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Titolo	Handbook of digital games and entertainment technologies / / Ryohei Nakatsu, Paolo Ciancarini, Matthias Rauterberg, editors
Pubbl/distr/stampa	Singapore : , : Springer Reference, , [2017] ©2017
ISBN	981-4560-50-2
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (373 illus., 255 illus. in color. eReference.)
Disciplina	794.8
Soggetti	Computer games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Monte-Carlo Tree Search in Board Games -- Action Games -- Motor Imagery -- and Control Strategies: Toward a Multi-button Controller -- Hand Gesture Interface for Entertainment Games -- Interactive Storytelling Paradigms and Representations: A Humanities-based Perspective -- Video Gaming on Ad Hoc Networks: Challenges and Solutions -- Serious games and their application in creating corporate identity -- Interface-Centric Art Games -- Design and Development of Playful Robotic Interfaces for Affective Telepresence -- Interactive Digital Narratives for iTV and Online Video -- Addiction and Entertainment Products -- Ethics -- Privacy and Trust in Serious Games.
Sommario/riassunto	The topics treated in this handbook cover all areas of games and entertainment technologies, such as digital entertainment; technology, design/art, and sociology. The handbook consists of contributions from top class scholars and researchers from the interdisciplinary topic areas. The aim of this handbook is to serve as a key reference work in the field and provides readers with a holistic picture of this interdisciplinary field covering technical issues, aesthetic/design issues, and sociological issues. At present, there is no reference work in the field that provides such a broad and complete picture of the field. Engineers and researchers who want to learn about this emerging area will be able to find adequate answers regarding technology issues on digital entertainment. Designers and artists can learn how their

skills and expertise can contribute to this emerging area. Also researchers working in the field of sociology and psychology will find how their experience and knowledge are connected to other areas such as technology and art/design. Although topics are written by foremost experts from the field, the description for each topic has been intended to be easily understandable but yet comprehensive enough so that it caters not only for the experts but also beginners and students in the field.

2. Record Nr.

Autore

Titolo

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ISBN

Descrizione fisica

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