

1. Record Nr.	UNINA9910461295503321
Autore	Stirling Kirsten
Titolo	Peter Pan's shadows in the literary imagination / / Kirsten Stirling
Pubbl/distr/stampa	New York : , : Routledge, , 2012
ISBN	1-283-45903-5 9786613459039 1-136-49363-8 0-203-13917-8
Descrizione fisica	1 online resource (189 p.)
Collana	Children's literature and culture ; ; 83
Disciplina	822/.912
Soggetti	Peter Pan (Fictitious character) Electronic books.
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. 153-162) and index.
Nota di contenuto	Cover; Peter Pan's Shadows in the Literary Imagination; Copyright; Contents; Series Editor's Forward; Acknowledgements; Abbreviations and References; Introduction: The Shadow of Peter Pan; Chapter 1 Storytelling; Chapter 2: Peter and Pantomime; Chapter 3: Wendy and Peter; Chapter 4: Before Peter Pan: Loisel; Chapter 5: Imagining Barrie; Chapter 6: Ending Peter Pan; Chapter 7: Sequels; Notes; Bibliography; Index
Sommario/riassunto	"This book is a literary analysis of J.M. Barrie's Peter Pan in all its different versions -- key rewritings, dramatisations, prequels, and sequels -- and includes a synthesis of the main critical interpretations of the text over its history. A comprehensive and intelligent study of the Peter Pan phenomenon, this study discusses the book's complicated textual history, exploring its origins in the Harlequinade theatrical tradition and British pantomime in the nineteenth century. Stirling investigates potential textual and extra-textual sources for Peter Pan, the critical tendency to seek sources in Barrie's own biography, and the proliferation of prequels and sequels aiming to explain, contextualize, or close off, Barrie's exploration of the imagination. The sources considered include Dave Barry and Ridley Pearson's <i>Starcatchers</i> trilogy, R Oegis Loisel's six-part <i>Peter Pan</i>

graphic novel in French (1990-2004), Andrew Birkin's The Lost Boys series, the films Hook (1991), Peter Pan (2003) and Finding Neverland (2004), and Geraldine McCaughrean's "official sequel" Peter Pan in Scarlet (2006), among others."--

2. Record Nr.	UNINA9910458790903321
Autore	Kale Vinita V
Titolo	Applied microbiology [[electronic resource] /] / Vinita V. Kale, Kishore P. Bhosari
Pubbl/distr/stampa	Mumbai, : Himalaya Pub. House, 2007
ISBN	1-282-80187-2 9786612801877 93-5044-102-0 1-4416-6182-4 600-00-2726-5
Edizione	[Rev. ed.]
Descrizione fisica	1 online resource (419 p.)
Altri autori (Persone)	BhosariKishore P
Disciplina	660/.62
Soggetti	Microbiology Electronic books.
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	COVER; CONTENTS; Unit I : INTRODUCTORY MICROBIOLOGY; Unit II : STERILIZATION AND DISINFECTION; Unit III : ENVIRONMENTAL MICROBIOLOGY; Unit IV : MEDICAL MICROBIOLOGY; Unit V : INDUSTRIAL MICROBIOLOGY; APPENDIX - I : List of Web sites; APPENDIX - II : List of Abbreviation and Symbols; APPENDIX - III : Characteristics of Common Microorganisms; Glossary; INDEX; BACTERIAL ANATOMY AND STAINING
Sommario/riassunto	The authors present a new fully revised and expanded edition of their popular textbook 'Applied Microbiology'. The book retains many of the features of the original edition and still offers a concise technical background to the field of microbiology. The students shall be benefited by its well-planned, systematically developed and simplified subject matter. The book is divided into five main units - introductory

microbiology, sterilization and disinfection, environmental microbiology, medical microbiology and industrial microbiology. The book has over 200 illustrations to explain the difficult c

