

1. Record Nr.	UNINA9910477182003321
Autore	Giddings Seth
Titolo	Gameworlds [[electronic resource]] : virtual media and children's everyday play / / Seth Giddings
Pubbl/distr/stampa	New York, : Bloomsbury, 2014
ISBN	1-5013-1829-2 1-5013-0023-7 1-62356-389-5
Descrizione fisica	1 online resource (184 p.) ; : ill. (b&w)
Disciplina	794.8083
Soggetti	Video games - Social aspects Virtual reality Play environments
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record. First published 2014.
Nota di bibliografia	Includes bibliographical references (pages 162-174) and index.
Sommario/riassunto	"Game studies is a rapidly developing field across the world, with a growing number of dedicated courses addressing video games and digital play as significant phenomena in contemporary everyday life and media cultures. Seth Giddings looks to fill a gap by focusing on the relationship between the actual and virtual worlds of play in everyday life. He addresses both the continuities and differences between digital play and longer-established modes of play. The 'gameworlds' title indicates both the virtual world designed into the videogame and the wider environments in which play is manifested: social relationships between players; hardware and software; between the virtual worlds of the game and the media universes they extend (e.g. Poke;mon, Harry Potter, Lego, Star Wars); and the gameworlds generated by children's imaginations and creativity (through talk and role-play, drawings and outdoor play). The gameworld raises questions about who, and what, is in play. Drawing on recent theoretical work in science and technology studies, games studies and new media studies, a key theme is the material and embodied character of these gameworlds and their

components (players' bodies, computer hardware, toys, virtual physics, and the physical environment). Building on detailed small-scale ethnographic case studies, Gameworlds is the first book to explore the nature of play in the virtual worlds of video games and how this play relates to, and crosses over into, everyday play in the actual world."--

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2. Record Nr.	UNISALENTO991004179329707536
Titolo	I best seller del ventennio : il regime e il libro di massa / a cura di Gigliola De Donato e Vanna Gazzola Stacchini ; introduzione di Gigliola De Donato ; con saggi di Tina Achilli ... [et al.] ; iconografia a cura di Ermanno Detti
Pubbl/distr/stampa	Roma : Editori riuniti, 1991
ISBN	8835935024
Descrizione fisica	LXIII, 729 p., [16] carte di tav. : ill. ; 24 cm
Collana	Accademia
Altri autori (Persone)	Detti, Ermanno De Donato, Gigliola Stacchini Gazzola, Vanna
Disciplina	853.91208
Soggetti	Narrativa italiana - Saggi
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	In custodia