Assassins Creed Game Official 2018 Calendar Square Wall Format

A Templar and an Assassin are caught up in a quest for vengeance during the French Revolution in this novel based on the Assassin's Creed™ video game series. "I have been beaten, deceived and betrayed. They murdered my father—and I will have my revenge at whatever cost!" 1789: The magnificent city of Paris sees the dawn of the French Revolution. The cobblestone streets run red with blood as the people rise against the oppressive aristocracy. But revolutionary justice comes at a high price... At a time when the divide between the rich and the poor is at its most extreme, and a nation is tearing itself apart, a young man and woman fight to avenge all they have lost. Soon Arno and Élise are drawn into the centuries-old battle between the Assassins and the Templars—a world with dangers more deadly than they could ever have imagined. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

This volume focuses on the depiction of women in video games set in historical periods or archaeological contexts, explores the tension between historical and archaeological accuracy and authenticity, examines portrayals of women in historical periods or archaeological contexts, portrayals of female historians and archaeologists, and portrayals of women in fantastical historical and archaeological contexts. It includes both triple A and independent video games, incorporating genres such as turn-based strategy, action-adventure, survival horror, and a variety of different types of role-playing games. Its chronological and geographical scope ranges from late third century BCE China, to mid first century BCE Egypt, to Pictish and Viking Europe, to Medieval Germany, to twentieth century Taiwan, and into the contemporary world, but it also ventures beyond our universe and into the fantasy realm of Hyrule and the science fiction solar system of the Nebula.

Discover the art of Ubisoft's Assassin's Creed® Odyssey in this exclusive collection. The Art of Assassin's Creed Odyssey features concept sketches, texture studies, character art from the game, plus insightful commentary from the creators. The newest game in the franchise, Assassin's Creed® Odyssey, takes players on an epic voyage through history. The Art of Assassin's Creed Odyssey collates hundreds of concept arts, including sketches, final paintings, and 3D renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game. © 2017 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries.

Professor Odile Limpach gives independent developers everything they need to succeed in the world of video game publishing. The Publishing Challenge for Independent Video Game Developers: A Practical Guide defines what game publishing means for the indie developer and offers a concise framework to tackle the decision of whether to self-publish or not. Furthermore, the text establishes a catalogue of current known publishers with some salient characteristics and offers a list of useful publishing tools. Along with showcasing testimonials from several young and seasoned developers on their experiences with publishing and partners and recommendations from renown experts of the industry, this book offers tools, platforms, and guides to game publishing. Key features: Provides a broad overview of the game publishing market Explores criteria for choosing between a publishing partner or self-publishing Offers case studies and testimonials from indie game developers and publishers about the process. Professor Odile Limpach teaches economics and entrepreneurship at the Cologne Game Lab, TH Köln (Technical University of Cologne). She is also co-founder of the Acceleration Program SpielFabrique 360° and works as a Strategic Consultant for games and serious game projects. Between 2007 and 2014, she was the managing director of the German entertainment software studio Ubisoft Blue Byte. Before, she was the managing director of Ubisoft GmbH. She graduated from business school Institut Commercial de Nancy in France and completed her MBA in the United States. Odile Limpach is also involved as a volunteer in the areas of vocational training and acts as a German partner for Games for Change Europe. Furthermore, she acts as an advisor (Conseiller du Commerce Extérieur) for the French Ministry for International Business Development.

