

1. Record Nr.	UNISA996385610603316
Autore	Brooksby P.
Titolo	The milkmaids resolution [[electronic resource]] : Let young men prate of what they please cause young men have been kind, theyl find no more such foolls as these to please each apish mind. Tune, Cupids Trappan
Pubbl/distr/stampa	[London], : Printed for P. Brooksby at the Golden Ball in West-Smithfield., [between 1670-1696] [London] : , : Printed for P. Brooksby at the Golden Ball in West-Smithfield., , 1670 ©1696
Descrizione fisica	1 sheet ([1] p.) : ill. (woodcuts)
Disciplina	398.210942
Soggetti	Ballads, English - 17th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Date and place of publication suggested by Wing. Verse: "Of late I did hear a young man domineer ..." Item at A5:2[273] trimmed. Reproduction of original in the Harvard University, Houghton Library and the British Library.
Sommario/riassunto	eebo-0067

2. Record Nr.	UNINA9910624330003321
Autore	Kagen Melissa
Titolo	Wandering games / / Melissa Kagen
Pubbl/distr/stampa	Cambridge, Massachusetts : , : The MIT Press, , [2022]
ISBN	0-262-37097-2 0-262-37098-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (203 pages)
Collana	The MIT Press
Disciplina	794.8
Soggetti	Walking simulator games Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Title Page -- Copyright -- Table of Contents -- Acknowledgments -- 1. Introduction -- Work -- Gender -- Colonialism -- Death -- Subversive Walks -- Pedestrian Performance -- Digressive Literature -- Walking in Games -- 2. Late Capitalism: Caring for Corpses in Return of the Obra Dinn -- An Archive of Corpses -- Death and Its Aftermath -- Rendering the "Moment" -- Late Capitalism -- 3. Romantic Precarity: Eastshade as a Fantasy of Work -- Romantic Wandering -- A Labor of Love -- Playing with Precarity -- 4. Walking in Circles: Bodily Constraints in Ritual of the Moon -- Women in Space -- Temporalities under Constraint -- Wandering Wombs -- 5. Traveling Through: Decentering the Explorer in 80 Days -- The Politics of Empty Space -- Traveling Through -- Turning Space into Time -- 6. Language Worlds: Empire and Undoing in Heaven's Vault -- Worlds Made of Words -- Language of Empire -- Decolonial Digressions -- 7. After Life: Death Stranding and The Last of Us Part II -- Postapocalyptic Pastorals -- Endless Wandering -- 8. Conclusion -- Bibliography -- Ludography -- Filmography -- Index.
Sommario/riassunto	"In an increasingly hectic world, walking simulators provide a chance for a meditative online experience. Wandering Games will be the first book to explore this genre"--