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Autore	Boluk Stephanie <1979->
Titolo	Metagaming : playing, competing, spectating, cheating, trading, making, and breaking videogames / / Stephanie Boluk and Patrick LeMieux
Pubbl/distr/stampa	Minneapolis, Minnesota ; ; London, [England] : , : University of Minnesota Press, , 2017 ©2017
ISBN	1-4529-5415-1
Descrizione fisica	1 online resource (383 pages) : illustrations, photographs
Collana	Electronic mediations ; ; 53
Classificazione	GAM013000COM079000SOC022000
Disciplina	794.8
Soggetti	SOCIAL SCIENCE / Popular Culture COMPUTERS / Social Aspects / General GAMES / Video & Electronic Video games - Design Video games industry - Social aspects Video games - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: -- Contents -- Introduction. Metagaming: Videogames and the Practice of Play -- 1. About, Within, Around, Without: A Survey of Six Metagames -- Metagame 2: Triforce -- 2. Stretched Skulls: Anamorphic Games and the Memento Mortem Mortis -- Metagame 3: Memento Mortem Mortis -- 3. Blind Spots: The Phantom Pain, The Helen Keller Simulator, and Blindrunning -- Metagame 4: It Is Pitch Black -- 4. Hundred Thousand Billion Fingers: A Serial History of Super Mario Bros. -- Metagame 5: 99 Exercises in Style -- 5. The Turn of the Tide: E-Sports, Moneyball, and the Undercurrency in Dota 2 -- Metagame 6: Tide Hunter -- 6. Breaking the Metagame: Feminist Spoilsports and Magic Circle Jerks -- Acknowledgments -- Notes -- Bibliography -- Gameography -- Index.
Sommario/riassunto	"The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as "games about games,"

metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in Korean *StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, *Metagaming* transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames--we make metagames"--

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2. Record Nr.	UNINA9910647388803321
Autore	Sahar Gail
Titolo	Blame and Political Attitudes : The Psychology of America's Culture War // by Gail Sahar
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2023
ISBN	9783031202360 9783031202353
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (188 pages)
Disciplina	909 303.60973
Soggetti	Political psychology Attitude (Psychology) Communication in politics America - Politics and government Emotions Political Psychology Attitudes Political Communication American Politics Emotion
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1 :Blame: A Social-Psychological Perspective Chapter 2: Economic Issues -- Chapter 3. Issues of Sexuality -- Chapter 4. Racial Issues -- Chapter 5. Issues of Violence -- Chapter 6. Blame in the Age of Donald Trump -- Chapter 7. Blame, Ideology, and Reason for Hope.
Sommario/riassunto	"A reader-friendly, well-researched and insightful analysis of an array of social attitudes and behaviors pertaining to abortion, political ideology, poverty, Donald Trump, and more. Guided by established psychological theory, these are embraced within a unifying framework centered around the concepts of responsibility and blame. A valuable contribution to the understanding of fundamental social issues." —

Bernard Weiner, Distinguished Research Professor, University of California, Los Angeles Questions about the causes of events, from terrorist attacks to mass shootings to economic and public health crises dominate conversations across the US. Recent research in social psychology outlines the process we use to identify the causes of such events, reveals how we determine who is responsible or to blame, and documents the far-reaching consequences of these determinations for our emotions, our actions, and our attitudes. Current approaches to political opinions posit a direct path from a person's worldview (liberal or conservative) to their attitudes toward specific political issues like abortion and welfare. This book argues that blame is the missing link between the two. Gail Sahar demonstrates that the current emphasis on value differences, whether between conservatives and liberals in the U. S. or between religious and secular countries on a global level, ignores commonalities in the way people think about issues. She proposes that focusing on perceived causes of social problems is a much more promising avenue for dialog than trying to reconcile fundamental belief systems. Informed by the latest psychological science, this new take on how to change attitudes has implications for anyone seeking to influence the viewpoints of others, from politicians and activists to ordinary people talking about current events at a dinner party. Gail Sahar is Jane Oxford Keiter Professor of Psychology, Wheaton College, Massachusetts USA. Professor Sahar has been researching the effects of causal perceptions on political attitudes for over 30 years. Her research focuses on the links between political ideology, perceptions of the causes of social problems, blame, emotions, and attitudes toward controversial social issues, such as poverty, abortion, and terrorism.

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