The Art of Assassin's Creed Odyssey
Paratextualizing Games
The Borgia Family
Prima Official Game Guide
Ancient Greece and Rome in Videogames
An Introduction to Game Interaction Design
Theoretical and Practical Approaches in Game Studies and Education

Video games have captivated us for over 50 years, giving us entire worlds to explore, new ways to connect with friends, thought-provoking stories, or just a fun way to pass the time. Creating games is a dream for many, but making great games is challenging. The Game Designer's Playbook is about meeting that challenge. More specifically, it's a book about game interaction design; in other words, shaping what players can do and how they do it to make a game satisfying and memorable. Our time with a game is built on interaction, from basic things like pushing buttons on a controller, to making complicated strategic decisions and engaging with the narrative. If you've ever felt the adrenaline rush from beating a perfectly tuned boss fight or been delighted by the fanfare of picking up that last collectible, you've experienced good interaction design firsthand. The Game Designer's Playbook is about learning what makes for great (or terrible!) interaction design in games, exploring things like controls, feedback, story, and tutorial design by analyzing existing games. It also looks at how newer and still-developing tech like VR and streaming are changing the ways we play, and how you can bring great interaction design to your own games.

Interviews with female gamers about structural sexism across the gaming landscape When the Nintendo Wii was released in 2006, it ushered forward a new era of casual gaming in which video games appealed to not just the stereotypical hardcore male gamer, but also to a much broader, more diverse audience. However, the GamerGate controversy six years later, and other similar public incidents since, laid bare the internalized misogyny and gender stereotypes in the gaming community. Today, even as women make up nearly half of all gamers, sexist assumptions about the what and how of women's gaming are more actively enforced. In Gaming Sexism, Amanda C. Cote explores the video game industry and its players to explain this contradiction, how it affects female gamers, and what it means in terms of power and gender equality. Across in-depth interviews with women-identified gamers, Cote delves into the conflict between diversification and resistance to understand their impact on gaming, both

casual and "core" alike. From video game magazines to male reactions to female opponents, she explores the shifting expectations about who gamers are, perceived changes in gaming spaces, and the experiences of female gamers amidst this gendered turmoil. While Cote reveals extensive, persistent problems in gaming spaces, she also emphasizes the power of this motivated, marginalized audience, and draws on their experiences to explore how structural inequalities in gaming spaces can be overcome. Gaming Sexism is a well-timed investigation of equality, power, and control over the future of technology.

This handbook provides a systematic overview of the present state of international research in digital public history. Individual studies by internationally renowned public historians, digital humanists, and digital historians elucidate central issues in the field and present a critical account of the major public history accomplishments, research activities, and practices with the public and of their digital context. The handbook applies an international and comparative approach, looks at the historical development of the field, focuses on technical background and the use of specific digital media and tools. Furthermore, the handbook analyzes connections with local communities and different publics worldwide when engaging in digital activities with the past, indicating directions for future research, and teaching activities.

Videogames allow us to immerse ourselves in worlds that are reflective of cultural phenomena. At the same time, games are in the process of occupying and utilising the real world as a part of the game. The book provides a combination of theoretical and practical approaches to mixed reality through the lenses of game studies and pedagogy. These novel approaches invite the reader to rethink their conceptions of games and mixed reality. They are complemented with classical analyses of games and applications in educational contexts. In uniting theory and hands-on approaches, the book provides a broad spectrum that facilitates and inspires interdisciplinary thinking and work.

Gaming and the Divine

Find Essential Tips, Tricks, And Info That Will Help You Beat The Game: Secret Of Assassin'S Creed Valhalla

ECGBL 2019 13th European Conference on Game-Based Learning

Virtual History

Odyssey

The Publishing Challenge for Independent Video game Developers

Rumor and Representation

An examination of free-to-play and mobile games that traces what is valued and what is marginalized in discussions of games. Free-to-play and mobile video games are an important and growing part of the video game industry, and yet they are often disparaged by journalists, designers, and players and pronounced inferior to to games with more traditional payment models. In this book, Christopher Paul shows that underlying the criticism is a bias against these games that stems more from who is making and playing them than how they are monetized. Free-to-play and mobile games appeal to a different kind of player, many of whom are women and many of whom prefer different genres of games than multi-level action-oriented killing fests. It's not a coincidence that some of the few free-to-play games that have been praised by games journalists are League of Legends and World of Tanks.

