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A New Look Mercury Learning and Information
A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Game Design Richard Murch
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Digital Storytelling shows you how to create
immersive, interactive narratives across a
multitude of platforms, devices, and media. From
age-old storytelling techniques to cutting-edge
development processes, this book covers creating
stories for all forms of New Media, including
transmedia storytelling, video games, mobile apps,
and second screen experiences. The way a story is
told, a message is delivered, or a narrative is
navigated has changed dramatically over the last
few years. Stories are told through video games,
interactive books, and social media. Stories are
told on all sorts of different platforms and
through all sorts of different devices. They're
immersive, letting the user interact with the
story and letting the user enter the story and
shape it themselves. This book features case
studies that cover a great spectrum of platforms
and different story genres. It also shows you how
to plan processes for developing interactive
narratives for all forms of entertainment and non-
fiction purposes: education, training, information
and promotion. Digital Storytelling features
interviews with some of the industry's biggest
names, showing you how they build and tell their
stories.
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Game Programming Patterns Wordware
This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

Departments of Veterans Affairs and Housing and Urban Development, and Independent Agencies Appropriations for 1997: Court of Veterans Appeals, Department of Veteran Affairs CRC Press
A no-nonsense game development theory guide that summarizes techniques and processes that game developers use every day to help them plan and execute their creative visions. The hints, tips and insider shortcuts contained in this book are derived from over a decade of indie game development and hosting video game programming classes. We have aggregated some of the best practices and lessons from many educational resources that are only available to those who teach game design to students in a lab setting. You can now enjoy this 140+ page guide full of vivid imagery and colorful depictions that will prepare you for all of the concepts you will encounter in the awesome world of video game development. Save yourself some headaches and read through this guide and then use it as a reference throughout your development process!

Game Design: Theory and Practice, Second Edition Wordware Publishing, Inc.
Provides updated key information, including salary ranges, employment trends, and technical requirements. Career profiles include animator, content specialist, game designer, online editor, web security manager, and more.

Computer Programming with C++ Jones & Bartlett Publishers
Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the "One Pager" document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry.

Scientific and Technical Aerospace Reports CRC Press
Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors have ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open- source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open- source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the revolution.

Designing Games for Children Cambridge University Press
This sixth edition of the popular C# guide helps you learn the building blocks of the C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

Making a Game Demo Genever Benning
Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Open Sources Lulu Press, Inc
This edited collection comprehensively addresses the widespread regulatory challenges uncovered and changes introduced in financial markets following the 2007-2008 crisis, suggesting strategies by which financial institutions can comply with stringent new regulations and adapt to the pressures of close supervision while responsibly managing risk. It covers all important commercial banking risk management topics, including market risk, counterparty credit risk, liquidity risk, operational risk, fair lending risk, model risk, stress test, and CCAR from practical aspects. It also covers major components of enterprise risk management, a modern capital requirement framework, and the data technology used to help manage risk. Each chapter is written by an authority who is actively engaged with large commercial banks, consulting firms, auditing firms, regulatory agencies, and universities. This collection will be a trusted resource for anyone working in or studying the commercial banking industry.

Theory and Practice, Second Edition Springer
In April 1991 BusinessWeek ran a cover story entitled, â €œeI Can't Work This?#!!@ Thing,â € about the difficulties many people have with consumer products, such as cell phones and VCRs. More than 15 years later, the situation is much the sameâ € "-but at a very different level of scale. The disconnect between people and technology has had society-wide consequences in the large-scale system accidents from major human error, such as those at Three Mile Island and in Chernobyl. To prevent both the individually annoying and nationally significant consequences, human capabilities and needs must be considered early and throughout system design and development. One challenge for such consideration has been providing the background and data needed for the seamless integration of humans into the design process from various perspectives: human factors engineering,

manpower, personnel, training, safety and health, and, in the military, habitability and survivability. This collection of development activities has come to be called human-system integration (HSI). Human-System Integration in the System Development Process reviews in detail more than 20 categories of HSI methods to provide invaluable guidance and information for system designers and developers.

