

# Deus Ex.htm

Maria Lorca-Susino

**Science Fiction Video Games** Neal Roger Tringham, 2014-09-10 Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical a

**Bits and Pieces** Kenneth B. McAlpine, 2018-11-15 Bits and Pieces tells the story of chiptune, a style of lo-fi electronic music that emerged from the first generation of video game consoles and home computers in the late 1970s and early 1980s. Through ingenuity and invention, musicians and programmers developed code that enabled the limited hardware of those early 8-bit machines to perform musical feats that they were never designed to achieve. In time, that combination of hardware and creative code came to define a unique 8-bit sound that imprinted itself on a generation of gamers. For a new generation of musicians, this music has currency through the chipscene, a vibrant musical subculture that repurposes obsolete gaming hardware. It's performative: raw and edgy, loaded with authenticity and driven by a strong DIY ethic. It's more punk than Pac-Man, and yet, it's part of that same story of ingenuity and invention; 8-bit hardware is no longer a retired gaming console, but a quirky and characterful musical instrument. Taking these consoles to the stage, musicians fuse 8-bit sounds with other musical styles - drum'n'bass, jungle, techno and house - to create a unique contemporary sound. Analyzing musical structures and technological methods used with chiptune, Bits and Pieces traces the simple beeps of the earliest arcade games, through the murky shadows of the digital underground, to global festivals and movie soundtracks.

**Gaming and Cognition: Theories and Practice from the Learning Sciences** Van Eck, Richard, 2010-05-31 This book applies the principles of research in the study of human cognition to games, with chapters representing 15 different disciplines in the learning sciences (psychology, serious game design, educational technology, applied linguistics, instructional design, eLearning, computer engineering, educational psychology, cognitive science, digital media, human-computer interaction, artificial intelligence, computer science, anthropology, education)--Provided by publisher.

**Gaming and Simulations: Concepts, Methodologies, Tools and Applications** Management Association, Information Resources, 2010-11-30 This book set unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels, exploring all facets of game design and application and describing how this emerging discipline informs and is informed by society and culture--Provided by publisher.

*Relevance and Marginalisation in Scandinavian and European Performing Arts 1770-1860* Randi Margrete Selvik, Svein Gladsø, Annabella Skagen, 2020-12-30 *Relevance and Marginalisation in Scandinavian and European Performing Arts 1770-1860: Questioning Canons* reveals how various cultural processes have influenced what has been included, and what has been marginalised from canons of European music, dance, and theatre around the turn of the nineteenth century and the following decades. This collection of essays includes discussion of the piano repertory for young ladies in England; canonisation of the French minuet; marginalisation of the popular German dramatist Kotzebue from the dramatic canon; dance repertory and social life in Christiania (Oslo); informal cultural activities in Trondheim; repertory of Norwegian musical clocks; female itinerant performers in the Nordic sphere; preconditions, dissemination, and popularity of equestrian drama; marginalisation and amateur staging of a Singspiel by the renowned Danish playwright Oehlenschläger, also with perspectives on the music and its composers; and the perceived relevance of Henrik Ibsen's staged theatre repertory and early dramas. By questioning established notions about canon, marginalisation, and relevance within the performing arts in the period

1770-1860, this book asserts itself as an intriguing text both to the culturally interested public and to scholars and students of musicology, dance research, and theatre studies.

**Indian Journal of Politics** ,2000

**The Indian Journal of Politics** ,2000

**Toward the Gleam** T. M. Doran,2011-01-01 Between the two world wars, on a hike in the English countryside, Professor John Hill takes refuge from a violent storm in a cave. There he nearly loses his life, but he also makes an astonishing discovery -- an ancient manuscript housed in a cunningly crafted metal box. Though a philologist by profession, Hill cannot identify the language used in the manuscript and the time period in which it was made, but he knows enough to make an educated guess -- that the book and its case are the fruits of a long-lost, but advanced civilization. The translation of the manuscript and the search for its origins become a life-long quest for Hill. As he uncovers an epic that both enchants and inspires him, he tracks down scholars from Oxford to Paris who can give him clues. Along the way, he meets several intriguing characters, including a man keenly interested in obtaining artifacts from a long-lost civilization that he believes was the creation of a superior race, and will help him fulfill his ambition to rule other men. Concluding that Hill must have found something that may help him in this quest, but knowing not what it is and where it is hidden, he has Hill, his friends at Oxford, and his family shadowed and threatened until finally he and Hill face off in a final, climatic confrontation. A story that features a giant pirate and slaver, a human chameleon on a perilous metaphysical journey, a mysterious hermit, and creatures both deadly and beautiful, this is a novel that explores the consequences of the predominant ideas of the 20th Century.

