

1. Record Nr.	UNINA9910166956103321
Autore	Belenky Alexander S
Titolo	Who Will Be the Next President? [[electronic resource] ] : A Guide to the U.S. Presidential Election System // by Alexander S. Belenky
Pubbl/distr/stampa	Cham, : Springer Nature, 2016 Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-44696-7
Edizione	[2nd ed. 2016.]
Descrizione fisica	1 online resource (XIX, 165 p. 2 illus.)
Collana	SpringerBriefs in Law
Disciplina	340.9 340.2
Soggetti	Conflict of laws United States—Politics and government Law—Philosophy Law Elections Mathematics Social sciences Private International Law, International & Foreign Law, Comparative Law US Politics Theories of Law, Philosophy of Law, Legal History Electoral Politics Mathematics in the Humanities and Social Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1 The Initial Design of the Electoral College: Basic Ideas, Logical Mistakes, and Overlooked Problems -- 2 The Electoral College Today -- 3 Curbing Contingent Elections -- 4 Inconvenient Facts About the Electoral College -- 5 The Electoral College and Campaign Strategies -- 6 The National Popular Vote Plan: A Brilliant Idea or a Dead-on-Arrival Delusion? -- 7 Equalizing the Will of the States and the Will of the Nation -- 8. Conclusion: Fundamental Merits, Embedded Deficiencies, and Some Urgent Problems of the U.S. Presidential Election System.

2. Record Nr.	UNINA9910785008903321
Autore	Dyer-Witheford Nick <1951->
Titolo	Games of empire [[electronic resource]] : global capitalism and video games / Nick Dyer-Witheford and Greig de Peuter
Pubbl/distr/stampa	Minneapolis, : University of Minnesota Press, c2009
ISBN	0-8166-7051-X
Descrizione fisica	1 online resource (336 p.)
Collana	Electronic mediations ; ; 29
Altri autori (Persone)	De PeuterGreig
Disciplina	794.8
Soggetti	Video games - Social aspects Video games - Economic aspects Capitalism - Social aspects Imperialism - Social aspects
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 and index.
Nota di contenuto	Game engine : labor, capital, machine -- Immaterial labor : a workers' history of videogaming -- Cognitive capitalism : electronic arts -- Machinic subjects : the XBOX and its rivals -- Gameplay : virtual/actual -- Banal war : full spectrum warrior -- Biopower play : world of warcraft -- Imperial city : grand theft auto -- New game? -- Games of multitude -- Exodus : the metaverse and the mines.
Sommario/riassunto	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