

1. Record Nr.	UNISA996390425503316
Autore	Grosse Alexander <1596?-1654.>
Titolo	The happines of enjoying, and making a true and speedie use of Christ [[electronic resource]] : Setting forth, first, the fulnesse of Christ. Secondly, the danger of neglecting Christ, and the opportunity of grace. Thirdly, the Lord Jesus the soules last refuge. Whereunto is added, St. Pauls legacie, or farewell to the men of Corinth. By Alexander Grosse B. D. Minister of the Gospel, and pastour of Bridford
Pubbl/distr/stampa	London, : Printed by Robert Young for Iohn Bartlet, at the signe of the gilt-cup neere Saint Austens gate, 1640
Descrizione fisica	[26], 286, 54, [2] p
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A heavenly discourse of Christs fulnes", "The dolefulnes and danger of neglecting Christ, and the opportunity of grace", and "The Lord Jesus the soules last refuge" each have separate dated title page; pagination and register are continuous. "Saint Pauls legacie" (caption title) has separate pagination; register re-commences with B1. The last leaf is blank. Reproduction of the original in the British library.
Sommario/riassunto	eebo-0018

2.	Record Nr.	UNISALENTO991002506909707536
	Autore	D'Aponte, Tullio
	Titolo	Dal Mezzogiorno all'Europa : saggi di geografia politica ed economica / Tullio D'Aponte
	Pubbl/distr/stampa	Napoli : Loffredo, stampa 1986
	Descrizione fisica	276 p. ; 24 cm.
	Disciplina	945.457
	Soggetti	Italia Meridionale Politica economica
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
3.	Record Nr.	UNINA9910485579303321
	Titolo	Narrative Mechanics : Strategies and Meanings in Games and Real Life / Beat Suter, René Bauer, Mela Kocher
	Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2021
	ISBN	9783839453452 3839453453
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (362 p.)
	Collana	Edition Medienwissenschaft
	Disciplina	306.4/81
	Soggetti	Games Game Studies Game Design Media Culture Popular Culture Computer Games Media Aesthetics Digital Media Media Studies
	Lingua di pubblicazione	Inglese

Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Frontmatter -- Contents -- Introduction -- Playing with Narratives -- Narrative Mechanics -- Narrative Patterns in Video Games -- Teaching Narrative Design -- The Narrative Role of Sound in Games -- Expanding the Narrative -- Mukokuseki and the Narrative Mechanics in Japanese Games -- Characterization and Emergent Narrative in Dwarf Fortress -- On the Evolution of Narrative Mechanics in Open-World Games -- Open-End Storytelling in Pinball Machines -- Mechanics of Inspiration -- Narrative Approaches in Contemporary Video Game Reviews -- Games, Politics and Society -- "We're not murderers. We just survive." -- QUIZ -- Ludic Meanders through Defictionalization: The Narrative Mechanics of Art -- If You Play It, Do You Believe It? -- Ball Games and Language Games -- Case Studies -- Florence -- The Last Guardian -- Murder at the Museum -- Even Missile Command Tells a Story -- Shave -- The Twitter Game -- Commander Kurz -- Authors</p>
Sommario/riassunto	<p>What do stories in games have in common with political narratives? This book identifies narrative strategies as mechanisms for meaning and manipulation in games and real life. It shows that the narrative mechanics so clearly identifiable in games are increasingly used (and abused) in politics and social life. They have »many faces«, displays and interfaces. They occur as texts, recipes, stories, dramas in three acts, movies, videos, tweets, journeys of heroes, but also as rewarding stories in games and as narratives in society – such as a career from rags to riches, the concept of modernity or market economy. Below their surface, however, narrative mechanics are a particular type of motivational design – of game mechanics.</p>