Mass Effect Interattivit Ludica E Narrativa Videogame Advergame Gamification Social Organization

How wireless technology is redefining the relationship of communication, technology, and society around the world—in everyday work and life, in youth culture, in politics, and in the developing world. Wireless networks are the fastest growing communications technology in history. Are mobile phones expressions of identity, fashionable gadgets, tools for life—or all of the above? Mobile Communication and Society looks at how the possibility of multimodal communication from anywhere to anywhere at any time affects everyday life at home, at work, and at school, and raises broader concerns about politics and culture both global and local. Drawing on data gathered from around the world, the authors explore who has access to wireless technology, and why, and analyze the patterns of social differentiation seen in unequal access.They explore the social effects of wireless communication—what it means for family life, for example, when everyone is constantly in touch, or for the idea of an office when workers can work anywhere. Is the technological ability to multitask further compressing time in our already hurried existence? The authors consider the rise of a mobile youth culture based on peer-to-peer networks, with its own language of texting, and its own values. They examine the phenomenon of flash mobs, and the possible political implications. And they look at the relationship between communication and development and the possibility that developing countries could "leapfrog" directly to wireless and satellite technology. This sweeping book—moving easily in its analysis from the United States to China, from Europe to Latin America and Africa—answers the key questions about our transformation into a mobile network society. Often dismissed as "not serious", the notion of play has nevertheless been at the centre of classical theories of religion and ritual (Huizinga, Caillois, Turner, Staal, etc.). What can be retained of those theories for the contemporary study of religions? Can a study of "play" or "game" bring new perspectives for the study of religions? The book deals with the history of games and their relation to religions, the links between divination and games, the relations between sport and ritual, the pedagogical functions of games in religious education, and the interaction between games, media and religions. Richly illustrated, the book contributes to the study of religions, to ritual, game and media studies, and addresses an academic as well as a general public. Philippe Bornet, Dr. Phil., born in 1977, is Lecturer in the Study of Religion at the Faculty of Lettres of the University of Lausanne, with focus on the history of interrelations between

India and Europe. Maya Burger is Professor of Indian Studies and History of Religions at the Faculty of Arts of the University of Lausanne, Department of South Asian Languages and Civilizations.

Con l'inarrestabile progressione tecnologica, la Realtà Virtuale, ma soprattutto una delle sue diramazioni più ludiche, il videogame, è un ottimo esempio di come si possa "indurre" un utilizzatore più o meno assiduo e più o meno giovane, attraverso una serie di ambientazioni sempre più fedeli al mondo reale, ad abbandonare per un momento il monitor e passare a esperire, realmente, quei luoghi teatri di sfide, raid e avventure sempre più vicine alla realtà e, di conseguenza, sempre più "vissute". Partendo da un'attenta riflessione teorico-metodologica, l'autore conduce una rigorosa analisi, giungendo a individuare nel Videogame-induced tourism, come lui stesso lo definisce, una potenziale strategia sia per gli "specialisti" del comparto turistico, ma soprattutto per i fruitori di queste piattaforme, tracciando, nel contempo, un percorso all'interno del quale possano nascere e svilupparsi idee e prospettive di ricerche e innovazioni future. La riflessione sul legame tra videogame, territorio e turismo continua in questa riedizione, con ulteriori case studies, rispecchiando la sua naturale evoluzione già esposta nel saggio dello stesso autore, VR-induced tourism.

From prime-time television shows and graphic novels to the development of computer game expansion packs, the recent explosion of popular serials has provoked renewed interest in the history and economics of serialization, as well as the impact of this cultural form on readers, viewers, and gamers. In this volume, contributors—literary scholars, media theorists, and specialists in comics, graphic novels, and digital culture—examine the economic, narratological, and social effects of serials from the nineteenth to the twenty-first century and offer some predictions of where the form will go from here.

