

1. Record Nr.	UNISA996247899503316
Autore	Richards John F
Titolo	The unending frontier : an environmental history of the early modern world // by John F. Richards
Pubbl/distr/stampa	Berkeley, : University of California Press, c2003
ISBN	0-520-90095-2 0-520-93935-2 1-59734-972-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (697 p.)
Collana	The California world history library ; ; 1 ACLS Humanities E-Book
Disciplina	304.2
Soggetti	Human ecology - History Nature - Effect of human beings on - History
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 623-659) and index.
Nota di contenuto	Front matter -- Contents -- List of Maps -- List of Tables -- Preface -- Introduction -- Part I. The Global Context -- Part II. Eurasia and Africa -- Part III. The Americas -- Part IV. The World Hunt -- Conclusion -- Bibliography -- Index
Sommario/riassunto	It was the age of exploration, the age of empire and conquest, and human beings were extending their reach-and their numbers-as never before. In the process, they were intervening in the world's natural environment in equally unprecedented and dramatic ways. A sweeping work of environmental history, The Unending Frontier offers a truly global perspective on the profound impact of humanity on the natural world in the early modern period. John F. Richards identifies four broadly shared historical processes that speeded environmental change from roughly 1500 to 1800 c.e.: intensified human land use along settlement frontiers; biological invasions; commercial hunting of wildlife; and problems of energy scarcity. The Unending Frontier considers each of these trends in a series of case studies, sometimes of a particular place, such as Tokugawa Japan and early modern England and China, sometimes of a particular activity, such as the fur trade in North America and Russia, cod fishing in the North Atlantic, and

whaling in the Arctic. Throughout, Richards shows how humans-whether clearing forests or draining wetlands, transporting bacteria, insects, and livestock; hunting species to extinction, or reshaping landscapes-altered the material well-being of the natural world along with their own.

2. Record Nr.	UNINA9910159439603321
Autore	Rusch Doris C., author
Titolo	Making deep games : designing games with meaning and purpose // Doris C. Rusch
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2017 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781315748986 1315748983 9781317607717 1317607716
Edizione	[1st ed.]
Descrizione fisica	1 online resource (228 pages) : illustrations
Disciplina	790.1
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A Focal Press book--title page.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	1. Diving for deep game ideas -- 2. Games as an expressive medium -- 3. Modeling the human experience :or the art of nailing a pudding to the wall -- 4. Experiential metaphors : or what breaking up, getting a tattoo, and playing God of war have in common -- 5. Allegorical games : or the monster isn't a monster isn't a monster -- 6. Designing with purpose and meaning : nine questions to define where you're going and make sure you get there -- 7. It's not always about you! : lessons learned from participatory deep game design -- 8. The same new kid in

yet another hood : deep game design as creative arts therapy? /
coauthored with Susan Imus.

Sommario/riassunto

Like movies, television, and other preceding forms of media, video games are undergoing a dynamic shift in its content and perception. While the medium can still be considered in its infancy, the mark of true artistry and conceptual depth is detectable in the evolving styles, various genres and game themes. Doris C. Rusch's, *Making Deep Games*, combines this insight along with the discussion of the expressive nature of games, various case studies, and hands-on design exercises. This book offers a perspective into how to make games that tackle the whole bandwidth of the human experience; games that teach us something about ourselves, enable thought-provoking, emotionally rich experiences and promote personal and social change. Grounded in cognitive linguistics, game studies and the reflective practice of game design, *Making Deep Games* explores systematic approaches for how to approach complex abstract concepts, inner processes, and emotions through the specific means of the medium. It aims to shed light on how to make the multifaceted aspects of the human condition tangible through gameplay experiences.
