

1. Record Nr.	UNINA9910825134303321
Autore	Mileham Rebecca
Titolo	Powering up [[electronic resource]] : are computer games changing our lives? // Rebecca Mileham
Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : Wiley/Dana Centre, c2008
ISBN	1-282-34266-5 9786612342660 0-470-71207-4
Descrizione fisica	1 online resource (335 p.)
Collana	Science Museum TechKnow Series ; ; v.1
Disciplina	306.4/87
Soggetti	Video games - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Powering Up Are Computer Games Changing Our Lives?; Contents; Introduction; 1: Can Computer Games Affect Your Health?; 2: Can Computer Games Change the Way You Think?; 3: Can Computer Games Change Who You Are?; 4: Can Computer Games Turn You into an Addict?; 5: Can Computer Games Make You Violent?; 6: Can Computer Games Change the Way You Learn?; 7: Can Computer Games Change Your Beliefs?; 8: Can Computer Games Change Your Future?; Index
Sommario/riassunto	When it comes to computer games, the numbers are astounding: the world's top professional gamer has won over half a million dollars shooting virtual monsters on-screen; online games claim literally millions of subscribers; while worldwide spending on computer gaming will top £24 billion by 2011. From techno-toddlers to silver surfers, everyone's playing games on their PCs, Wiis, Xboxes and phones. How are we responding to this onslaught of brain-training, entertaining, potentially addicting, time-consuming, myth-spawning games? In Powering Up, Rebecca Mileham looks at the facts behind the he