This is a volume about the life and power of ritual objects in their religious ritual settings. In this Special Issue, we see a wide range of contributions on material culture and ritual practices across religions. By focusing on the dynamic interrelations between objects, ritual, and belief, it explores how religion happens through symbolic materiality. The ritual objects presented in this volume include: masks worn in the Dogon dance; antique ecclesiastical silver objects carried around in festive processions and shown in shrines in the southern Andes; funerary photographs and films functioning as mnemonic objects for grieving children; a dented rock surface perceived to be the god's footprint in the archaic place of pilgrimage, Gaya (India); a recovered manual of rituals (from Xiapu county) for Mani, the founder of Manichaeism, juxtaposed to a Manichaean painting from southern China; sacred stories and related sacred stones in the Alor–Pantar archipelago, Indonesia; lotus symbolism, indicating immortalizing plants in the mythic traditions of Egypt, the Levant, and Mesopotamia; lavishly illustrated variations of portrayals of Ravana, a Sinhalese god-king-demon; figurines made of cow dung sculptured by rural women in Rajasthan (India); and mythical artifacts called 'Apples of Eden' in a well-known interactive game series.

Games as Texts provides an overview and practical steps for analysing games in terms of their representations of social structures, class, power, race, sexuality, gender, animals, nature, and ability. Each chapter applies a traditional literary theory to the narrative and mechanics of games and explores the social commentary the games encourage. This approach demonstrates to players, researchers, games media, and non-gamers how they can engage with these cultural artefacts through both critical reading and theoretical interpretations. Key Features: Explores games through various literary and theoretical lenses Provides exemplar analysis and guiding questions to help readers think critically about games Highlights the social commentary that all texts can reveal—including games—and how this impacts narrative and mechanics

The Borgia Family: Rumor and Representation explores the historical and cultural structures that underpin the early modern Borgia family, their notoriety, and persistence and reinvention in the popular imagination. The book balances studies focusing on early modern observations of the Borgias and studies deconstructing later incarnations on the stage, on the page, on the street, and on the screen. It reveals how contemporary observers, later authors and artists, and generations of historians reinforced and perpetuated both rumor and reputation, ultimately contributing to the Borgia Black Legend and its representations. Focused on the deeds and posthumous reputations of Pope Alexander VI and his children, Cesare and Lucrezia Borgia, the volume charts

the choices made by the family and contextualizes them amid contemporary expectations and reactions. Extending beyond their deaths, it also investigates how the Borgias became emblems of anti-Catholic and anti-Spanish criticism in the later early modern period and their residing reputation as the best and worst of the Renaissance. Exploring a spectrum of traditional and modern media, The Borgia Family contextualizes both Borgia deeds and their modern representations to analyze the family's continuing history and meaning in the twenty-first century. It will be of great interest to researchers and students working on interdisciplinary aspects of the Renaissance and early modern Italy.
Designing for Interaction Motivations
Playing with the Ancient World
History in Games
Adaptations in the Franchise Era
Assassin's Creed Valhalla
Assassin's Creed: Unity
Religion, Ritual and Ritualistic Objects

Recent developments in the field of archaeology are not only progressing archaeological fieldwork but also changing the way we practise and present archaeology today. As these digital technologies are being used more and more every day on excavations or in museums, this also means that we must change the way we approach teaching and communicating archaeology as a discipline. The communication of archaeology is an often neglected but ever more important part of the profession. Instead of traditional lectures and museum displays, we can interact with the past in various ways. Students of archaeology today need to learn and understand these technologies, but can on the other hand also profit from them in creative ways of teaching and learning. The same holds true for visitors to a museum. This volume presents the outcome of a two-day international symposium on digital methods in teaching and learning in archaeology held at the University of Cologne in October 2018 addressing exactly this topic. Specialists from around the world share their views on the newest developments in the field of archaeology and the way we teach these with the help of archaeogaming, augmented and virtual reality, 3D reconstruction and many more. Thirteen chapters cover different approaches to teaching and learning archaeology in universities and museums and offer insights into modern-day ways to communicate the past in a digital age.

