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Nota di contenuto	Cover; IEEE Press; Title page; Copyright page; Contents; Contributors; Introduction; Chapter Summaries; Part I: Gaming Techniques and Tools; Part II: Game Play; Part III: Game Design and Development; Part I: Gaming Techniques and Tools; Chapter 1: Toward the Adaptive Generation of Bespoke Game Content; 1.1 Introduction; 1.2 Methodology; 1.2.1 Generation; 1.2.2 Measurement; 1.2.3 Adaptation; 1.3 Applications; 1.3.1 3D Action Games; 1.3.2 Arcade Games; 1.3.3 Platformers; 1.3.4 Board Games; 1.3.5 Puzzles; 1.3.6 Open-World Games; 1.3.7 Summary; 1.4 Conclusions; Acknowledgments; References Chapter 2: Procedural Content Generation 2.1 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

3.3 Real-Time Multiplayer Games in Browser  
3.4 Content Generation;  
3.4.1 Content Generation at Development Time; 3.4.2 Content Generation at Run Time; 3.5 Example Game: Caves; 3.5.1 Game Architecture; 3.5.2 Characters; 3.5.3 Quests; 3.5.4 Monsters; 3.5.5 Lessons Learned from Proof-of-Concept Implementation; 3.6 Related Work; 3.7 Conclusions; References; Chapter 4: Automatic Narratives in MMORPGs; 4.1 Introduction; 4.2 Basics of Interactive Drama Management; 4.2.1 Plot Element Structures; 4.2.2 Story Aesthetic Metrics; 4.2.3 Player Modeling; 4.2.4 Quest as an Ideal Storytelling Unit  
4.3 Generating Quest in MMORPGs  
4.3.1 Quest Structures; 4.3.2 Aesthetic Metrics for MMORPG Quests; 4.3.3 A Model for Quest Generators; 4.4 Believable Characters; 4.5 Creating Memorials; 4.5.1 Video; 4.5.2 Comics; 4.5.3 Automatic Memorial Comic/Video Generation Model; References; Chapter 5: Collision Detection with Navigation Meshes; 5.1 Introduction; 5.2 Related Work; 5.2.1 Spatial Data Structures; 5.2.2 Navigation Mesh Generation Techniques; 5.3 Methodology; 5.3.1 Insertion of Objects; 5.3.2 Removal of Objects; 5.3.3 Updating Object Positions; 5.3.4 Find Collidable Objects  
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5.5 Conclusions; Acknowledgments; References; Chapter 6: Mass Population: Plausible and Practical Crowd Simulation; 6.1 Introduction; 6.2 How It All Started; 6.2.1 Path Planning; 6.2.2 Selection and Concatenation of Animation Clips; 6.2.3 Physical Simulation; 6.2.4 Interpolation and Concatenation of Example Motions; 6.3 Let the People Walk; 6.3.1 Positioning the Agents; 6.3.2 Snap-Together Motions; 6.3.3 Speed Up Your Rendering; 6.3.4 Giving Your Characters a Personality; 6.4 Plausible Crowds; 6.4.1 Illusions of Variety; 6.4.2 Uncovering and Hiding Artifacts  
6.4.3 Developer Guidelines

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### 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"--

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