The American public library

Gamification, storytelling e game design per progetti innovativi

A History and a Bibliography

Networking

Film, Experience, Modernity

Mass Effect: Discovery

What the heck is Facebook? Twitter? Blogging? This book answers these questions and explains how to use a variety of soci networking sites to keep in touch, stay in business, and have fun. This book covers the main social networking "spaces," and

some of the ways people are enjoying them within a family or business context. It includes information on posting pictu
ons, and working with Facebook and LinkedIn groups. It also covers the phenomenon of Twitter, including how it has gr
road ahead. This book also covers how you can use the various networks together, such as sending a Twitter message
Facebook status, or exporting your LinkedIn contact list and using it to invite people to Facebook. It also includes discu
use social networks for both personal and business use, and how to keep them separate. How to use Facebook, Twitte
networking sites for family, friends, and business How to make your sites talk to each other How to make the most of
and stay out of trouble

The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and exis
struggling for peace and fighting for the right to survive. Mass Effect's vibrant world is teeming with conflict, and alwa
tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the
as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the
Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus f
as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected
characters you love like Garrus, Tali'Zorah, and Wrex, and the series Discovery which follows the Turian soldier Tiran Kan
book compiles all of the Mass Effect comic book series in one affordable, accessible, and comprehensive format--a must
the Mass Effect universe and BioWare. Collects Mass Effect: Redemption #1-4, Mass Effect: Evolution #1-4, Mass Effec
#1-4, Mass Effect: Homeworlds #1-4, Mass Effect: Foundation #1-13, and Mass Effect: Discovery #1-4.

Market innovation has long been dominated by the worldview of engineers and economists--build a better mousetrap ar
will take notice. The most influential strategy books--such as Competing for the Future, The Innovator's Dilemma, and B
Strategy--argue that innovation should focus on breakthrough functionality. Holt and Cameron challenge this conventior
They develop a cultural approach to innovation: champion a better ideology and the world will take notice. The authors u
historical analyses of the take-offs of Nike, vitaminwater, Marlboro, Starbucks, Jack Daniel's, Levi's, ESPN, and Ben & Jer
a powerful new theory. They show how brands in mature categories come to rely upon similar conventional brand expre
to what the authors call a cultural orthodoxy. Historical changes in society threaten this orthodoxy by creating deman
Cultural innovations draw upon source material--novel cultural content lurking in subcultures, social movements, and the
develop brands that respond to this emerging demand, leapfrogging entrenched incumbents. The authors demonstrate h
adapted this theory into a step-by-step cultural strategy model, which they successfully applied to start-ups (Fat Tire b
technologies (Clearblue pregnancy tests), under-funded challengers (Fuse music television), and social enterprises (Freel
Holt and Cameron conclude by explaining why top marketing companies fail at cultural innovation. Using careful organiza
research, the authors demonstrate that companies are trapped in the brand bureaucracy, which systematically derails in
Cultural innovation requires a new organizational logic. In all of their cases, the authors find that the cultural innovators

the brand bureaucracy. Written by one of the leading authorities on brands and marketing in the world today, Cultural S transforms what has always been treated as the "intuitive" side of branding into a systematic strategic discipline.

Mass effect. Interattività ludica e narrativa: videogame, advergame, gamification, social organizationLa règle du jeuI vide cultura e designMimesis

Gamepaddle. Video Games. Education. Empowerment

Evaluating User Experience in Games

The Foolish Children

Games, Rituals, and Virtual Worlds

Comunicare non è un capriccio. Come facilitare la comunicazione con la persona disabile. Una guida per genitori, operator insegnanti

Evidence-Based Public Health

From the Fall of Fascism to the Years of Lead

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Great Britain in the 1970s appeared to be in terminal decline—ungovernable, an economic train wreck, and rapidly headed for global irrelevance. Three decades later, it is the richest and most influential country in Europe, and Margaret Thatcher is the reason. The preternaturally determined Thatcher rose from nothing, seized control of Britain's Conservative party, and took a sledgehammer to the nation's postwar socialist consensus. She proved that socialism could be reversed, inspiring a global free-market revolution. Simultaneously exploiting every politically useful aspect of her femininity and defying every

conventional expectation of women in power, Thatcher crushed her enemies with a calculated ruthlessness that stunned the British public and without doubt caused immense collateral damage. Ultimately, however, Claire Berlinski agrees with Thatcher: There was no alternative. Berlinski explains what Thatcher did, why it matters, and how she got away with it in this vivid and immensely readable portrait of one of the towering figures of the twentieth century. We live in a world where the one-time opposition between things and humans has been transformed, where the center of contemporary sensibility is the encounter between philosophy and sexuality, where sex extends well beyond both the act and the body. We live in a world where to be sexy is to ignore the distinctions between animate and inanimate objects of desire, where the aesthetics of sex are being revolutionized. An organic sexuality, based on sex difference and driven by desire and pleasure, is being replaced by a neutral, inorganic and artificial sexuality, a sexuality always available but indifferent to beauty, age or form, a sexuality freed by thought from nature. The Sex Appeal of the Inorganic takes the reader on a radical, new tour of Western philosophy—from Descartes, Kant and Hegel to Heidegger, Wittgenstein and Sartre—to reframe our understanding of personal experience and the aesthetic, to examine how, if we are to remember how to feel, we must become a thing who feels, we must think ourselves closer to the inorganic world and move further from our bodies.

