1.	Record Nr.	UNINA9910955490603321
	Autore	Quinn Alyson <1959->
	Titolo	Experiential unity theory and model : reclaiming the soul / / Alyson Quinn
	Pubbl/distr/stampa	Lanham, : Jason Aronson, c2012
	ISBN	979-82-16-30922-2
		1-280-77862-8
		9786613689016
		0-7657-0930-9
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (163 p.)
	Disciplina	616.89/152
	Soggetti	Experiential psychotherapy
		Group psychotherapy
		Group counseling
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	A brief history of group therapy -- Cultural influences impacting healing -- Bridging indigenous and western healers -- Experiential unity theory and model -- Facilitator skills and complementary components of the model -- Examples of other tools and process.
	Sommario/riassunto	The Experiential Unity Theory and Model is an approach to group therapy and counseling that is integrative; it includes mind, body, soul, and emotional content in its effort to provide a healing milieu for clients suffering from depression, anxiety, stress, and other symptoms. The Model assists clients in their ability to address root causes, namely disconnection from soul, and facilitates the transformational healing that clients are desperately seeking.

2. Record Nr.	UNINA9910773612703321
Autore	op de Beke Laura
Titolo	Ecogames : Playful Perspectives on the Climate Crisis
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , 2024 ©2024
ISBN	1-04-084439-1 1-003-69450-0 90-485-5721-6
Edizione	[First edition.]
Descrizione fisica	1 online resource (614 pages)
Collana	Green Media Series ; ; v.1.
Classificazione	AR 23100
Altri autori (Persone)	RaessensJoost WerningStefan FarcaGerald <1983->
Disciplina	793
Soggetti	NON-CLASSIFIABLE
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Table of Contents -- Ecogames: An Introduction -- Part I Today's Challenges: Games for Change -- 1. Change for Games: On Sustainable Design Patterns for the (Digital) Future -- 2. Do You Want to Set the World on Fire? Amplifying Player Agency to Demonstrate Alternatives to the Climate Crisis -- 3. Between the Lines : Using Differential Game Analysis to Develop Environmental Thinking -- 4. A Dynamic Engagement Model to Provide Ecological Awareness of the Climate Crisis through Video Games -- 5. Postcoloniality, Ecocriticism and Lessons from the Playable Landscape -- 6. No Cyclones in Age of Empires: Empire, Ecology, and Video Games -- 7. Games for Better Futures : The Art and Joy of Making and Unmaking Societies -- Part II Future Worlds: New Imaginaries -- 8. Climate-Game-Worlds : A Media-Aesthetic Look at the Depiction and Function of Climate in Computer Games -- 9. Healing a Life out of Balance: Slowness and Ecosophy in Death Stranding -- 10. Ecology in the Postapocalypse : Regenerative Play in the Metro Series and the Critical Dystopia -- 11. There Is No Planet B : A Milieu-Specific Analysis of Outer Wilds' Unstable Spaces -- 12. Green New Worlds? Ecology and Energy in Planetary Colonization Games -- 13. Dark Play and the Flow Time of Petroculture in Oil-

Sommario/riassunto	With the climate crisis and its repercussions becoming more and more tangible, games are increasingly participating in the production, circulation, and interrogation of environmental assumptions, using both explicit and implicit ways of framing the crisis. Whether they are providing new spaces to imagine and practice alternative forms of living, or reproducing ecomodernist fantasies, games as well as player cultures are increasingly tuned in to the most pressing environmental concerns. This book brings together chapters by a diverse group of established and emerging authors to develop a growing body of scholarship that explores the shape, impact, and cultural context of ecogames. The book comprises four thematic sections, Today's Challenges: Games for Change, Future Worlds: New Imaginaries, The Nonhuman Turn, and Critical Metagaming Practices. Each section explores different aspects of ecocritical engagement in and through games. As a result, the book's comprehensive scope covers a variety of angles, methodologies, and case studies, significantly expanding the field of green media studies.