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Autore	Bartlett Jonathan
Titolo	Electronics for Beginners : A Practical Introduction to Schematics, Circuits, and Microcontrollers // by Jonathan Bartlett
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
ISBN	9781484259795 1484259793
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXIII, 507 p. 176 illus., 49 illus. in color.)
Collana	Technology in action
Disciplina	621.381
Soggetti	Makerspaces Maker
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Chapter 1: Introduction -- Chapter 2. Before We Begin -- Part I – Basic Concepts -- Chapter 3. Dealing with Units -- Chapter 4. What is Electricity? -- Chapter 5. Voltage and Resistance -- Chapter 6. Your First Circuit -- Chapter 7. Constructing and Testing Circuits -- Chapter 8. Analyzing Series and Parallel Circuits -- Chapter 9. Diodes and How to Use Them -- Chapter 10. Basic Resistor Circuit Patterns -- Chapter 11. Understanding Power -- Part II – Digital Electronics and Microcontrollers -- Chapter 12. Integrated Circuits and Resistive Sensors -- Chapter 13. Using Logic ICs -- Chapter 14. Introduction to Microcontrollers -- Chapter 15. Building Projects with Arduino -- Chapter 16. Analog Input and Output on an Arduino -- Part III – Capacitors and Inductors -- Chapter 17. Capacitor Introduction -- Chapter 18. Capacitors as Timers -- Chapter 19. Introduction to Oscillating Circuits -- Chapter 20. Producing Sound with Oscillation -- Chapter 21. Inductors -- Chapter 22. Inductors and Capacitors in Circuits -- Chapter 23. Reactance and Impedance -- Part IV – Amplification Circuits -- Chapter 24. DC Motors -- Chapter 25. Amplifying Power with Transistors -- Chapter 26. Transistor Voltage Amplifiers -- Chapter 27. Examining Partial Circuits- Chapter 28. Going Further -- Appendices -- A. Glossary -- B. Electronics Symbols -- C. Integrated Circuit Naming Conventions -- D. Electronics Equations and Where They Come From -- E. Simplified Datasheets for

Common Devices.

Sommario/riassunto

Jump start your journey with electronics! If you've thought about getting into electronics, but don't know where to start, this book gives you the information you need. Starting with the basics of electricity and circuits, you'll be introduced to digital electronics and microcontrollers, capacitors and inductors, and amplification circuits – all while gaining the basic tools and information you need to start working with low-power electronics. Electronics for Beginners walks the fine line of focusing on projects-based learning, while still keeping electronics front and center. You'll learn the mathematics of circuits in an uncomplicated fashion and see how schematics map on to actual breadboards. Written for the absolute beginner, this book steers clear of being too math heavy, giving readers the key information they need to get started on their electronics journey. You will: Review the basic “patterns” of resistor usage—pull up, pull down, voltage divider, and current limiter Understand the requirements for circuits and how they are put together Read and differentiate what various parts of the schematics do Decide what considerations to take when choosing components Use all battery-powered circuits, so projects are safe.

2. Record Nr.	UNINA9911024078203321
Autore	Krampe Theresa
Titolo	Metareference in Videogames
Pubbl/distr/stampa	Oxford : , : Taylor & Francis Group, , 2025 ©2025
ISBN	1-003-59599-5 1-04-039254-7
Edizione	[1st ed.]
Descrizione fisica	1 online resource (269 pages)
Collana	Routledge Advances in Game Studies
Disciplina	794.8
Soggetti	Games & Activities / Video & Mobile Social Science / Media Studies Social sciences Games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Cover -- Endorsement -- Half Title -- Series Information -- Title Page -- Copyright Page -- Table of Contents -- List of Figures -- Acknowledgements -- 1 Introduction -- The Communicative Situation in (Metareferential) Videogames -- Structure of the Book -- Notes -- Games Cited -- Works Cited -- 2 Theorizing Metareference: Concepts, Definitions, Models -- 2.1 Theoretical Origins and Metafiction -- 2.2 Metareference as a Transmedial Phenomenon -- 2.2.1 Theories of Metareference Across Media -- 2.2.2 Metareference in Videogame Research -- 2.3 The Metareferential Potential of Related Devices -- 2.3.1 Mise En Abyme -- 2.3.2 Metalepsis -- 2.3.3 Intertextual and Intermedial References -- 2.4 Definition, Problematization, Delimitation -- 2.4.1 Hypothetical Design Intention -- 2.4.2 Hypothetical Players -- 2.4.3 Medium Awareness -- Notes -- Games Cited -- Works Cited -- 3 Metareferential Elements in Videogames: Proposal of an Analytical Model -- 3.1 Theoretical and Methodological Premises -- 3.2 Form -- 3.2.1 Gameworld-Centred Forms -- 3.2.2 System-Centred Forms -- 3.2.3 Game-Transcending Forms -- 3.3 Content -- 3.3.1 Gameworld-Centred Comments -- 3.3.2 System-Centred Comments -- 3.3.3 Game-Transcending Comments -- 3.4 The Model -- Notes -- Games

Cited -- Works Cited -- 4 Gameworld-Centred Forms of Metareference in What Remains of Edith Finch -- 4.1 Layers of Mediation: The Frame Narrative -- 4.2 Intertextuality and Remediation: Milton's Story and The Unfinished Swan -- 4.3 Comics Aesthetics: Barbara's Story -- 4.4 An Allegory of Immersion: Lewis's Story -- 4.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 5 System-Centred Forms of Metareference in The Magic Circle -- 5.1 A Game About Game Design: The Prologue -- 5.2 Metareferential Mechanics: Pro Mode -- 5.3 Taking Control: The Finale -- 5.4 Making Videogames: Level Creator and Post-Credits. 5.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 6 Game-Transcending Forms of Metareference in OneShot -- 6.1 Metaleptic Thresholds: Arrival in the World -- 6.2 Multiplied Windows: The First Playthrough -- 6.3 Transgressive Play: New Game Plus and Solstice -- 6.4 The Paradoxes of Interactive Fiction: OneShot's "True Ending" -- 6.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 7 Conclusion -- Note -- Games Cited -- Works Cited -- Index.

Sommario/riassunto

Taking an original, in-depth approach, this book investigates the forms and functions of metareference in videogames. This book will appeal to videogame researchers and transmedial narratologists as well as to those interested in metaization in media and popular culture across disciplines.