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Mass effect. Interattività ludica e narrativa: videogame, advergame, gamification, social organization

Come facilitare la comunicazione con la persona disabile. Una guida per genitori, operatori e insegnanti

Art and the Internet in the Twenty-First Century

Giochi da prendere sul serio. Gamification, storytelling e game design per progetti innovativi

Virtual Space

The Evolutionary Bases of Consumption

Libraries for Children

Nell'indagare le ampie dinamiche di gioco, con particolare attenzione alle sue applicazioni digitali, questo volume

fornisce al lettore un primo strumento teorico-pratico per orientarsi nello studio e, sperabilmente, nella creazione di prodotti interattivi a partire dalle loro strutture di design e dalle componenti logiche, psicologiche e culturali coinvolte nella loro progettazione. Partendo dalla storia dei videogiochi, dalla loro retorica e dalla loro presenza crescente nella letteratura, nel cinema e nelle arti visive, questo volume offre un'introduzione alle teorie di design dei giochi classici e alla loro applicazione in ambiente digitale. Vengono qui esposte le strategie più note adottate dai maggiori progettisti pe realizzare buone interazioni con l'utente in base alle tecniche e agli strumenti più accreditati di game design, qui illustrat anche sul piano grafico, per illuminarne gli aspetti narrativi, emozionali e anche commerciali, a partire dai videogiochi più celebri.

The last decade has seen an incredible growth in the production and distribution of images and other cultural artefacts The internet is the place where all these cultural products are stored, classified, voted, collected and trashed. What is t impact of this process on art making and on the artist? Which kind of dialogue is going on between amateur practices and codified languages? How does art respond to the society of information? This is a book about endless archives, image collections, bees plundering from flower to flower and hunters crawling through the online wilderness. Alterazioni Video, Kari Altmann, Cory Arcangel, Gazira Babeli, Kevin Bewersdorf, Luca Bolognesi, Natalie Bookchin, Petra Cortright, Aleksandra Domanovic, Harm van den Dorpel, Constant Dullaart, Hans-Peter Feldmann, Elisa Giardina Papa, Travis Hallenbeck, Jodi, Oliver Laric, Olia Lialina & Dragan Espenshied, Guthrie Lonergan, Eva and Franco Mattes, Seth Price, Jon Rafman, Claudia Rossini, Evan Roth, Travess Smalley, Ryan Trecartin.

Shaman, paragon, God-mode: modern video games are heavily coded with religious undertones. From the Shinto-inspired Japanese video game Okami to the internationally popular The Legend of Zelda and Halo, many video games rely on religious themes and symbols to drive the narrative and frame the storyline. Playing with Religion in Digital Games explores the increasingly complex relationship between gaming and global religious practices. For example, how does religion help organize the communities in MMORPGs such as World of Warcraft? What role has censorship played in localizing games like Actraiser in the western world? How do evangelical Christians react to violence, gore, and sexuality in some of the most popular games such as Mass Effect or Grand Theft Auto? With contributions by scholars and gamers from all over the world, this collection offers a unique perspective to the intersections of religion and the virtual world.

Dr. Kiara T'Soni embarks on a dangerous mission to solve the mystery of her companion Commander Shepard's disappearance.

