examines the many ways queerness of all kinds—from queer as 'LGBT' to other, less well-covered aspects of the queer spectrum—intersects with games and the social contexts of play. The current unprecedented visibility of queer creators and content comes at a high tide of resistance to the inclusion of those outside a long-imagined cisgender, heterosexual, white male norm. By critically engaging the ways games—as a culture, an industry, and a medium—help reproduce limiting binary formations of gender and sexuality, Queerness in Play contributes to the growing body of scholarship promoting more inclusive understandings of identity, sexuality, and games.

This cross-disciplinary exploration of MMOs and other complex online worlds melds work from computer science, psychology and social science.

My Gourmet Chili Book There is nothing more filling and satisfying than a good hot bowl of real gourmet Chili. This book offers truly gourmet recipes for Chili lovers versus those regular recipes found in other cook books. I found those were not gourmet at all, no information about ingredients, and methods to create a really gourmet bowl of Chili. The author wants to appeal the true connoisseur in all of us and provide an easy procedure and list of all ingredients needed, that can transform the Chili you make for friends and family into a wonderful dining experience. This book also includes a section of gourmet Salsas to eat with gourmet Chili with sour cream on top. I hope you find a recipe in my book that will always be a winner for you and your family.

Why computer games can be ethical, how players use their ethical values in gameplay, and the implications for game design. Despite the emergence of computer games as a dominant cultural industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games. Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case studies examining single-player games (using Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay.

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player–character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

"Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, Gaming Rhythms employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

A personal assessment of the author's addiction to video games explores his favorites, their roles as modern forms of popular art, and their habit-forming appeal while considering how he has neglected his professional and social responsibilities in favorof gaming activities.

Video games have developed into a rich, growing field at many top universities, but they have rarely been considered from a queer perspective. Immersion in new worlds, video games seem to offer the perfect opportunity to explore the alterity that queer culture longs for, but often sexism and discrimination in gamer culture steal the spotlight. Queer Game Studies provides a welcome corrective, revealing the capacious albeit underappreciated communities that are making, playing, and studying queer games. These in-depth, diverse, and accessible essays use queerness to challenge the ideas that have dominated gaming discussions. Demonstrating the centrality of LGBTQ issues to the gamer world, they establish an alternative lens for examining this increasingly important culture. Queer Game Studies covers important subjects such as the representation of queer bodies, the casual misogyny prevalent in video games, the need for greater diversity in gamer culture, and reading popular games like Bayonetta, Mass Effect, and Metal Gear Solid from a queer perspective. Perfect for both everyday readers and instructors looking to add diversity to their courses, Queer Game Studies is the ideal introduction to the vast and vibrant realm of queer gaming. Contributors: Leigh Alexander; Gregory L. Bagnall, U of Rhode Island; Hanna Brady; Mattie Brice; Derek Burrill, U of California, Riverside; Edmond Y. Chang, U of Oregon; Naomi M. Clark; Katherine Cross, CUNY; Kim d'Amazing, Royal Melbourne Institute of Technology; Aubrey Gabel, U of California, Berkeley; Christopher Goetz, U of Iowa; Jack Halberstam, U of Southern California; Todd Harper, U of Baltimore; Larissa Hjorth, Royal Melbourne Institute of Technology; Chelsea Howe; Jesper Juul, Royal Danish Academy of Fine Arts; merritt kopas; Colleen Macklin, Parsons School of Design; Amanda Phillips, Georgetown U; Gabriela T. Richard, Pennsylvania State U; Toni Rocca; Sarah Schoemann, Georgia Institute of Technology; Kathryn Bond Stockton, U of Utah; Zoya Street, U of Lancaster; Peter Wonica; Robert Yang, Parsons School of Design; Jordan Youngblood, Eastern Connecticut State U.

This story will take you to the journey of three friends and their encounter with the darkest powers of the nature. The evil that lurks around the corner, haunting and hunting its preys, once set loose can bring out ones biggest nightmares to reality itself. What wound anyone do if the nightmares themselves creep out of ones dreams and starts playing with the minds of its preys. Are you willing to be a part of a dark journey and stand by the friends as they have a face off with the evil.