No Marketing Blurb

Despite the prevalence of video games set in or inspired by classical antiquity, the medium has to date remained markedly understudied in the disciplines of classics and ancient history, with the role of women in these video games especially neglected. Women in Classical Video Games seeks to address this imbalance as the first book-length work of scholarship to examine the depiction of women in video games set in classical antiquity. The volume surveys the history of women in these games and the range of figures presented from the 1980s to the modern day, alongside discussion of issues such as historical accuracy, authenticity, gender, sexuality, monstrosity, hegemony, race and ethnicity, and the use of tropes. A wide range of games of different types and modes are discussed, with particular attention paid to the Assassin's Creed franchise's 21st-century ventures into classical antiquity (first in Origins (2017), set in Hellenistic Egypt, and then in Odyssey (2018), set in classical Greece), which have caught the imagination not only of gamers, but also of academics, especially in relation to their accompanying educational Discovery Modes. The detailed case studies presented here form a compelling case for the indispensability of the medium to both reception studies and gender studies, and offer nuanced answers to such questions as how and why women are portrayed in the ways that they are.

• Setting information, faction descriptions, and history breakdowns. • Detailed memory block walkthroughs describing traffic, security, controlling factions, view points and side-quests. • Tips for completing all 44 of the XBox 360 Achievements. • Locations of all flags, targets, and templar locations for all areas of the game. • Advice on the utilization of certain maneuvers to aid in moving through the crowd and swooping in for the kill.

Rhetoric, awe, fear, and death in contemporary video games
Engagement Design
Contemporary and Historical Perspectives
Games and Narrative: Theory and Practice
Free-to-Play
Gaming Sexism
Official Collector's Edition Guide

Get ready for Odyssey: journey deeper in the world of Assassin's Creed in the official novel of the highly anticipated new game, coming October 2018. Greece, 5th century BCE. Kassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The Assassin's Creed novels have sold more than 1 million copies around the world, gaining almost 30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series: 'A brilliant read' ***** 'I love this book' ***** 'Original and unique' ***** 'A brilliant accompaniment to the games' *****

Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing

deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

Assassin's Creed Valhalla is an action role-playing video game developed by Ubisoft Montreal and published by Ubisoft. It is the twelfth major installment and the twenty-second release in the Assassin's Creed series, and a successor to the 2018's Assassin's Creed Odyssey. Assassin's Creed Valhalla is a game set in the 9th century, at the height of The Viking Age. The player is invited to take part as a Viking raider and also a leader of a clan from Norway. Assassin's Creed Valhalla: A bloody, brilliant game with a likable lead, meaty combat, and a striking world that's ripe for exploring... and pillaging, of course. The book is full of information collected thanks to numerous hours of studying and playing the game and it is 100% correct. Use the chapters dedicated to different hidden and much-needed Abilities as well as special Guides to your advantage. You will find essential tips, tricks, and info that will help you beat the game, your enemies, and any obstacle in the different chapters of the game.

The nexus between travel, writing and media in the contemporary world is dense: travel practice is increasingly interwoven with media; representations in old and new media are co-present and converge. Digitization has had profound impact on the practice and mediation of travel, but this volume aims to show that travel and its representation have always been enlaced with media. With contributions by experts in literary and cultural studies, journalism studies and informatics, the book takes a multi- and interdisciplinary approach and covers a wide range of media, from the hand-crafted album to social media. It illustrates how current transformations invite us to revisit earlier periods of travel writing and their media environments, and to explore the ways in which contemporary forms of mediation are prefigured by earlier practices and forms. The book addresses readers interested in travel writing, travel studies and cultural studies.