By Arthur E. Bostwick. Illustrated

Geometry, Computer Graphics, and Higher Dimensions

Multiplayer

Homosexuality and Italian Cinema
Heroes of the Computer Revolution - 25th Anniversary Edition
Mass Effect - Andromeda: Nexus Uprising
Spatiality in Virtual Inhabited 3D Worlds
THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.
It was a pleasure to provide an introduction to a new volume on user experience evaluation in games. The scope, depth, and diversity of the work here is amazing. It attests to the growing popularity of games and the increasing importance developing a range of theories, methods, and scales to evaluate them. This evolution is driven by the cost and complexity of games being developed today. It is also driven by the need to broaden the appeal of games. Many of the approaches described here are enabled by new tools and techniques. This book (along with a few others) represents a watershed in game evaluation and understanding. The eld of game evaluation has truly "come of age". The broader eld of HCI can begin to look toward game evaluation for fresh, critical, and sophisticated thi- ing about design evaluation and product development. They can also look to games for groundbreaking case studies of evaluation of products. I'll brie y summarize each chapter below and provide some commentary. In conclusion, I will mention a few common themes and offer some challenges. Discussion In Chapter 1, User Experience Evaluation in Entertainment, Bernhaupt gives an overview and presents a general framework on methods currently used for user experience evaluation. The methods presented in the following chapters are s- marized and thus allow the reader to quickly assess the right set of methods that will help to evaluate the game under development.
SCIENCE/MATHEMATICS
Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series!
Mass Effect: The Complete Comics
Mobile Communication and Society
Playing with Religion in Digital Games
Articulating the Physical and Electronic City
Africa's Pathways. The Future of the Continent Through Europe, Italy, China and New Actors
The Origin of the Idea of Chance in Children (Psychology Revivals)
Medieval Slavic Lives of Saints and Princes
The greatest Americans Have not been born yet They are waiting quietly For their past to die please give blood Here is the account of a man so ravished by a kiss that it distorts his highest and lowest frequencies of understanding into an

Incongruent mean of babble and brilliance...
The Foolish Children contains twenty-one micro-fiction stories by Ana Maria Matute in Spanish and in English translation. It was rated by the Nobel laureate Camilo Jose Cela as "the most important work written in Spanish by a woman since the Countess Emilia Pardo Bazan."
The authors deal not only with finding and using scientific evidence, but also with implementation and evaluation of interventions that generate new evidence on effectiveness. Each chapter covers the basic issues and provides multiple examples to illustrate important concepts.
This book is the first to establish the relevance of same-sex desires, pleasures and anxieties in the cinema of post-war Italy. It explores cinematic representations of homosexuality and their significance in a wider cultural struggle in Italy involving society, cinema, and sexuality between the 1940s and 1970s. Besides tracing the evolution of representations through both art and popular films, this book also analyses connections with consumer culture, film criticism and politics. Giori uncovers how complicated negotiations between challenges to and valorization of dominant forms of knowledge of homosexuality shaped representations and argues that they were not always the outcome of hatred but also sought to convey unmentionable pleasures and complicities. Through archival research and a survey of more than 600 films, the author enriches our understanding of thirty years of Italian film and cultural history.
Religions in Play
I videogiochi tra cultura e design
Beyond the Third Dimension
From Columbus to ConAgra
Augmented Urban Spaces
From Facebook to Twitter and Everything In Between
La règle du jeu
There have been numerous possible scenarios depicted on the impact of the internet on urban spaces. Considering ubiquitous/pervasive computing, mobile, wireless connectivity and the acceptance of the Internet as a non-extraordinary part of our everyday lives mean that physical urban space is augmented, and digital in itself. This poses new problems as well as opportunities to those who have to deal with it. This book explores the intersection and articulation of physical and digital environments and the ways they can extend and reshape a spirit of place. It considers this from three main perspectives: the implications for the public sphere and urban public or semi-public spaces; the implications for community regeneration and empowerment; and the dilemmas and challenges which the augmentation of space implies for urbanists. Grounded with international real -life case studies, this is an up-to-date, interdisciplinary and holistic overview of the relationships between cities, communities and high technologies.
In the past decade, digital games have become a widely accepted form of media entertainment, moving from the traditional 'core gamer'

community into the mainstream media market. With millions of people now enjoying gaming as interactive entertainment there has been a huge increase in interest in social multiplayer gaming activities. However, despite the explosive growth in the field over the past decade, many aspects of social gaming still remain unexplored, especially from a media and communication studies perspective. Multiplayer: Social Aspects of Digital Gaming is the first edited volume of its kind that takes a closer look at the various forms of human interaction in and around digital games, providing an overview of debates, past and present. The book is divided into five sections that explore the following areas: Social Aspects of Digital Gaming Social Interactions in Virtual Worlds Online Gaming Co-located and Console Gaming Risks and Challenges of Social Gaming This engaging interdisciplinary book will appeal to upper level students, postgrads and researchers in games research, specifically those focusing on new media and digital games, as well as researchers in media studies and mass communication.

