

1. Record Nr.	UNINA9910467872203321
Autore	Marrone Philip A.
Titolo	Genifuel hydrothermal processing bench-scale technology evaluation report / / by Philip A. Marrone
Pubbl/distr/stampa	Alexandria, Virginia : , : Water Environment & Reuse Foundation, , 2016 ©2016
ISBN	1-78040-840-4
Descrizione fisica	1 online resource (202 pages) : illustrations
Disciplina	551.48
Soggetti	Hydrology Water-supply Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910823361803321
Autore	Taylor T. L
Titolo	Play between worlds : exploring online game culture // T.L. Taylor
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c2006
ISBN	9786612100895 9781282100893 1282100890 9780262284714 0262284715 9781423774570 1423774574
Edizione	[1st ed.]
Descrizione fisica	1 online resource (206 p.)
Disciplina	794.8
Soggetti	Video games - Social aspects Fantasy games - Social aspects Role playing - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references (p. [165]-192) and index.
Nota di contenuto	Intro -- Acknowledgments -- 1 Finding New Worlds -- 2 Gaming Lifeworlds: Social Play in Persistent Environments -- 3 Beyond Fun: Instrumental Play and Power Gamers -- 4 Where the Women Are -- 5 Whose Game Is This Anyway? -- 6 The Future of Persistent Worlds and Critical Game Studies -- Glossary -- Notes -- References -- Index.
Sommario/riassunto	"In Play Between Worlds, T.L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps - as players slip in and out of complex social networks that cross online and offline space. Taylor questions the common assumption that playing computer games is an isolating and alienating activity indulged in by solitary teenage boys. Massively multiplayer online games (MMOGs), in which thousands of players participate in a virtual game world in real time, are in fact actively designed for sociability. Games like the popular EverQuest, she argues, are fundamentally social spaces."--Jacket.

