

1. Record Nr.	UNINA9910784394403321
Autore	Galloway Alexander R. <1974->
Titolo	Gaming [[electronic resource]] : essays on algorithmic culture / / Alexander R. Galloway
Pubbl/distr/stampa	Minneapolis, Minn. ; ; London, : University of Minnesota Press, 2006
ISBN	0-8166-9863-5
Descrizione fisica	1 online resource (160 p.)
Collana	Electronic mediations ; ; v. 18
Disciplina	794.8
Soggetti	Video games - Philosophy Video games - 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	Gamic action, four moments -- Origins of the first-person shooter -- Social realism -- Allegories of control -- Countergaming.
Sommario/riassunto	Video games have been a central feature of the cultural landscape for over twenty years and now rival older media like movies, television, and music in popularity and cultural influence. Yet there have been relatively few attempts to understand the video game as an independent medium. Most such efforts focus on the earliest generation of text-based adventures (Zork, for example) and have little to say about such visually and conceptually sophisticated games as Final Fantasy X, Shenmue, Grand Theft Auto, Halo, and The Sims, in which players inhabit elaborately detailed

2. Record Nr.	UNINA9910338731303321
Titolo	Journal of cold regions engineering
Pubbl/distr/stampa	New York, NY, : American Society of Civil Engineers, Technical Council on Cold Regions Engineering
ISSN	1943-5495
Disciplina	620
Soggetti	Civil engineering - Cold weather conditions Genie civil - Conditions par temps froid Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed Published: Reston, VA, <2008->.