

1. Record Nr.	UNISANNIOCFI0181496	
Titolo	Nella competizione globale : una politica industriale verso il 2000 / a cura di Adolfo Battaglia e Roberto Valcamonici	
Pubbl/distr/stampa	Roma ; Bari, : Laterza, 1989	
ISBN	8842033944	
Descrizione fisica	XX, 461 p. ; 21 cm.	
Collana	Libri del tempo Laterza ; 216	
Classificazione	430.0 IT/X430.0 X09.1	
Disciplina	338.480945 338.88 338.9 338.945	
Soggetti	Politica industriale Europa - Politica industriale - Sec. 20	
Collocazione	POZZO LIB.ECON MON	7458
Lingua di pubblicazione	Italiano	
Formato	Materiale a stampa	
Livello bibliografico	Monografia	

2. Record Nr.	UNINA9910159439603321
Autore	Rusch Doris C., author
Titolo	Making deep games : designing games with meaning and purpose // Doris C. Rusch
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2017 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781315748986 1315748983 9781317607717 1317607716
Edizione	[1st ed.]
Descrizione fisica	1 online resource (228 pages) : illustrations
Disciplina	790.1
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A Focal Press book--title page.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	1. Diving for deep game ideas -- 2. Games as an expressive medium -- 3. Modeling the human experience : or the art of nailing a pudding to the wall -- 4. Experiential metaphors : or what breaking up, getting a tattoo, and playing God of war have in common -- 5. Allegorical games : or the monster isn't a monster isn't a monster -- 6. Designing with purpose and meaning : nine questions to define where you're going and make sure you get there -- 7. It's not always about you! : lessons learned from participatory deep game design -- 8. The same new kid in yet another hood : deep game design as creative arts therapy? / coauthored with Susan Imus.
Sommario/riassunto	Like movies, television, and other preceding forms of media, video games are undergoing a dynamic shift in its content and perception. While the medium can still be considered in its infancy, the mark of true artistry and conceptual depth is detectable in the evolving styles, various genres and game themes. Doris C. Rusch's, Making Deep

Games, combines this insight along with the discussion of the expressive nature of games, various case studies, and hands-on design exercises. This book offers a perspective into how to make games that tackle the whole bandwidth of the human experience; games that teach us something about ourselves, enable thought-provoking, emotionally rich experiences and promote personal and social change. Grounded in cognitive linguistics, game studies and the reflective practice of game design, Making Deep Games explores systematic approaches for how to approach complex abstract concepts, inner processes, and emotions through the specific means of the medium. It aims to shed light on how to make the multifaceted aspects of the human condition tangible through gameplay experiences.