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

Containing the edited research papers resulting from an ambitious, cross-disciplinary research project, this volume examines the spatiality of virtual inhabited 3D worlds - virtual reality and cyberspace. (Three other volumes look at Interaction, Staging and Methodology.) It is about the communication spaces emerging at the Internet and supported by special 3D interfaces. It is also about the virtual spaces created by virtual reality hardware (CAVEs, panoramic screens, head mounted display systems etc.) and software. Virtual Space: Spatiality in Virtual Inhabited 3D Worlds is interdisciplinary. It deals with philosophical, psychological, communicational, technological and aesthetic aspects of space. While philosophy raises the question concerning the ontology of space - what is space - psychology deals with our perception of space. Communication theory looks at the way in which space supports communication (i.e. that space is a medium for communication), and finally aesthetic analyses exemplify the use of virtual space in virtual cities, in museums and in art.

Social Networking Spaces
Mass Effect
Redemption
Eye of the Century
Mass Effect: Deception
A Global Perspective

Why Margaret Thatcher Matters

Acclaimed film scholar Francesco Casetti situates the cinematic experience within discourses of 20th century modernity. He suggests that film defined a unique gaze not only because it recorded many of the centuries most important events, but also because it determined the manner in which they were received.

Essays, discussions, and image portfolios map the evolution of art forms engaged with the Internet. Since the turn of the millennium, the Internet has evolved from what was merely a new medium to a true mass medium—with a deeper and wider cultural reach, greater opportunities for distribution and collaboration, and more complex corporate and political realities. Mapping a loosely chronological series of formative arguments, developments, and happenings, Mass Effect provides an essential guide to understanding the dynamic and ongoing relationship between art and new technologies. Mass Effect brings together nearly forty contributions, including newly commissioned essays and reprints, image portfolios, and transcribed discussion panels and lectures that offer insights and reflections from a wide range of artists, curators, art historians, and bloggers. Among the topics examined are the use of commercial platforms for art practice, what art means in an age of increasing surveillance, and questions surrounding such recent concepts as "postinternet." Other contributions analyze and document particular works by the artists of And/Or Gallery, Cory Arcangel, DIS, Cao Fei, the Radical Software Group, and others. Mass Effect relaunches a publication series initiated by the MIT Press and the New Museum in 1984, which produced six defining volumes for the field of contemporary art. These new volumes will build on this historic partnership and reinvigorate the conversation around contemporary culture once again. Copublished with the New Museum of Contemporary Art, New York Important Notice: The digital edition of this book is missing some of the images found in the physical edition. Contributors Cory Arcangel, Karen Archey, Michael Bell-Smith, Claire Bishop, Dora Budor, Johanna Burton, Paul Chan, Ian Cheng, Michael Connor, Lauren Cornell, Petra Cortright, Jesse Darling, Anne de Vries, DIS, Aleksandra Domanovic, Harm van den Dorpel, Dragan Espenschied, Rózsa Zita Farkas, Azin Feizabadi, Alexander R. Galloway, Boris Groys, Ed Halter, Alice Ming Wai Jim, Jogging, Caitlin Jones, David Joselit, Dina Kafafi, John Kelsey, Alex Kitnick, Tina Kukielski, Oliver Laric, Mark Leckey, David Levine, Olia Lialina, Guthrie Lonergan, Jordan Lord, Jens Maier-Rothe, Shawn Maximo, Jennifer McCoy, Kevin McCoy, Gene McHugh, Tom Moody, Ceci Moss, Katja Novitskova, Marisa Olson, Trevor Paglen, Seth Price, Alexander Provan, Morgan Quaintance, Domenico Quaranta, Raqs Media Collective, Alix Rule, Timur Si-Qin, Josephine Berry Slater, Paul Slocum, Rebecca Solnit, Wolfgang Staehle, Hito Steyerl, Martine Syms, Ben Vickers, Michael Wang, Tim Whidden, Anicka Yi, and Damon Zucconi