3. Record Nr.

**Titolo**

UNISA996397574103316

Renowned Robin Hood. Or, His famous archery truly related [[electronic resource] ] : with the worthy exploits he acted before Queen Katherine, he being an outlaw-man, and how she for the same obtained of the king, his own, and his fellows pardon. To a new tune

**Pubbl/distr/stampa**

London, : Printed for F. Coles, T. Vere, and I. Wright., [between 1663 and 1674]

**Descrizione fisica**

1 sheet ([1] p.) : ill

**Soggetti**

Ballads, English - 17th century  
Robin Hood (Legendary character)  
Broadsides17th century.England

**Lingua di pubblicazione**

Inglese

**Formato**

Materiale a stampa

**Livello bibliografico**

Monografia

**Note generali**

Contains 2 illustrations.  
Right half-sheet contains: The second part, to the same tune.  
Date of publication taken from Wing (2nd ed.)  
Reproduction of original in: University of Glasgow. Library.

**Sommario/riassunto**

eebo-0166

4. Record Nr.	UNINA9910564699903321
Titolo	Gaming as a Cultural Commons : Risks, Challenges, and Opportunities / / edited by Toshiko Kikkawa, Willy Christian Kriz, Junkichi Sugiura
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2022
ISBN	9789811903489 9811903484
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (199 pages)
Collana	Translational Systems Sciences, , 2197-8840 ; ; 28
Disciplina	794.84
Soggetti	Econometrics Management Human rights Political science Quantitative Economics Human Rights Political Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Preface- Part 1 Culture in Gaming and Simulation -- Chapter 1: Gaming Simulation – Terminology and Fundamentals -- Chapter 2: Knowledge from the Great Ancestors: The “Cone of Ab-straction” – Revisiting a Key Concept through Interviews with Gaming Simulation Veterans -- Chapter 3 -- Board Game Immersion -- Chapter 4: Women (and a little bit of Culture) in Simulation Gaming -- Chapter 5: The Current Status of Japanese Game Players and its Impact on the Society -- Part 2 Education -- Chapter 6: Case Example: KIKATOPIA Game – A Simulation Game on Diversity and Living together with Children as Co-designers -- Chapter 7: Bringing Gaming into Education: Cultural Context and Ethical Issues in the Case of SN Games -- Chapter 8: Code of Conduct for Facilitators and the Ethics of De-briefing -- Chapter 9: Ethics and Simulation Games in a Cultural Context: Why Should we Bother? And What Can We Learn? -- Part 3 Manipulation in Games -- Chapter 10: Subtle Manipulation in Games -- Chapter 11: Manipulation through Gamification and Gaming.

## Sommario/riassunto

This book focuses on relatively neglected areas of simulation and gaming (S&G), i.e., cultural aspects and ethical issues, in addition to giving readers a basic knowledge of S&G. Although the educational effects of S&G, and related methods such as gamification, as well as serious games have been studied and are gaining recognition, their downsides are often overlooked. For example, there is always a risk of manipulation by games if maliciously designed and facilitated. Ethical codes of game designers, facilitators, and educators must be established on the basis of academic research. Considerations of the ethics of games are essential not only for S&G researchers and educators but also for the general public, because games have sometimes been used for propaganda purposes in the past and could be again, in the present and future. Looking at the cultural aspect, as the S&G community has accumulated research over 50 years, the book includes the knowledge of the pioneers, i.e., archival interview data. This is the first book that includes extensive interviews of researchers and commercial game designers and critics. It also contains diverse topics from the perspective of gender and Japanese culture. Japan has been attracting attention in the field of board games as there are many independent game designers and an expanding market. Although women in S&G have gained some recognition, the topic has been rather ignored and was first officially discussed in 2019 at the international conference of the International Simulation and Gaming Association held in Warsaw. In summary, by focusing on comparatively overlooked or neglected aspects of S&G, this book expands future opportunities in the field for researchers and educators, with increased awareness by the general public.

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