Cooperative Gaming

Travel, Writing and the Media

The Playing Historian

Games as Texts

Gaming and the Virtual Sublime

Contingencies of an Authentic Past

The Game Designer's Playbook

This volume presents an original framework for the study of video games that use visual materials and narrative conventions from ancient Greece and Rome. It focuses on the culturally rich continuum of ancient Greek and Roman games, treating them not just as representations, but as functional interactive products that require the player to interpret, communicate with and alter them. Tracking the movement of such concepts across different media, the study builds an interconnected picture of antiquity in video games within a wider transmedial environment. Ancient Greece and Rome in Videogames presents a wide array of games from several different genres, ranging from the blood-spilling violence of god-killing and gladiatorial combat to meticulous strategizing over virtual Roman Empires and often bizarre adventures in pseudo-ancient places. Readers encounter instances in which players become intimately engaged with the "epic mode" of spectacle in God of War, moments of negotiation with colonised lands in Rome: Total War and Imperium Romanum, and multi-layered narratives rich with ancient traditions in games such as Eleusis and Salammbo. The case study approach draws on close analysis of outstanding examples of the genre to uncover how both representation and gameplay function in such "ancient games".

Description Cooperative Gaming provides context and practical advice regarding diversity in the games industry. The book begins with a deep dive into research literature and the history of diversity in the games industry to provide context around what diversity is and why it is a topic worth considering. The book looks at the different facets of diversity and games, exploring the issues and solutions within game development, studio management, event planning, and more. It provides people with practical advice about being a marginalized person in the games industry and how to be heard, how studios can support inclusive practices, and events can actively become more accessible to a diverse audience. Key Features • Explores the history of diversity in games • Provides important information around what it is like to be a marginalized person in the industry • Gives practical steps to improve the inclusivity of the industry that are designed to aid in contextualizing and upskilling new developers Author Bios Alayna Cole is the managing director of Queerly Represent Me, a not-for-profit championing queer representation in games. Alayna is also a producer at Sledgehammer Games, co-chair of the IGDA LGBTQ+ special interest group, and an award-winning games journalist and game developer. She was featured on the 2016 and 2017 Develop Pacific 30 Under 30 lists and the 2017 and 2019 Develop Pacific Women in Games lists, and she has received several other accolades in the industry. Jessica Zammit started writing in 2013 for Start Select Media, and for the next five years she followed her interest in writing about representations of mental health, diversity, and particularly, sexuality in video games. Jessica has been speaking about diversity in games at conventions such as PAX Australia since 2016 and has been featured on several other discussions in and around the topic of representation in games and games criticism. Along with her co-author, she is co-chair of the IGDA LGBTQ+ special interest group, and she was featured on the 2018 Develop Pacific 30

Under 30 and Women in Games lists.

Interactive media designers have been discussing modes to optimize interaction design beyond mere usability. With the arrival of Emotional Design followed by the success of the User Experience (UX) approaches, the discussion continued and augmented. Experience has become a complex buzzword, which is more about the subject's experience than the product, and this is why it's difficult, or even impossible, to define it in a concise manner. We propose to move the discussion from Experience towards Engagement, to emphasize the design of the relationship between artefacts, contexts and users. Engagement asks for a more concrete type of experience, with specific needs, motives, skills and competences, which can be more clearly worked into the design of artefacts. Engagement also differs from other concepts e.g. fun, enjoyment, happiness or well-being and is open enough to grant freedom to designers in creating their personal world views. To push this new approach, we offer in this book a full model for the design of engagement in interactive media, still believing it can be applied beyond that. The model is arranged around what we call the three engagement streams: Progression, Expression and Relation. This book formulates a new theological approach to the study of religion in gaming. Video games have become one of the most important cultural artefacts of modern society, both as mediators of cultural, social, and religious values and in terms of commercial success. This has led to a significant increase in the critical analysis of this relatively new medium, but theology as an academic discipline is noticeably behind the other humanities on this subject. The book first covers the fundamentals of cultural theology and video games. It then moves on to set out a Christian systematic theology of gaming, focussing on creational theology, Christology, anthropology, evil, moral theology, and thanatology. Each chapter introduces case studies from video games connected to the specific theme. In contrast to many studies which focus on online multiplayer games, the examples considered are largely single player games with distinct narratives and 'end of game' moments. The book concludes by synthesising these themes into a new theology of video games. This study addresses a significant aspect of contemporary society that has yet to be discussed in any depth by theologians. It is, therefore, a fantastic resource for any scholar engaging with the religious aspects of digital and popular culture.