China's Globalization and the Belt and Road Initiative Jean A.

Berlie,2019-09-14 This book explains the importance of globalization and the Belt and Road Initiative, which is one of the essential projects of President Xi Jinping, and where China fits on the global arena. Additionally, the contributors cover such important topics as China's maritime traffic, infrastructure along the modern Silk Road, the South China Sea, and China's relationship with Indonesia, Malaysia, East Timor, Hong Kong, and Macao. This edited volume will interest scholars, researchers, and students in the fields of Asian studies, globalization, political science, and Chinese politics.

*Lost* ,

**Guns, Grenades, and Grunts** Gerald A. Voorhees,Joshua Call,Katie

Whitlock,2012-11-02 Known for their visibility and tendency to generate controversy, first-person shooter (FPS) games are cultural icons and powder-kegs in American society. Contributors will examine a range of FPS games such as the Doom, Half-Life, System Shock, Deus Ex, Halo, Medal of Honor and Call of Duty franchises. By applying and enriching a broad range of perspectives, this volume will address the cultural relevance and place of the genre in game studies, game theory and the cultures of game players. Guns, Grenades, and Grunts gathers scholars from all disciplines to bring the weight of contemporary social theory and media criticism to bear on the public controversy and intellectual investigation of first-person shooter games. As a genre, FPS games have helped shepherd the game industry from the early days of shareware distribution and underground gaming clans to contemporary multimillion dollar production budgets, Hollywood-style launches, downloadable content and worldwide professional gaming leagues. The FPS has been and will continue to be a staple of the game market.

*British Asian fiction* Sara Upstone,2013-07-19 This is the first text to focus solely on the writing of British writers of South Asian descent born or raised in Britain. Exploring the unique contribution of these writers, it positions their work within debates surrounding black British, diasporic, migrant, and postcolonial literature in order to foreground both the continuities and tensions embedded in their relationship to such terms,

engaging in particular with the ways in which this 'new' generation has been denied the right to a distinctive theoretical framework through absorption into pre-existing frames of reference. Focusing on the diversity of contemporary British Asian experience, the book engages with themes including gender, national and religious identity, the reality of post-9/11 Britain, the post-ethnic self, urban belonging, generational difference and youth identities, as well as indicating how these writers manipulate genre and the novel form in support of their thematic concerns.

#### **Postcolonial Urbanism ,**

New Sources of Development Finance World Institute for Development Economics Research, 2005 This book sets out a framework for the economic analysis of different funding sources. It examines a series of new and controversial proposals, including global taxes such as a carbon tax, a global lottery, pre-commitment of aid, increased private donations, and increased remittances by emigrants--Provided by publisher.

**Religion and the Struggle for European Union** Brent F. Nelsen, James L. Guth, 2015-03-31 Nelsen and Guth contend that religion, or confessional culture, plays a powerful role in shaping European ideas about politics, attitudes toward European integration, and national and continental identities in its leaders and citizens. Catholicism has for centuries promoted the unity of Christendom, while Protestantism has valued particularity and feared Catholic dominance. These confessional cultures, the authors argue, have resulted in two very different visions of Europe that have deeply influenced the process of postwar integration. Catholics have seen Europe as a single cultural entity that is best governed by a single polity; Protestants have never felt part of continental culture and have valued national borders as protectors of liberties historically threatened by Catholic powers. Catholics have pressed for a politically united Europe; Protestants have resisted sacrificing sovereignty to federal institutions, favoring pragmatic cooperation. Despite growing secularization of the continent, not to mention the impact of Islam, confessional culture still exerts enormous influence. And, the authors conclude, European elites must recognize the enduring significance of this Catholic-Protestant cultural divide as the EU attempts to solve its social and economic and political crises.

