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Autore	Ashworth Mary
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Altri autori (Persone)	WakefieldPatricia
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Nota di bibliografia	Includes bibliographical references: p. 83-101.
Nota di contenuto	""Contents""; ""Introduction""; ""Who Are the Children?""; ""Preliminary Information""; ""Where Do They Come from?""; ""Routines and Procedures at Day Care Centers and Schools""; ""Adjusting Your Classroom""; ""How Children Acquire and Use Language""; ""Learning the First Language""; ""Learning a Second language""; ""Principles and Their Application""; ""The Role of Language in Learning""; ""How Concepts Develop""; ""Early Literacy""; ""Expanding and Extending English""; ""Learning Centers""; ""Language and Literature as a Way of Knowing""; ""Narrative and Story in Language Learning"" ""At Home""""At School""; ""Across Cultures""; ""Building Bridges""; ""Building Bridges to the Mainstream""; ""Building Bridges to the Home""; ""Building Bridges to the Community""; ""Building Bridges to Other Teachers""; ""Building Bridges to Tomorrow""; ""Appendix Aa€? Language""; ""Languagea€?A System of Systems""; ""Resources""; ""Community Resources""; ""Children's Books""; ""References""; ""Journals""
Sommario/riassunto	In clear, practical terms, this primer explains how early childhood educators of young children up to the age of nine can support the efforts of non-English-speaking children in nursery schools, infant schools, day care centres and classrooms to use - and learn - English as a second language.

2. Record Nr.	UNINA9911024078203321
Autore	Krampe Theresa
Titolo	Metareference in Videogames
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Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover -- Endorsement -- Half Title -- Series Information -- Title Page -- Copyright Page -- Table of Contents -- List of Figures -- Acknowledgements -- 1 Introduction -- The Communicative Situation in (Metareferential) Videogames -- Structure of the Book -- Notes -- Games Cited -- Works Cited -- 2 Theorizing Metareference: Concepts, Definitions, Models -- 2.1 Theoretical Origins and Metafiction -- 2.2 Metareference as a Transmedial Phenomenon -- 2.2.1 Theories of Metareference Across Media -- 2.2.2 Metareference in Videogame Research -- 2.3 The Metareferential Potential of Related Devices -- 2.3.1 Mise En Abyme -- 2.3.2 Metalepsis -- 2.3.3 Intertextual and Intermedial References -- 2.4 Definition, Problematization, Delimitation -- 2.4.1 Hypothetical Design Intention -- 2.4.2 Hypothetical Players -- 2.4.3 Medium Awareness -- Notes -- Games Cited -- Works Cited -- 3 Metareferential Elements in Videogames: Proposal of an Analytical Model -- 3.1 Theoretical and Methodological Premises -- 3.2 Form -- 3.2.1 Gameworld-Centred Forms -- 3.2.2 System-Centred Forms -- 3.2.3 Game-Transcending Forms -- 3.3 Content -- 3.3.1 Gameworld-Centred Comments -- 3.3.2 System-Centred Comments -- 3.3.3 Game-Transcending Comments -- 3.4 The Model -- Notes -- Games

Cited -- Works Cited -- 4 Gameworld-Centred Forms of Metareference in What Remains of Edith Finch -- 4.1 Layers of Mediation: The Frame Narrative -- 4.2 Intertextuality and Remediation: Milton's Story and The Unfinished Swan -- 4.3 Comics Aesthetics: Barbara's Story -- 4.4 An Allegory of Immersion: Lewis's Story -- 4.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 5 System-Centred Forms of Metareference in The Magic Circle -- 5.1 A Game About Game Design: The Prologue -- 5.2 Metareferential Mechanics: Pro Mode -- 5.3 Taking Control: The Finale -- 5.4 Making Videogames: Level Creator and Post-Credits. 5.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 6 Game-Transcending Forms of Metareference in OneShot -- 6.1 Metaleptic Thresholds: Arrival in the World -- 6.2 Multiplied Windows: The First Playthrough -- 6.3 Transgressive Play: New Game Plus and Solstice -- 6.4 The Paradoxes of Interactive Fiction: OneShot's "True Ending" -- 6.5 Conclusion -- Notes -- Games Cited -- Works Cited -- 7 Conclusion -- Note -- Games Cited -- Works Cited -- Index.

Sommario/riassunto

Taking an original, in-depth approach, this book investigates the forms and functions of metareference in videogames. This book will appeal to videogame researchers and transmedial narratologists as well as to those interested in metaization in media and popular culture across disciplines.
