

1.	Record Nr.	UNISA990003045140203316
	Autore	TARPIN, Michel
	Titolo	Vici et pagi dans l'Occident romain / par Michel Tarpin
	Pubbl/distr/stampa	Roma : École française de Rome, 1992
	ISBN	2-7283-0582-X
	Descrizione fisica	XV, 485 p., [4] c. di tav. : ill. ; 24 cm
	Collana	Collection de l'Ecole francaise de Rome ; 299
	Disciplina	937.02
	Soggetti	Italia antica Amministrazione Fonti
	Collocazione	I ST TAR 1
	Lingua di pubblicazione	Francese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910162917503321
	Autore	Salter Anastasia <1984->
	Titolo	Jane Jensen : Gabriel Knight, adventure games, hidden objects // Anastasia Marie Salter
	Pubbl/distr/stampa	New York : , : Bloomsbury Academic, An imprint of Bloomsbury Publishing Inc, , 2017
	ISBN	9781501327438 1501327437 9781501327445 1501327445 9781501327421 1501327429
	Descrizione fisica	1 online resource (199 pages) : illustrations, photographs
	Collana	Influential Video Game Designers
	Disciplina	794.8
	Soggetti	Computer programmers - United States Novelists, American - 20th century Video games - Authorship Video games - Design - History

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Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	List of Figures -- Acknowledgements -- Preface -- Foreword -- 1 Introduction: Long Ago at Sierra -- 2 Being Gabriel Knight: Character and Research-driven Interactive Narrative -- 3 Hidden Objects: Crafting Mystery through Dazzle and Reward -- 4 Down Pinkerton Road: Jensen and the Adventure Game Renaissance -- 5 Jane Jensen: In Her Own Words -- 6 Legacy of a Writer-Designer -- Gameography -- Works Cited -- Index
Sommario/riassunto	In the 1990s, the Personal Computer (or PC) was on the rise in homes, and with it came new genres of play. Yet most of the games in these new genres featured fantasylands or humorous science fiction landscapes with low stakes and little to suggest the potential of the PC as a serious space for art and play. Jane Jensen's work and landmark Gabriel Knight series brought a new darkness and personality to PC gaming, offering a first powerful glimpse of what games could be as they came of age. As an author and designer, Jensen brought her approach as a designer-writer hybrid to the forefront of game design, with an approach to developing environments through detailed research to make game settings come to life, an attention to mature dilemmas and complex character development, and an audience-driven vision for genres reaching beyond the typical market approaches of the gaming industry. With a brand new interview with Jensen herself, Anastasia Salter provides the first ever look Jensen's impact and role in advancing interactive narrative and writing in the game design process