Guide to Efficient Software Design Packt Publishing Ltd
he fun, fast, and easy way to learn programming fundamentals and essentials – from C to Visual Basic and all the languages in between So you want to be a programmer? Or maybe you just want to make your computer do what YOU want for a change? Maybe you enjoy the challenge of identifying a problem and solving it. If programming intrigues you (for whatever reason), Beginning Programming All-In-One Desk Reference For Dummies is like having a starter programming library all in one handy, if hefty, book. In this practical guide, you'll find out about algorithms, best practices, compiling, debugging your programs, and much more. The concepts are illustrated in several different programming languages, so you'll get a feel for the variety of languages and the needs they fill. Inside you'll discover seven minibooks: Getting Started: From learning methods for writing programs to becoming familiar with types of programming languages, you'll lay the foundation for your programming adventure with this minibook. Programming Basics: Here you'll dive into how programs work, variables, data types, branching, looping, subprograms, objects, and more. Data Structures: From structures, arrays, sets, linked lists, and collections, to stacks, queues, graphs, and trees, you'll dig deeply into the data. Algorithms: This minibook shows you how to sort and search algorithms, how to use string searching, and gets into data compression and encryption. Web Programming: Learn everything you need to know about coding for the web: HyperText. Markup Language (better known simply as HTML), CSS, JavaScript, PHP, and Ruby. Programming Language Syntax: Introduces you to the syntax of various languages – C, C++, Java, C#, Perl, Python, Pascal, Delphi, Visual Basic, REALbasic – so you know when to use which one. Applications: This is the fun part where you put your newly developed programming skills to work in practical ways. Additionally, Beginning Programming All-In-One Desk Reference For Dummies shows you how to decide what you want your program to do, turn your instructions into "machine language" that the computer understands, use programming best practices, explore the "how" and "why" of data structuring, and more. And you'll get a look into various applications like database management, bioinformatics, computer security, and artificial intelligence. After you get this book and start coding, you'll soon realize that — wow! You're a programmer!

Regulation in the Wake of the Financial Crisis CRC Press
Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo. Discover how the use of documentation can help you organize the game design process, understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking. The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more!

Human-System Integration in the System Development Process John Wiley & Sons

Game Design: Theory and Practice, Second Edition Jones & Bartlett Publishers

Elements of Reusable Object-Oriented Software "O'Reilly Media, Inc."
This book provides a step by step guide to all the processes, goals, inputs, outputs and many other aspects of a repeatable software methodology for ANY project. From "soup to nuts" … the whole shebang ~! All in one place at an incredible price…. over 130 pages of knowledge. Any information technology organization must have a highly structured framework into which it can place processes, principles, and guidelines. The framework used for software development is called a lifecycle. The software development lifecycle (SDLC) defines a repeatable process for building information system that incorporate guidelines, methodologies, and standards. A lifecycle delivers value to an organization by addressing specific business needs within the software application development environment. The implementation of a lifecycle aids project managers in minimizing system development risks, eliminating redundancy, and increasing efficiencies. It also encourages reuse, redesign, and, more importantly, reducing costs.

Learning Web Design Springer Science & Business Media
Basics of Game Design is for anyone wanting to become a professional game designer. Focusing on creating the game mechanics for data-driven games, it covers role-playing, real-time strategy, first-person shooter, simulation, and other games. Written by a 25-year veteran of the game industry, the guide

offers detailed explanations of how to design t

Concepts, Principles, and Practices Jones & Bartlett Publishers When making games for kids, it's tempting to simply wing-it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children, helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children is the definitive, comprehensive guide to making great games for kids, featuring: Guidelines and recommendations divided by the most common target audiences – babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12). Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design Game design insights and guidelines for all aspects of game production, from ideation to marketing Computer Games and Technical Communication John Wiley & Sons Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." – Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Digital Storytelling 4e Pearson Deutschland GmbH The recent re-emergence of serious games as a branch of video games and as a promising frontier of education has introduced the concept of games designed for a serious purpose other than pure entertainment. To date the major applications of serious games include education and training, engineering, medicine and healthcare, military applications, city planning, production, crisis response, to name just a few. If utilised alongside, or combined with conventional training and educational approaches, serious games could provide a more powerful means of knowledge transfer in almost every application domain. Serious Games and Edutainment Applications offers an insightful introduction to the development and applications of games technologies in educational settings. It includes cutting-edge academic research and industry updates that will inform readers of current and future advances in the area. The book is suitable for both researchers and educators who are interested in using games for educational purposes, as well as game professionals requiring a thorough understanding of issues involved in the application of video games technology into educational settings. It is also applicable to programmers, game artists, and management contemplating or involved in the development of serious games for educational or training purposes.

A creator's guide to interactive entertainment Pearson Education India This book contains the refereed proceedings of the 11th International Conference on Agile Software Development, XP 2010, held in Trondheim, Norway, in June 2010. In order to better evaluate the submitted papers and to highlight the applicational aspects of agile software practices, there were two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 39 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 15 out of 50 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the panel on "Collaboration in an Agile World".