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Die Kunst Des Game Designs

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Die Kunst des Game Designs [Book] - O'Reilly Media

Die Kunst des Game Designs: Bessere Games konzipieren und entwickeln (German Edition) (German) Paperback - July 23, 2012 by Schell Jesse (Author)

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The volume focuses on epistemological, theoretical and empirical issues of game-based learning in various disciplines. It encompasses questions of game design as well as instructional integration and organizational implementation of game-based learning across various disciplines and includes contributions from different levels of the formal educational system (i.e., primary, secondary and tertiary education) as well as contributions reporting the use of game-based learning in informal learning settings. The volume addresses scholars, practitioners and students who are interested in how games and game-based learning can be designed, implemented and evaluated in a cross-, inter- and transdisciplinary perspective.

Although culture is what gives companies the ability to survive, it is often addressed only after problems have emerged. While it is true that corporate culture cannot be put into numbers, it can be visualized and modeled using the author's Culture Map. The values underlying all corporate cultures are represented in seven colors which combine to form individual patterns. The Culture Map can be used as a basis for successful change and innovation processes, mergers, and integrations. When managers and employees see where they are trying to go, it enables them to take the appropriate decisions and actions. "This is the perfect (work-)book for those who want to know what makes their organization tick and who want to actively sculpt its success." Carina Kontio, Handelsblatt "An extensive introduction to the topic of corporate culture with vivid case studies and graphics. Very attractive design and great visual transfer." acquisa

Where do we end up when we enter the time machine that is the digital

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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.

This book is available as open access through the Bloomsbury Open Access programme and is available on [www.bloomsburycollections.com](http://www.bloomsburycollections.com) While all media are part of intermedial networks, video games are often at the nexus of that network. They not only employ cinematics, embedded books, and in-world television screens for various purposes, but, in our convergence culture, video games also play a vital role in allowing players to explore transmedia storyworlds. At the same time, video games are frequently thematized and remediated in film, television, and literature. Indeed, the central role video games assume in intermedial networks provides testament to their significance in the contemporary media environment. In this volume, an international group of contributors discuss not only intermedial phenomena in video games, but also the intermedial networks surrounding them. *Intermedia Games-Games Inter Media* will deepen readers' understanding of the convergence culture of the early twenty-first century and video games' role in it.

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