1.
Record Nr.	UNISA990002089570203316
Autore	CAPORALI, Enrico
Titolo	Il pitagorismo confrontato con le altre scuole / opera insigne del filosofo Enrico Caporali nella quale facendo rivivere il Pitagorismo alla luce dello scibile moderno si mira alla restaurazione della nazionale coltura
Pubbl/distr/stampa	Todi : Atanor, 1916
Descrizione fisica	156 p. ; 20 cm
Collana	La sapienza italica ; 3
Disciplina	182.2
Soggetti	Pitagorismo
Collocazione	XV.2.A. 1789
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2.

Record Nr.	UNINA9910980481803321
Autore	Egliston Ben
Titolo	Cryptogaming : Blockchain and the Financialization of Videogames / / by Ben Egliston
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Palgrave Macmillan, , 2024
ISBN	9783031734465
	3031734467
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (93 pages)
Collana	Palgrave Games in Context, , 2731-5037
Disciplina	306.487
Soggetti	Games
	Digital media
	Games Studies
	Digital and New Media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Playing with Money -- 2. Speculation -- 3. Assetization -- 4. Arbitrage -- 5. Futures.
Sommario/riassunto	"Cryptogaming: Promises of the Blockchain and the Future of Play is a timely and insightful exploration of the rapidly evolving intersection between blockchain technology and the gaming industry. This book offers a critical analysis of the politics and pitfalls of cryptogaming, making it an essential read for scholars, industry professionals, and anyone interested in the future of digital play." -Marcus Carter, Professor in Human-Computer Interaction, University of Sydney This book examines the discourses surrounding the rise of the cryptogaming industry and the use of blockchain technology in videogames. Using a discourse analysis of industry materials published by cryptogame developers and venture capital firms, the book explores the promises made by proponents of cryptogaming, including the potential for resist power asymmetry in the value chain, the ability for players to generate income through their in-game actions, and the convergence and interoperability of games built on blockchains. The book also critiques the limitations and challenges of blockchain

technology in the context of gaming, and considers the potentially deleterious impacts on players and developers. Overall, the book offers a comprehensive analysis of the discourses shaping the future of the videogame industry and blockchain technology. Ben Egliston is postdoctoral research fellow at the Digital Media Research Centre, Queensland University of Technology, Australia. He has published extensively on emerging technologies such as Virtual and Augmented Reality, AI, and data analytics. He is an experienced media commentator, writing widely for public consumption and speaking directly to the press in print, radio, and TV to communicate the results of his research and to help interpret emerging issues with technology. He is recognized nationally as an authority on cryptogaming and has recently appeared on a national broadcast by the Australian Broadcasting Corporation to discuss the harms of cryptogames for players, and was profiled (amongst crypto industry leaders, critics, and academics) in the Sydney Morning Herald.