CHOICE Outstanding Academic Title for 2009 "This ground-breaking resource is strongly recommended for all libraries and health and welfare institutional depots; essential for university collections, especially those catering to social studies programs." —Library Journal, STARRED Review Children and adults spend a great deal of time in activities we think of as "play," including games, sports, and hobbies. Without thinking about it very deeply, almost everyone would agree that such activities are fun, relaxing, and entertaining. However, play has many purposes that run much deeper than simple entertainment. For children, play has various functions such as competition, following rules, accepting defeat, choosing leaders, exercising leadership, practicing adult roles, and taking risks in order to reap rewards. For adults, many games and sports serve as harmless releases of feelings of aggression, competition, and intergroup hostility. The Encyclopedia of Play in Today's Society explores the concept of play in history and modern society in the United States and internationally. Its scope encompasses leisure and recreational activities of children and adults throughout the ages, from dice games in the Roman Empire to video games today. With more than 450 entries, these two volumes do not include coverage of professional sports and sport teams but, instead, cover the hundreds of games played not to earn a living but as informal activity. All aspects of play—from learning to competition, mastery of nature, socialization, and co-operation—are included. Simply enough, this Encyclopedia explores play played for the fun of it! Key Features Available in both print and electronic formats Provides access to the fascinating literature that has explored questions of psychology, learning theory, game theory, and history in depth Considers the affects of play on child and adult development, particularly on health, creativity,

and imagination Contains entries that describe both adult and childhood play and games in dozens of cultures around the world and throughout history Explores the sophisticated analyses of social thinkers such as Huizinga, Vygotsky, and Sutton-Smith, as well as the wide variety of games, toys, sports, and entertainments found around the world Presents cultures as diverse as the ancient Middle East, modern Russia, and China and in nations as far flung as India, Argentina, and France Key Themes Adult Games Board and Card Games Children's Games History of Play Outdoor Games and Amateur Sports Play and Education Play Around the World Psychology of Play Sociology of Play Toys and Business Video and Online Games For a subject we mostly consider light-hearted, play as a research topic has generated an extensive and sophisticated literature, exploring a range of penetrating questions. This two-volume set serves as a general, nontechnical resource for academics, researchers, and students alike. It is an essential addition to any academic library.

Pirate adventure and passion await in THE BLOOD REAVER!After her father and her older brother die of an infectious fever, and an unscrupulous sea captain abandons Rose Armistead in Port Royal, Jamaica, she must find safe passage home. When she meets a handsome mariner with his own ship, in an establishment of ill repute, she pays him to carry her, her mother, and her younger brother to Charles Town. But the man she considers her savior hides a dark secret, and it may destroy her. Can Rose accept her man's true identity and find love?When a beautiful woman walks into the most notorious brothel in Port Royal, Turner Reyson, a cunning pirate known as the Blood Reaver, offers his assistance, because he wants her in his bunk, but he conceals the nature of his business, as he casts off. At sea, Rose displays a peculiar ability to spot prize and booty, and his suspicious crew declares her the Lady of Fortune, which places her in a perilous position, when they insist on keeping her aboard ship. Playing two sides of the same coin, Turner must win his woman or risk mutiny, which would endanger her and her family. Can the Blood Reaver save Rose? A guaranteed great adventure in this Pirates of Britannia novel!

"Over only a few decades, digital gaming has become a major global leisure activity that now rivals the movie and music sectors. Due to this increasingly widespread popularity, gaming has in recent years become the focus of increased academic interest and activity, but still little is know about those who play digital games. Online Gaming in Context is the first book to explicitly and comprehensively address how digital games are experienced and engaged with in the everyday lives, social networks, and consumer patterns of those who play them. In doing so, the book provides a key introduction to the study of gamers and the games they play, whilst also reflecting on the current debates and literatures surrounding the virtual world"--