Assassin's Creed Odyssey

Investigations on the Paraphernalia and Peripheries of Play

Make-Believe, Technology, and Space

Machiavelli in Contemporary Media

Representation, Play, Transmedia

Proceedings of the International Conference on Digital Methods in Teaching and Learning in Archaeology (12th-13th October 2018)

Classical Antiquity in Video Games

From gaming consoles to smartphones, video games are everywhere today, including those set in historical times and particularly in the ancient world. This volume explores the varied depictions of the ancient world in video games and demonstrates the potential challenges of games for scholars as well as the applications of game engines for educational and academic purposes. With successful series such as "Assassin's Creed" or "Civilization" selling millions of copies, video games rival even television and cinema in their role in shaping younger audiences' perceptions of the past. Yet classical scholarship, though embracing other popular media as areas of research, has so far largely ignored video games as a vehicle of classical reception. This collection of essays fills this gap with a dedicated study of receptions, remediations and representations of Classical Antiquity across all electronic gaming platforms and genres. It presents cutting-edge research in classics and classical receptions, game studies and archaeogaming, adopting different perspectives and combining papers from scholars, gamers, game developers and historical consultants. In doing so, it delivers the first state-of-the-art account of both the wide array of 'ancient' video games, as well as the challenges and rewards of this new and exciting field.

This book provides an introduction and overview of the rapidly evolving topic of game narratives, presenting the new perspectives employed by researchers and the industry, highlighting the recent empirical findings that illustrate the nature of it. The first section deals with narrative design and theory, the second section includes social and cultural studies on game narrative, the third section focuses on new technologies and approaches for the topic, the fourth section presents practices and case studies, and the final section provides industry cases from professionals.

Based on Ubisoft's highly popular Assassin's Creed franchise, this deluxe coloring book features line art and design of the iconic locations and scenes from the games as well as all the central protagonists from the series. Packed with intricate illustrations from the Assassin's Creed games, this ornate coloring book gives fans the opportunity to color their way through over eighty pages of Assassins and Templars. Featuring iconic scenes of Ezio soaring over Venice in Leonardo da Vinci's flying machine, Connor in the battles of the Revolutionary War, and Altaïr performing a Leap of Faith off a castle wall, this coloring book offers patterns, images, and iconography from throughout history to fill with color.

Become a living legend with this Collector's Edition guide from Prima Games! Assassin's Creed® Odyssey Map Poster: All of the major cities and key locations called out on an easy to reference poster. Art and Gallery Concepts: Game images and art concepts provide a visual narrative of the Assassin's Creed® Odyssey development team's artful recreation of Ancient Greece. A Message For Fans: This Collector's Edition guide features a foreword written by Jonathan Dumont, the Creative Director of Assassin's Creed® Odyssey. Epic Odyssey: Embark on your journey and follow the main story campaign as you uncover the truth about your family. We help guide you through Ancient Greece where your choices and their consequences impact your story during this epic journey. Odyssey Atlas: Detailed maps that identify points of interest, rare treasures, and other important locations throughout Ancient Greece. Much More! Special Abilities and naval combat upgrades, engraving information, playstyle tips, and a lot more! Digital Bonus: Unlock your digital version of this guide with the free code included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

