

1. Record Nr.	UNISA996390616903316
Autore	Hooke William <1600 or 1601-1678.>
Titolo	The priviledge of the saints on earth, beyond those in heaven [[electronic resource]] : in respect of gifts and graces exercised, duties and services performed, sufferings and tryals undergone by them, which the glorified are not capable of. Being the sum of a discourse upon a part of Hezekiah's Song of thanksgiving To which is added, A short discourse of the nature and extent of the Gospel-day, reaching from the destruction of the old to the erection of the new Jerusalem, out of Zech. 14. 6, 7. By William Hooke, preacher of the gospel
Pubbl/distr/stampa	London, : printed for John Allen, at the White-Horse in Wentworth- street, 1673
Descrizione fisica	[6], 159, [1] p
Altri autori (Persone)	HookeWilliam <1600 or 1601-1678.>
Soggetti	Sanctification
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes: A short discourse of the nature and extent of the Gospel-day, 1673; pagination and register are continuous. With errata on the verso of the title page. Imperfect; title page torn with missing text written in MS. Reproduction of the original in the Union Theological Seminary Library, New York.
Sommario/riassunto	eebo-0160

2. Record Nr.	UNINA9910783403303321
Autore	Kline Stephen
Titolo	Digital Play [[electronic resource]] : The Interaction of Technology, Culture, and Marketing
Pubbl/distr/stampa	Montreal, : McGill-Queen's University Press, 2014
ISBN	1-282-86116-6 9786612861161 0-7735-7106-X
Descrizione fisica	1 online resource (378 p.)
Altri autori (Persone)	Dyer-WitthfordNick
Disciplina	338.4/77948
Soggetti	Electronic books Electronic games -- Social aspects Electronic games industry Video games - Social aspects Video games - Economic aspects Industries Recreation & Sports Business & Economics Social Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Pages:1 to 25; Pages:26 to 50; Pages:51 to 75; Pages:76 to 100; Pages: 101 to 125; Pages:126 to 150; Pages:151 to 175; Pages:176 to 200; Pages:201 to 225; Pages:226 to 250; Pages:251 to 275; Pages:276 to 300; Pages:301 to 325; Pages:326 to 350; Pages:351 to 375; Pages: 376 to 378
Sommario/riassunto	In a marketplace that demands perpetual upgrades, the survival of interactive play ultimately depends on the adroit management of negotiations between game producers and youthful consumers of this new medium. The authors suggest a model of expansion that encompasses technological innovation, game design, and marketing practices. Their case study of video gaming exposes fundamental tensions between the opposing forces of continuity and change in the

information economy: between the play culture of gaming and the spectator culture of television, the dynamism of interactive media and the increasingly homogeneous mass-mediated cultural marketplace, and emerging flexible post-Fordist management strategies and the surviving techniques of mass-mediated marketing. Digital Play suggests a future not of democratizing wired capitalism but instead of continuing tensions between "access to" and "enclosure in" technological innovation, between inertia and diversity in popular culture markets, and between commodification and free play in the cultural industries.

3. Record Nr.	UNINA9910626161003321
Titolo	IEEE/OES US/EU-Baltic International Symposium : [proceedings]
Pubbl/distr/stampa	Piscataway, NJ, : Institute of Electrical and Electronics Engineers
ISSN	2150-6035
Disciplina	551.46
Soggetti	Oceanography - Baltic Sea Oceanography Marine ecology - Baltic Sea Region Marine ecology Coastal ecology - Baltic Sea Region Coastal ecology Marine resources - Baltic Sea Region Marine resources Conference papers and proceedings. Atlantic Ocean Baltic Sea Europe Baltic Sea Region
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico

