Gamers

Robert Alan Brookey

Gamers at Work Morgan Ramsay,2012-06-08 Gamers at Work is a critical resource for new and experienced business leaders—for anyone who feels unprepared for the demanding and seemingly insurmountable trials ahead of them. —Peter Molyneux OBE, founder, Lionhead Studios Gamers at Work explores every imaginable subtlety of the video-game industry through the fascinating stories of those who took the risks and reaped the rewards. —Hal Halpin, president, Entertainment Consumers Association This is the sort of book that can tear the most hardcore gamers away from their PCs, Macs, or consoles for a few hours of rewarding reading. —North County Times Gamers at Work is truly an invaluable resource that's well worth adding to your personal library. —Wii Love It There are few companies in the video-game industry that have withstood the test of time; most startups exit as quickly as they enter. In Gamers at Work: Stories Behind the Games People Play, the countless challenges of building successful video-game developers and publishers in this unstable industry are explored through interviews containing entertaining stories, humorous anecdotes, and lessons learned the hard way. Gamers at Work presents an inside look at how 18 industry leaders play the odds, seize opportunities, and transform small businesses into great businesses. Here, in Gamers at Work, you will find their stories replete with their personal struggles, corporate intrigue, and insights into strategy, leadership, and management. Gamers at Work: Explores the formation of entertainment software companies from the perspectives of successful founders who played the odds Provides insight into why experienced professionals sacrifice the comfort of gainful employment for the uncertainty and risk of the startup Shares the experiences and lessons that shape the lives, decisions, and struggles of entrepreneurs in this volatile business As an added bonus, check out Online Game Pioneers at Work, published in 2015, for even more incredible stories from leaders in the mobile space. Featured Entrepreneurs: Trip Hawkins, Electronic Arts (Madden NFL) Nolan Bushnell, Atari (Pong) Wild Bill Stealey, MicroProse Software (Sid Meier's Civilization) Tony Goodman, Ensemble Studios (Age of Empires) Feargus Urquhart, Obsidian Entertainment (Star Wars: Knights of the Old Republic II) Tim Cain, Troika Games (Arcanum, Vampire: the Masquerade—Bloodlines) Warren Spector, Junction Point Studios (Disney Epic Mickey) Doug & Gary Carlston, Broderbund Software (Prince of Persia, Carmen Sandiego) Don Daglow, Stormfront Studios (Neverwinter Nights, Tony La Russa Baseball) John Smedley, Verant Interactive (EverQuest, PlanetSide) Ken Williams, Sierra On-Line (King's Quest, Leisure Suit Larry) Lorne Lanning, Oddworld Inhabitants (Oddworld) Chris Ulm, Appy Entertainment (FaceFighter, Trucks & Skulls) Tobi Saulnier, 1st Playable (Kung Zhu, Yogi Bear) Christopher Weaver, Bethesda Softworks (The Elder Scrolls) Jason Rubin, Naughty Dog (Crash Bandicoot, Uncharted) Ted Price, Insomniac Games (Spyro, Resistance) Other books in the Apress At Work Series: Coders at Work, Seibel, 978-1-4302-1948-4 Venture Capitalists at Work, Shah & Shah, 978-1-4302-3837-9 CIOs at Work, Yourdon, 978-1-4302-3554-5 CTOs at Work, Donaldson, Seigel, & Donaldson, 978-1-4302-3593-4 Founders at Work, Livingston, 978-1-4302-1078-8 European Founders at Work, Santos, 978-1-4302-3906-2 Women Leaders at Work, Ghaffari, 978-1-4302-3729-7 Advertisers at Work, Tuten, 978-1-4302-3828-7

The Kids are Alright John C. Beck,Mitchell Wade,2006-11-01 Think video games are kids' stuff? Think again. According to authors John C. Beck and Mitchell Wade all those hours immersed in game culture have created masses of employees with unique attributes. This new generation that's ninety-million strong has an amazing ability to multitask, solves problems creatively, and brings unexpected leadership to the table. But to tap these skills, we need to understand and appreciate the different ways gamers think and behave. The Kids Are Alright dispels common myths about gamers and reveals them as committed, team-oriented people who play to win.

Gamers...in the Library?! Eli Neiburger,2007-07-16 Imagine: Teen and pre-teen boys, twenty-somethings, parents, and even younger kids streaming into the library. It's your library's monthly videogame tournament! Step boldly into a new arena of library programming with lifetime gamer and Ann Arbor's library technology manager, Eli Neiburger.As a leading expert on producing videogame tournaments and events, Neiburger explains why videogame programming holds huge potential for libraries. He offers the complete toolkit. Follow these practical and proven guidelines to get answers to all your questions - from convincing the skeptics to getting audience feedback through your blog.Learn how to serve this underserved audience and: gain familiarity with the basics of gaming culture, software, and hardware; understand how videogaming events fit into the library; learn what works and what doesn't from the experiences of the nation's leading expert; conduct a tournament in your library - including how to plan, set up, and run any size event; market the events, build an audience, and get feedback.Don't miss out on an entire generation of library users. With game-savvy librarians and this must-have resource, you'll soon be building a brand new audience of library-loyal videogame fans.

Last Gamer Standing Katie Zhao,2021-09-21 Ready Player One meets the action of battle royale video games in this middle-grade sci-fi perfect for fans of Fortnite. In twelve-year-old Reyna Cheng's world, gaming is everything. Professional esports teams are the mainstream celebrities. Kids begin training from a young age, aspiring for the big leagues. Reyna is the up-and-coming junior amateur Dayhold gamer, competing in a VR battle royale against AI monsters and human players. But despite Reyna's rising popularity and skills, no one knows who she is. Gaming is still a boys' club and to protect herself against trolls and their harassment, she games the mysterious TheRuiNar. When Reyna qualifies for the Dayhold Junior Tournament, she knows she's got what it takes to win the championship title and the $10,000 prize. It's a chance to make a step forward towards her professional esports dreams and to help her family with the costs of her mother's hospital bills. But when she's blackmailed and threatened to be doxed by an anonymous troll, Reyna has to confront the toxic gaming community head-on. With her dreams and the cash prize on the line, it's game on!

The Truth about Life as a Pro Gamer Ciara O'Neal,2020 How does someone become a pro gamer? What do pro gamers do in real life? Learn about how pro gamers compete, train, and more!--

"Gamers," Multiculturalists, and the Great Coming Apart Alfred Claassen,2021-02-19 Gamers, Multiculturalists, and the Great Coming Apart is the first book to pull together the central features of the American society, character, and history of the global era and its immediate aftermath into a single, powerful, comprehensive, and coherent picture. Seamlessly interdisciplinary, it looks at all facets of recent American society and history as reflecting first the global liberal paradigm that reigned from 1965 until 2016, and then the incipient paradigms that have competed during the years of crisis since.It is the first book to pull together the central features of American society, character, and history since 1965 into a single comprehensive and coherent picture that dissents from key aspects of the long-dominant paradigm. Gamers, Multiculturalists, and the Great Coming Apart describes and extensively analyzes the gamers, the fascinating new upper class that has risen to dominance in this country as in most others during the last half century. It also analyzes the character and circumstances of the middle class, working class, and underclass, laying bare the profound, many-sided conflict between the gamers and the middle and working classes. It also examines the

The Biggest Names of Video Games Arie Kaplan,2017-01-01 Collecting bugs, drawing cartoons, writing plays, studying robotics—these are just some of the hobbies that inspired the creation of video games such as Pokémon and The Legend of Zelda. Who are these men and women who helped launch the gaming industry from private computer labs to widely available popular entertainment? Read this book to find out who and what inspired your favorite video games!

Mark "Markiplier" Fischbach Philip Wolny,2019-07-15 With more than 10 billion total video views by 2018, Mark Edward Markiplier Fischbach is one of the biggest names in the digital age. Making a name for himself through a combination of a silky baritone voice, larger-than-life reactions, and a true penchant for comedy, Markiplier has risen to become a king of YouTube's gaming community. He has even leveraged his success as a video gamer into charitable donations, massive fan meet-ups, and an international comedy tour, proving once and for all that a career on YouTube is more than just fun and games.

Gamer Trouble Amanda Phillips,2020-04-21 Complicating perspectives on diversity in video games Gamers have been troublemakers as long as games have existed. As our popular understanding of "gamer" shifts beyond its historical construction as a white, straight, adolescent, cisgender male, the troubles that emerge both confirm and challenge our understanding of identity politics. In Gamer Trouble, Amanda Phillips excavates the turbulent relationships between surface and depth in contemporary gaming culture, taking readers under the hood of the mechanisms of video games in order to understand the ways that difference gets baked into its technological, ludic, ideological, and social systems. By centering the insights of queer and women of color feminisms in readings of online harassment campaigns, industry animation practices, and popular video games like Portal and Mass Effect, Phillips adds essential analytical tools to our conversations about video games. She embraces the trouble that attends disciplinary crossroads,

linking the violent hate speech of trolls and the representational practices marginalizing people of color, women, and queers in entertainment media to the dehumanizing logic undergirding computation and the optimization strategies of gameplay. From the microcosmic level of electricity and flicks of a thumb to the grand stages of identity politics and global capitalism, wherever gamers find themselves, gamer trouble follows. As reinvigorated forms of racism, sexism, and homophobia thrive in games and gaming communities, Phillips follows the lead of those who have been making good trouble all along, agitating for a better world.

Gamer Theory McKenzie Wark,2009-06-30 Ever get the feeling that life's a game with changing rules and no clear sides? Welcome to gamespace, the world in which we live. Where others argue obsessively over violence in games, Wark contends that digital computer games are our society's emergent cultural form, a utopian version of the world as it is. Gamer Theory uncovers the significance of games in the gap between the near-perfection of actual games and the imperfect gamespace of everyday life in the rat race of free-market society.

Combatting Discrimination Against Women in the Gamer Community Marty Gitlin,2016-07-15 Discrimination in the gamer community is rampant, as evidenced by the recent GamerGate controversy. Though females make up 45 percent of all gamers, nearly 90 percent of all game designers are male. This has resulted in troubling portrayals of women in the games, which can leave lasting impressions on young people playing them. Even more serious is the abuse women face in gamer communities and as professionals in the industry. This timely resource will help teens make sense of the issues facing them when they participate in video game culture.

Ready Player Two Shira Chess,2017-10-01 Cultural stereotypes to the contrary, approximately half of all video game players are now women. A subculture once dominated by men, video games have become a form of entertainment composed of gender binaries. Supported by games such as Diner Dash, Mystery Case Files, Wii Fit, and Kim Kardashian: Hollywood—which are all specifically marketed toward women—the gamer industry is now a major part of imagining what femininity should look like. In Ready Player Two, media critic Shira Chess uses the concept of "Player Two"—the industry idealization of the female gamer—to examine the assumptions implicit in video games designed for women and how they have impacted gaming culture and the larger society. With Player Two, the video game industry has designed specifically for the feminine ideal: she is white, middle class, heterosexual, cis-gendered, and abled. Drawing on categories from time management and caregiving to social networking, consumption, and bodies, Chess examines how games have been engineered to shape normative ideas about women and leisure. Ready Player Two presents important arguments about how gamers and game developers must change their thinking about both women and games to produce better games, better audiences, and better industry practices. Ultimately, this book offers vital prescriptions for how one of our most powerful entertainment industries must evolve its ideas of women.

Fans, Bloggers, and Gamers Henry Jenkins,2006 Henry Jenkins's pioneering work in the early 1990s promoted the idea that fans are among the most active and socially connected consumers of popular culture. This volume maps the core theoretical and methodological issues in Fan Studies, and also charts the growth of participatory culture on the web.

<u>Hollywood Gamers</u> Robert Alan Brookey,2010-08-26 For years, major film studios have licensed products related to their most popular films; video game spin-offs have become an important part of these licensing practices. Where blockbuster films are concerned, the video game release has become the rule rather than the exception. In Hollywood Gamers, Robert Alan Brookey explores the business conditions and technological developments that have facilitated the convergence of the film and video game industries. Brookey treats video games as rhetorical texts and critically examines several games to determine how specific industrial conditions are manifest in game design. Among the games (and films) discussed are Lord of the Rings, The Godfather, Spider-Man, and Iron Man.

<u>Gamers</u> Shanna Compton,2004 Providing a witty, wide-screen look at how video games are becoming part of the cultural landscape, noted writers, artists, scholars, poets, and programmers talk about what gaming means to them and discuss its growing impact on fashion, fiction, film, and music.

Fandom Francesca DiPiazza,2018 Have you ever created art based on a TV show or game? Dressed up as your favorite character? If so, you've entered fandom. Tour fandom's history and meet creators who shape fan communities online and in real life.

Young Guns Austin Moorhead,2020-03-31 THE FASCINATING INSIDE STORY OF THE QUEST TO BUILD THE WORLD'S MOST AMBITIOUS PROFESSIONAL GAMING LEAGUE--AND THE RACE TO WIN ITS $1,000,000 PRIZE. Welcome to the high-stakes world of esports where shit-talking teenage gamers, billionaire sports franchise owners, and celebrity entrepreneurs are all competing to understand and conquer the fast-emerging future of entertainment. The burgeoning frontier of professional gaming has moved beyond the niche corners of the internet to become a global phenomenon, upending youth viewership for the major sports leagues and opening a generational rift over the nature of athletics. Soon, professional video game competitions may well be as ingrained in our culture as Monday Night Football. YOUNG GUNS: Obsession, Overwatch, and the Future of Gamingtakes readers behind the scenes of the esports boom and into the lives of the gamers and game changers leading the charge, unfurling a wry, unexpected, and often hilarious narrative about the rise of professional gaming and the business of electronic sports. An avid gamer himself, author Austin Moorhead became fascinated by pro gaming, in particular the Overwatch League (OWL) after sports titans Robert Kraft, Stan Kroenke, and Jeff Wilpon each paid $20 million for a team. At the same time that he began investigating the inner-workings of the league, OWL launched esports into the American mainstream, inking TV deals with ABC and ESPN, selling out NBA stadiums for live competitions, and minting a new version of young pro athletes. Embedding with two top teams in the Overwatch League, the San Francisco Shock and the London Spitfire, as they embark on the inaugural season, Moorhead pulls back the curtain on the grueling practice schedules and spartan lifestyles of the league's most popular players. In addition to the gamer houses and competitions in which the pros hone their skills, Moorhead takes readers into the board room of Overwatch-developer Blizzard Entertainment, where entrepreneurs eager to capitalize on youth culture take bets on new esports franchises for tens of millions. The result is a rollicking story about the superstars of the future and the absurd collision of adolescent prodigies and high-stakes industry, an uproarious look at the future of sports and entertainment that is part Bringing Down the House, part Moneyball.

Ninja: Get Good Tyler "Ninja" Blevins,2019-08-20 From one of the leading Fortnite gamers in the world comes your game plan for outclassing the rest at playing video games. "Get the right gear, practice the right way, and get into the right headspace and you too can Get Good."—Time Packed with illustrations, photographs, anecdotes, and insider tips, this complete compendium includes everything Tyler Ninja Blevins wishes he knew before he got serious about gaming. Here's how to: • Build a gaming PC • Practice with purpose • Develop strategy • Improve your game sense • Pull together the right team • Stream with skill • Form a community online • And much more Video games come and go, but Ninja's lessons are timeless. Pay attention to them and you'll find that you're never really starting over when the next big game launches. Who knows—you may even beat him one day. As he says, that's up to you. Praise for Ninja: Get Good "If you're a casual gamer looking to refine your gaming skills or equipment, or someone considering getting into esports, then livestreamer and gaming guru Tyler 'Ninja' Blevins' book could be the perfect guide."—Los Angeles Times "It's perfect for young kids just getting into gaming after watching streamers, like Ninja, and their parents who may not know much about gaming and streaming . . . It's an all-in-one checklist of everything you need to start up on a streaming life. This book breaks down complex and sometimes obscure concepts in gaming that many non-gamer parents may not know about or the kids know about instinctually but can't put into words."—GameCrate

Gamer Girls Mary Kenney,2022-07-19 Discover the women behind the video games we love—the iconic games they created, the genres they invented, the studios and companies they built—and how they changed the industry forever. Women have always made video games, from the 1960s and the first-of-its-kind, projector-based Sumerian Game to the blockbuster Uncharted games that defined the early 2000s. Women have been behind the writing, design, scores, and engines that power one of the most influential industries out there. In Gamer Girls, now you can explore the stories of 25 of those women. Bursting with bold artwork, easy-to-read profiles, and real-life stories of the women working on games like Centipede, Final Fantasy, Halo, and more, this dynamic illustrated book shows what a huge role women have played—and will continue to play—in the creation of video games. With additional sidebars about other influential women in the industry, as well as a glossary and additional resources page, Gamer Girls offers a look into the work and lives of influential pixel queens such as: Roberta Williams (one of the creators of the adventure genre) Mabel Addis Mergardt (the first person to write a video game) Muriel Tramis (the French knight of video games) Keiko Erikawa (creator of the otome genre) Yoko Shimomura

(composer for Street Fighter, Final Fantasy, and Kingdom Hearts) Rebecca Heineman (first national video game tournament champion) Danielle Bunten Berry (creator of M.U.L.E. and early advocate for multiplayer games) and more! Whether you're a gamer girl who plays video games, a gamer girl who makes video games, or a parent raising a gamer girl, this entertaining, inspiring book will have you itching to pick up a controller or create your own video games!

   Gamer Army Trent Reedy,2020-06-02 Rogan Weber and four other top gamers are invited to play in a game developer's virtual reality television gaming contest, but as the contest continues they face the growing suspicion that the game might not be what it seems.

Unveiling the Magic of Words: A Report on "**Gamers**"

In a global defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their ability to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "**Gamers**," a mesmerizing literary masterpiece penned with a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve in to the book is central themes, examine its distinctive writing style, and assess its profound impact on the souls of its readers.

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Gamers Introduction

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