Videogames James A. Newman, 2013 James Newman's lucid and engaging introduction guides the reader through the world of videogaming, providing a history of the videogame from its origins in the computer lab to its contemporary status as a global entertainment industry, with characters such as Lara Croft and Sonic the Hedgehog familiar even to those who've never been near a games console. Topics covered include: classifications, game theory and interactivity - what is a videogame? the videogame audience the videogame industry videogame structure narratives and play- approaches to the study of videogames videogames, avatars and virtual worlds social gaming and the culture of videogames This second edition updates the book to include recent developments such as: the popularity of the wii and the increase in non-traditional gamers and more physical gaming the development of MMOGs (massively multiplayer online games) such as World of Warcraft games being downloaded as apps or accessed via mobile phones, iPods and social networking sites--

**High-Tech Worship?** Quentin J. Schultze, 2004 Technology can help your church glorify God--or reduce your worship service to nothing more than entertainment. Here's how to use it wisely.

**Beyond Cyberpunk** Graham J. Murphy, Sherryl Vint, 2010-06-10 This book is a collection of essays that considers the continuing cultural relevance of the cyberpunk genre into the new millennium. Cyberpunk is no longer an emergent phenomenon, but in our digital age of CGI-driven entertainment, the information economy, and globalized capital, we have never more been in need of a fiction capable of engaging with a world shaped by information

technology. The essays in explore our cyberpunk realities to soberly reconsider Eighties-era cyberpunk while also mapping contemporary cyberpunk. The contributors seek to move beyond the narrow strictures of cyberpunk as defined in the Eighties and contribute to an ongoing discussion of how to negotiate exchanges among information technologies, global capitalism, and human social existence. The essays offer a variety of perspectives on cyberpunk's diversity and how this sub-genre remains relevant amidst its transformation from a print fiction genre into a more generalized set of cultural practices, tackling the question of what it is that cyberpunk narratives continue to offer us in those intersections of literary, cultural, theoretical, academic, and technocultural environments.

*The European Union Decoded* Maria Lorca-Susino, 2016-10-14 The European Union (EU) and the Eurozone became the economic integration example to follow for years. However, the worldwide economic crisis that unfolded in 2007 put the whole economic integration process in question, the European project in jeopardy and the euro under pressure, with serious doubts that it can survive its first crisis. The core argument of this book is twofold. First, it seeks to explain the difficult political, economic and fiscal idiosyncrasies of all member states in order to put the reasons for the economic crisis into a new and clear perspective. Second, it argues that the institutional response put forward to explain this tremendous crisis is flawed and dangerous because it does not solve the main underlying problem: the deep differences among member states on their understanding of economic and financial behavior. This study counters the leading institutional explanation for the economic crisis that has impacted the entire EU. It presents a unique and provocative explanation of why the EU and the Eurozone are still immersed in an economic crisis and will be of key interest to students and scholars of European Politics and Economics.

**Half-Real** Jesper Juul, 2011-08-19 An in-depth analysis of game development and rules and fiction in video games—with concrete examples, including *The Legend of Zelda*, *Grand Theft Auto*, and more A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games. Discussing games from Pong to *The Legend of Zelda*, from chess to *Grand Theft Auto*, he shows how video games are both a departure from and a development of traditional non-electronic games. The book combines perspectives from such fields as literary and film theory, computer science, psychology, economic game theory, and game studies, to outline a theory of what video games are, how they work with the player, how they have developed historically, and why they are fun to play. Locating video games in a history of games that goes back to Ancient Egypt, Juul argues that there is a basic affinity between games and computers. Just as the printing press and the cinema have promoted and enabled new kinds of storytelling, computers work as enablers of games, letting us play old games in new ways and allowing for new kinds of games that would not have been possible before computers. Juul presents a classic game model, which describes the traditional construction of games and points to possible future developments. He examines how rules provide challenges, learning, and enjoyment for players, and how a game cues the player into imagining its fictional world. Juul's lively style and eclectic deployment of sources will make *Half-Real* of interest to media, literature, and game scholars as well as to game professionals and gamers.

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