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	Autore	Angelides Marios C
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		Chapter 2: Procedural Content Generation2.1 Introduction; 2.2 Problems and Solutions; 2.2.1 Memory Restrictions; 2.2.2 Demand for Increasing Detail; 2.2.3 Replayability and Longevity; 2.2.4 Novelty and Innovation; 2.2.5 Ownership and Authorship; 2.3 Online and Offline PCG; 2.3.1 Offline PCG; 2.3.2 Online PCG; 2.4 Key Content Production Areas; 2.4.1 Terrain Generation; 2.4.2 Architecture; 2.4.3 Narrative and Plot; 2.5 Conclusions; References; Chapter 3: Content Generation in a Collaborative Browser-Based Game Environment; 3.1 Introduction; 3.2 Web as a Gaming Platform

Sommario/riassunto	"The first book to draw the various traditional and emerging facets of gaming together into a single volume, Handbook of Digital Games explores all the necessary facets to design modern digital game, including MPEG-4, MPEG-7, MPEG-21, Virtual Reality, autonomous Artificial Intelligence, social media function, and multi-generational aspect of modern computer games. Featuring over twenty-five international experts from both academia and game industry, this valuable handbook covers all the basics and current trends of computer games for the engineers in the game industry"--