

1. Record Nr.	UNISA996385466303316
Titolo	The market or fayre of vsurers [[electronic resource]] : A newe pasquillus or dialogue agaynst vsurye, howe and where it is forbidden, [and] what punyshement belongeth vnto it, [and] whether (for ye mayntenau[n]ce of the necessary trades of marchaundise) it maye be forborne, and ought to be punyshed or not, the chief articles wherof shall apeare vnto the reader in the next pagine. Newly translated out of the high Almaigne, by William Harrys
Pubbl/distr/stampa	[Imprinted at London, : By Steuen Mierdman] Cum priuilegio ad quinquennium, An. M.D.L. [1550]
Descrizione fisica	[174] p
Altri autori (Persone)	HarrysWilliam AllenEdmund <1519?-1559.>
Soggetti	Usury
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A translation of: Der wucherer Messkram oder Jarmarckt. Editor's dedication signed: Edmonde aellen. Printer's name and place of publication from colophon. Signatures: A-L (-L8). Reproduction of the original in the British Library.
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2. Record Nr.	UNINA9910716098503321
Autore	Snyder Matt
Titolo	China's digital game sector / / Matt Snyder
Pubbl/distr/stampa	[Washington, D.C.] : , : U.S.-China Economic and Security Review Commission, , 2018
Descrizione fisica	1 online resource (31 pages) : color illustrations
Collana	Staff research report / U.S.-China Economic and Security Review Commission
Soggetti	Video games industry - China Video games - China Video games industry - Economic aspects - United States Video games - United States Consolidation and merger of corporations Intellectual property infringement China Economic policy
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Nota di contenuto	Executive summary. -- China's digital game market. -- Importance of the digital game sector to the U.S. economy. -- China's government a digital games. Game "addiction". Social and political control. Government support for gaming activities. -- Market barriers to China's digital game market. -- China's acquisition of foreign gaming firms. -- IP rights protection China's digital game market. -- Implications for the United States. Mandatory licensing policies. Data privacy concerns. IP challenges. International competitiveness of Chinese games.

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Lingua di pubblicazione Inglese

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Livello bibliografico Periodico