The Evolutionary Bases of Consumption by Gad Saad applies Darwinian principles in understanding our consumption patterns and the products of popular culture that most appeal to individuals. The first and only scholarly work to do so, this is a captivating study of the adaptive reasons behind our behaviors, cognitions, emotions, and perceptions. This lens of analysis suggests how we come to make selections such as choosing a mate, the foods we eat, the gifts that we offer, and more. It also highlights how numerous forms of dark side consumption, including pathological gambling, compulsive buying, pornographic addiction, and eating disorders, possess a Darwinian etiology. Engaging and diverse in scope, the book maps consumption phenomena onto four key Darwinian modules:

survival, reproduction, kin selection, and reciprocal altruism. As an interesting proposal, the author suggests that media and advertising contents exist in their particular forms because they are a reflection of our evolved human nature - negating the notion that they exist through the reverse causal link, as proposed by social constructivists. The link between evolutionary theory and consumption behaviors is detailed throughout the book via an examination of (among many others): appearance-enhancing products and services; financial and physical risk-taking; use of sexual imagery and the depictions of women in advertising; and television programs, movies, songs, music videos, literature, religion, and art. The Evolutionary Bases of Consumption will appeal to evolutionists who desire to explore new areas wherein evolutionary theory can be applied; consumer and marketing scholars who wish to learn about the ways in which biological-and evolutionary-based theorizing can be infused into the consumer behavior/marketing/advertising disciplines; as well as other interdisciplinary scholars interested in gaining knowledge about the power of evolutionary theory in explaining a wide range of behavioral phenomena.

Although originally published in France in 1951 this English translation was not published until 1975. The book supplements the authors' previous publications on the development of thought in the child and is the result of two preoccupations: how thought that is in the process of formation acts to assimilate those aspects of experience that cannot be assimilated deductively – for example, the randomly mixed; and the necessity of discovering how the mental processes work in the totality of spontaneous and experimental searchings that make up what is called the problem of 'induction'. Induction is a sifting of our experiences to determine what depends on regularity, what on law, and what on chance. The authors examine the formation of the physical aspects of the notion of chance; they study groups of random subjects and of 'special' subjects; and they analyse the development of combining operations which contributes to determining the relationship between chance, probability, and the operating mechanisms of the mind.

The Globalization of Agriculture and Food

Hackers

There Is No Alternative

Cultural Strategy

Philosophies of Desire in the Modern World

Videogame-induced tourism. Esperienze oltre lo schermo

Using Innovative Ideologies to Build Breakthrough Brands

Networking means to create nets of relations, where the publisher and the reader, the artist and the audience, act on the same level. The book is a first tentative reconstruction of the history of artistic networking in Italy, through an analysis of media and art projects which during the past twenty years have given way to a creative, shared and aware use of technologies, from video to computers, contributing to the creation of Italian hacker communities. The Italian network proposes a form of critical information, disseminated through independent and collective projects where the idea of freedom of expression is a central theme. In Italy, thanks to the alternative use of Internet, during the past twenty years a vast national network of people who share political, cultural

and artistic views has been formed. The book describes the evolution of the Italian hacktivism and net culture from the 1980s till today. It builds a reflection on the new role of the artist and author who becomes a networker, operating in collective nets, reconnecting to Neoavant-garde practices of the 1960s (first and foremost Fluxus), but also Mail Art, Neoism and Luther Blissett. A path which began in BBSes, alternative web platforms spread in Italy through the 1980s even before the Internet even existed, and then moved on to Hackmeetings, to Telestreet and networking art by different artists such as 0100101110101101.ORG, [epidemiC], Jaromil, Giacomo Verde, Giovanotti Mondani Meccanici, Correnti Magnetiche, Candida TV, Tommaso Tozzi, Federico Bucalossi, Massimo Contrasto, Mariano Equizzi, Pigreca, Molleindustria, Guerriglia Marketing, Sexyshock, Phag Off and many others.

This examination of the role of agriculture and food in the new international division of labor argues that the globalized economy creates new winners and losers.

La Gamification è una cosa seria! Se ben progettata è capace di generare profonde e positive implicazioni nel marketing, nella comunicazione, nel business d'impresa e nei processi socio-istituzionali. Un testo pensato per tutti coloro che è manager

Concepts and Methods

, said the shotgun to the head.

Serialization in Popular Culture

The Social Aspects of Digital Gaming

Collect the Wwworld. the Artist As Archivist in the Internet Age

The Sex Appeal of the Inorganic