

1. Record Nr.	UNISALENT0991000630039707536
Autore	Riverso, Emanuele
Titolo	Iran : da Zarathuštra all'Islâm : un viaggio al centro dell'immaginario religioso e mistico che ha influenzato tutta l'umanità / Emanuele Riverso
Pubbl/distr/stampa	Firenze : MEF, Firenze Atheneum, stampa 2004
ISBN	8872552400 9788872552407
Descrizione fisica	185 p. : c. geogr. ; 21 cm.
Collana	Collezione Mercator ; 62
Soggetti	Zoroastrismo - Iran - Storia Islamismo - Iran - Storia Iran Storia religiosa
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Bibliografia: p. 172-185

2. Record Nr.	UNINA9910785008903321
Autore	Dyer-Witheford Nick <1951->
Titolo	Games of empire [[electronic resource]] : global capitalism and video games / / Nick Dyer-Witheford and Greig de Peuter
Pubbl/distr/stampa	Minneapolis, : University of Minnesota Press, c2009
ISBN	0-8166-7051-X
Descrizione fisica	1 online resource (336 p.)
Collana	Electronic mediations ; ; 29
Altri autori (Persone)	De PeuterGreig
Disciplina	794.8
Soggetti	Video games - Social aspects Video games - Economic aspects Capitalism - Social aspects Imperialism - Social aspects
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	Game engine : labor, capital, machine -- Immaterial labor : a workers' history of videogaming -- Cognitive capitalism : electronic arts -- Machinic subjects : the XBOX and its rivals -- Gameplay : virtual/actual -- Banal war : full spectrum warrior -- Biopower play : world of warcraft -- Imperial city : grand theft auto -- New game? -- Games of multitude -- Exodus : the metaverse and the mines.
Sommario/riassunto	In the first decade of the twenty-first century, video games are an integral part of global media culture, rivaling Hollywood in revenue and influence. No longer confined to a subculture of adolescent males, video games today are played by adults around the world. At the same time, video games have become major sites of corporate exploitation and military recruitment. In Games of Empire, Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as Second Life, World of Warcraft, and Grand Theft Auto, analyzing them as the exemplary