Mixed Reality and Games

Assassin's Creed: The Official Coloring Book

The Sacred & the Digital

Games and Play in the Creative, Smart and Ecological City

Assassin's Creed
A Practical Guide
Urban Play

Adaptations in the Franchise Era re-evaluates adaptation's place in a popular culture marked by the movement of content and audiences across more media borders than ever before. While adaptation has historically been understood as the transfer of stories from one medium to another-more often than not, from novel to film-the growing interconnectedness of media and media industries in the early twenty-first century raises new questions about the form and function of adaptation as both a product and a process. Where does adaptation fit within massive franchises that span pages, stages, screens, and theme parks? Rising scholar Kyle Meikle illuminates adaptation's enduring and essential role in the rise of franchises in the 2000s and 2010s. During that decade-and-a-half, adaptations set the foundation for multiplexed, multiplied film series, piloted streaming television's forays into original programming, found their way into audiences' hands in apps and video games, and went live in theatrical experiences on Broadway and beyond. The proliferation of adaptations was matched only by a proliferation of adaptation, as fans remixed and remade their favourite franchises online and off-. This volume considers how producers and consumers defined adaptations-and how adaptations defined themselves-through the endless intertextual play of the franchise era.

This book is about game interaction design-in other words, shaping what players can do and how they do it to make a game satisfying and memorable.

This book aims to further a debate about aspects of "playing" and "gaming" in connection with history. Reaching out to academics, professionals and students alike, it pursues a dedicated interdisciplinary approach. Rather than only focusing on how professionals could learn from academics in history, the book also ponders the question of what academics can learn from gaming and playing for their own practice, such as gamification for teaching, or using "play" as a paradigm for novel approaches into historical scholarship. "Playing" and "gaming" are thus understood as a broad cultural phenomenon that cross-pollinates the theory and practice of history and gaming alike.

Gaming no longer only takes place as a ›closed interactive experience‹ in front of TV screens, but also as broadcast on streaming platforms or as cultural events in exhibition centers and e-sport arenas. The popularization of new technologies, forms of expression, and online services has had a considerable influence on the academic and journalistic discourse about games. This anthology examines which paratexts gaming cultures have produced - i.e., in which forms and formats and through which channels we talk (and write) about games - as well as the way in which paratexts influence the development of games. How is knowledge about games generated and shaped today and how do boundaries between (popular) criticism, journalism, and scholarship have started to blur? In short: How does the paratext change the text?

A Practical Application of Textual Analysis to Games
Gender and Identity in the Era of Casual Video Games
Mobile Video Games, Bias, and Norms
Women in Classical Video Games
Assassin's Creed: Conspiracies #1
2001-16
Handbook of Digital Public History

There is an undeniable and persisting fascination with Niccolò Machiavelli and his infamous political theories in contemporary pop culture. Many comic books, video games, TV series, movies, and graphic novels make explicit or implicit references to the most infamous political thinker of all-time. By offering the reader an idea of how Machiavelli is present and represented in contemporary media (in particular, in Assassin's Creed, House of Cards, Homeland, pop art, American and Italian politics, Italian cinema, and Trump's rise to power), Machiavelli in Contemporary Media gives new life to Machiavellian thought and shows how his theories—but also the several different interpretations of them (Machiavellianism)—are still influential today. Andrea Polegato is Assistant Professor in Italian Studies at California State University, Fresno, USA. He works on the political language of Niccolò Machiavelli and Florence between the Quattrocento and Cinquecento. His publications include articles on Machiavelli, Pietro Aretino, and the Italian filmmaker Ermanno Olmi. He is also working on a comparison between Renaissance Italy and Ancient China. Fabio Benincasa is Adjunct Professor for Duquesne University - Rome Campus and Università Nicola Cusano, Italy. As well as several essays on cinema, he co-edited Come rovesciare il mondo ad arte (2015) with Giorgio de Finis and Andrea Facchi, and with de Finis Nome plurale di città (2016), and Il mondo degli umani si è fermato (2020). He is editor of Frontiere della Psicoanalisi and has collaborated with the Museum of Contemporary Art of Rome.

