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Autore	VALENTIN, Jean-Marie
Titolo	Les Jésuites et le théâtre, (1554-1680) : contribution à l'histoire culturelle du monde catholique dans le Saint-Empire romain germanique / Jean-Marie Valentin
Pubbl/distr/stampa	Paris, : Editions Desjonquères, c2001
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2. Record Nr.	UNINA9910139646003321
Autore	Wolf Mark J.P
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Collana	Landmark video games
Classificazione	GAM000000GAM013000SOC052000
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Nota di bibliografia	Includes bibliographical references (p. 113-117) and index.
Nota di contenuto	Intro -- Contents -- Introduction -- The Myst Phenomenon -- Myst and the Adventure Game Genre -- Early Works of the Miller Brothers -- The World of Myst -- Myst Island -- The Stoneship Age -- The Channelwood Age -- The Mechanical Age -- The Selenitic Age -- Dunny (D'ni) -- The Rime Age -- Beyond the Game: The Other Myst Products -- From Myst to Riven: Subcreation and Expansion -- The World of Riven -- Temple Island (Dome Island) -- Jungle Island (Village Island) -- Tay (The Rebel Age) -- Book Assembly Island (Crater Island) -- Survey Island (Map or Garden Island) -- The 233rd Age (Gehn's Office and Bedroom) -- Prison Island -- Riven's Fortunes and the Rest of the Myst Series -- Myst's and Riven's Influence on the Adventure Game Genre -- Notes -- Glossary -- Index.
Sommario/riassunto	Video games have become a major cultural force, and within their history, Myst and its sequel Riven stand out as influential examples. Myst and Riven: The World of the D'ni is a close analysis of two of the

most popular and significant video games in the history of the genre, investigating in detail their design, their functionality, and the gameplay experience they provide players. While scholarly close analysis has been applied to films for some time now, it has only rarely been applied at this level to video games. Mark J. P. Wolf uses elements such as graphics and sound, the games' mood and atmosphere and how they are generated, the geography and design of the digital worlds, and the narrative structures of the games to examine their appeal to both critical and general audiences, their legacy, and what made them great. *Myst and Riven* is the inaugural book in the Landmark Video Games series, edited by Mark J. P. Wolf and Bernard Perron, which is the first series to examine individual video games of historical significance.

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