1.	Record Nr.	UNINA9910783456903321
	Titolo	The Oxford companion to twentieth-century literature in English [[electronic resource] /] / edited by Jenny Stringer ; with an introduction by John Sutherland
	Pubbl/distr/stampa	Oxford ; ; New York, : Oxford University Press, 1996
	ISBN	1-281-34662-4
		0-19-172757-1
		9786611346621
		0-19-151647-3
	Descrizione fisica	xxi, 751 p
	Altri autori (Persone)	StringerJenny
	Disciplina	820/.3
	Soggetti	American literature - 20th century
		Authors, American - 20th century
		Authors, Commonwealth
		Authors, English - 20th century
		Commonwealth literature (English)
		English literature - 20th century
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Sommario/riassunto	This Companion examines English-language writers and writing throughout the twentieth century, in all major genres and from all around the world. All the great literary figures are included, whether American or Australian, British, Irish, or Indian, African or Canadian or Caribbean.

2.	Record Nr.	UNISA996328039103316
	Autore	Moseley Roger <1974->
	Titolo	Keys to Play : Music as a Ludic Medium from Apollo to Nintendo / / Roger Moseley
	Pubbl/distr/stampa	University of California Press, 2016 Berkeley, CA : , : University of California Press, , [2016] ©2016
	ISBN	0-520-96509-4
	Descrizione fisica	1 online resource (xv, 452 pages) : illustrations, music
	Collana	Open Access e-Books Knowledge Unlatched
	Disciplina	786
	Soggetti	Video games - Psychological aspects Play (Philosophy) Keyboards (Music) - History Music - Performance - History Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references (pages 365-418) and index.
	Nota di contenuto	Prelude. Press any key to start -- Fields and interfaces of musical play. Ludomusicality. Orders of play ; Beyond work and play ; The sound of gunplay ; Bits and beats ; Playing undead -- Digital analogies. Apollo 1, Marsyas 0 ; Notes on keys ; Interface values ; (Key)board games and temperamental tactics ; Tristan's chord, Schoenberg's voice -- Play by play : improvisation, performance, recreation. The emergence of musical play. Unforeheard circumstances ; Pantomimes and partimenti ; From black box to glassy shell ; The case of Winkel's componium ; The invisible thumb on the scale -- High scores : WAM vs. LVB. Unsettled scores ; Mozart's two-player games ; Concerted action ; Mozart and Mario play the field ; Beethoven's recursive feedback loops -- Play again? Nintendo's brand of ludomusicality ; Analogous digitalities ; The ludomusical emergence of Toshio Iwai ; High scores: Nodame cantabile ; Replay : a cento.
	Sommario/riassunto	"How do keyboards make music playable? Drawing on theories of media, systems, and cultural techniques, Keys to play spans Greek

myth and contemporary Japanese digital games to chart an archaeology of musical play and its animation via improvisation, performance, and recreation. As a paradigmatic digital interface, the keyboard forms a field of play on which the book's diverse objects of inquiry--from clavichords to PCs and eighteenth-century musical dice games to the latest rhythm-action titles--enter into analogical relations. Remapping the keyboard's topography by way of Mozart and Super Mario, who head an expansive cast of historical and virtual actors, Keys to play invites readers to unlock ludic dimensions of music that are at once old and new."--Provided by publisher.