Gaming and the Virtual Sublime considers the 'virtual sublime' as a conceptual toolbox for understanding our affective engagement with contemporary interactive entertainment.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} In the depths of World War II, fresh Assassin Eddie Gorum uncovers Templar plans to create a devastating new weapon at the dawn of the atomic age.

Where do we end up when we enter the time machine that is the digital game? One axiomatic truth of historical research is that the past is the time-space that eludes human intervention. Every account made of the past is therefore only an approximation. But how is it that strolling through ancient Alexandria can feel so real in the virtual world? Claims of authenticity are prominent in discussions surrounding the digital games of our time. What is historical authenticity and does it even matter? When does authenticity or the lack thereof become political? By answering these questions, the book illuminates the ubiquitous category of authenticity from the perspective of historical game studies.

How Videogames Portray the Past
Critical Depictions of Religions in Video Games
Women in Historical and Archaeological Video Games
Diversity in the Games Industry and How to Cultivate Inclusion
Historia Ludens
Communicating the Past in the Digital Age
A New Systematic Theology of Video Games

Virtual History examines many of the most popular historical video games released over the last decade and explores their portrayal of history. The book looks at the motives and perspectives of game designers and marketers, as well as the societal expectations addressed, through contingency and determinism, economics, the environment, culture, ethnicity, gender, and violence. Approaching videogames as a compelling art form that can simultaneously inform and mislead, the book considers the historical accuracy of videogames, while also exploring how they depict the underlying processes of history and highlighting their strengths as tools for understanding history. The first survey of the historical content and approach of popular videogames designed with students in mind, it argues that games can depict history and engage players with it in a useful way, encouraging the reader to consider the games they play from a different perspective. Supported by examples and screenshots that contextualize the discussion, Virtual History is a useful resource for students of media and world history as well as those focusing on the portrayal of history through the medium of videogames.

This book explores what games and play can tell us about contemporary processes of urbanization and examines how the dynamics of gaming can help us understand the interurban competition that underpins the entrepreneurialism of the smart and creative city. Games and Play in the Creative, Smart and Ecological City is a collection of chapters written by an interdisciplinary group of scholars from game studies, media studies, play studies, architecture, landscape architecture and urban planning. It situates the historical evolution of play and games in the urban landscape and outlines the scope of the various ways games and play contribute to the city's economy, cultural life and environmental concerns. In connecting games and play more concretely to urban discourses and design strategies, this book urges scholars to consider their growing contribution to three overarching sets of discourses that dominate urban planning and policy today: the creative and cultural economies of cities; the smart and playable city; and ecological cities. This interdisciplinary work will be of great interest to students and scholars of game studies, play studies, landscape architecture (and allied design fields), urban geography, and art history.

Why technology is most transformative when it is playful, and innovative spatial design happens only when designers are both tinkerers and dreamers. In Urban Play, Fábio Duarte and Ricardo Álvarez argue that the merely functional aspects of technology may undermine its transformative power. Technology is powerful not when it becomes optimally functional, but while it is still playful and open to experimentation. It is through play--in the sense of acting for one's own enjoyment rather than to achieve a goal--that we explore new territories, create new devices and languages, and transform ourselves. Only then can innovative spatial design create resonant spaces that go beyond functionalism to evoke an emotional response in those who use them. The authors show how creativity emerges in moments of instability, when a new technology overthrows an established one, or when internal factors change a technology until it becomes a different technology. Exploring the role of fantasy in design, they examine Disney World and its outsize influence on design and on forms of social interaction beyond the entertainment world. They also consider Las Vegas and Dubai, desert cities that combine technology with fantasies of pleasure and wealth. Video games and interactive media, they show, infuse the design process with interactivity and participatory dynamics, leaving spaces open to variations depending on the users' behavior. Throughout, they pinpoint the critical moments when technology plays a key role in reshaping how we design and experience spaces.