Serious

Serious Educational Games: From Theory to Practice focuses on experiences and lessons learned through the design, creation and research in the Serious Education Games Movement. Serious Games is a term coined for the movement that started in 2003 for using commercial video game technology for teaching and learning purposes. This book presents a collection of work that bridges the theory behind Serious Educational games and cutting edge research coming from many aspects in the field. The authors all have experienced Serious Games in education in their research and/or through personal game play. While the literature base for educational games is growing at alarming rates, a theoretical framework by which future research will be conducted and practical examples of established work and work that continues to is the crux of this volume. This book is not all encompassing of the work being done with educational games but rather it provides lessons from the field in tangible projects. This book takes the reader through why Serious Games need to be used in K-12 education, the theory underlying why games work for teaching and learning, and how Serious Games are being used and researched.

Forestry Development Prospects in the Imatong Central Forest Reserve,

Southern SudanA Serious Proposal to the LadiesBroadview Press
Detailed and comprehensive, this volume presents authoritative discussions by leading scholars on issues surrounding serious and violent juvenile offenders. This population is responsible for a disproportionate percentage of all crime and poses the greatest challenge to juvenile justice policymakers. This volume integrates knowledge about risk and protective prevention programs, so that conclusions from each area can inform the other.

A complete introduction to casino and cardroom poker, for everyone from complete poker novices to experienced players who want to take the game more seriously. It covers everything from the basics of strategy and cardroom rules and customs to more esoteric topics like tournament play, poker math, cheating, record keeping, and much more.

Volunteering and its nonprofit organizations have commonly been analyzed in economic terms, with volunteering being referred to as "unpaid (productive) work". This economic definition has been around far longer than that of volunteering conceived of as leisure, which is discussed as the volitional definition. By means of a lengthy literature review, this book sets out the theoretical and empirical contributions of the serious leisure perspective to understanding volunteer motivation. This second approach began more than 40

years ago. It answers the key motivational question of why people engage in unpaid productive work, laborious or not. Since in this conception payment in cash or in kind is not an incentive to perform such work, what encourages people to volunteer? The serious leisure perspective, unlike mainstream economics, can shed considerable light on this question.

Mary Astell's A Serious Proposal to the Ladies is one of the most important and neglected works advocating the establishment of women's academies. Its reception was so controversial that Astell responded with a lengthy sequel, also in this volume. The cause of great notoriety, Astell's Proposal was imitated by Defoe in his "An Academy for Women," parodied in the Tatler, satirized on the stage, plagiarized by Bishop Berkeley, and later mocked by Gilbert and Sullivan in Princess Ida.

On 9 May 1915 the British First Army under Haig and the French Tenth Army launched a joint offensive against the Germans on the Western Front. The British attempt to capture Aubers Ridge ended up a disaster. The full story h as never been told before.

Bam Marger's personal writings, photos and drawings.

The Arab World, Paris

Features photographs of the author's pet coonhound Maddie as they road trip all

over the United States, including Maddie standing on a horse, Maddie standing on a bicycle, and Maddie standing on the founder of Petfinder.com.

Housing has emerged as a popular and central topic of research, mental health system development, and social and mental health policy in recent years. The field has rapidly evolved in a number of ways: first, with the introduction and popularization of the Housing First approach; second, there are now a growing number of randomized controlled studies to evaluate the lives of people living in this housing; and third, there is increasing recognition of housing as a cornerstone of mental health policy and community mental health systems. Housing, Citizenship, and Communities for People with Serious Mental Illness provides the first comprehensive overview of the field. The book covers theory, research, practice, and policy issues related to the provision of housing and the supports that people rely on to get and keep their housing. A special focus is given to issues of citizenship and community life as key outcomes for people with serious mental illness who live in community housing. The book is grounded in the values, research traditions, and conceptual tools of community psychology. This provides a unique lens through which to view the field. It emphasizes housing not only as a component of community mental health systems but also as an instrument for promoting citizenship, social inclusion, social justice, and the

empowerment of marginalized people. It serves as a resource for researchers, practitioners, and policy-makers looking for up-to-date reviews and perspectives on this field, as well as a sourcebook for current and future research and practice trends.

This practical guide to modern encryption breaks down the fundamental mathematical concepts at the heart of cryptography without shying away from meaty discussions of how they work. You'll learn about authenticated encryption, secure randomness, hash functions, block ciphers, and public-key techniques such as RSA and elliptic curve cryptography. You'll also learn: - Key concepts in cryptography, such as computational security, attacker models, and forward secrecy - The strengths and limitations of the TLS protocol behind HTTPS secure websites - Quantum computation and post-quantum cryptography - About various vulnerabilities by examining numerous code examples and use cases - How to choose the best algorithm or protocol and ask vendors the right questions Each chapter includes a discussion of common implementation mistakes using real-world examples and details what could go wrong and how to avoid these pitfalls. Whether you're a seasoned practitioner or a beginner looking to dive into the field, Serious Cryptography will provide a complete survey of modern encryption and its applications.

Short Story Press Presents A Serious Matter by Virlanda Miller When wronged, is it better to seek revenge or to forgive? A Serious Matter describes the efforts of two long-lost childhood friends, Jeannie and Violet, to come to terms with their hatred of a mutual, unnamed enemy. • Jeannie already has a restraining order against the man, her estranged husband who previously tried to kill her. • The same man also killed Violet's fiancé in a drunk-driving accident on Violet's wedding day and feels no remorse. Jeannie learns about the accident and reaches out to Violet at the funeral, rekindling their friendship. • When Jeannie and Violet learn the man is being released from jail after serving only a few months of his jail sentence, they decide justice has not been served and they have to create a plan of vigilante revenge. • When their murder-for-hire plan does not execute in the way they had envisioned, their lives are changed forever. Short Story Press publishes short stories written by everyday writers.

How to create a simulation where participants have a sense of freedom and personal control while still maintaining the structure necessary for an effective story is a difficult task indeed. This book examines how to create an engaging, effective story (necessary to teach participants), while relating practical considerations of building a simulation. It also looks at stories as classic ways of teaching and gathering knowledge and considers other theories of interactive

narrative design such as synthetic story creation and management and participant-generated story experiences. It also discusses enabling technologies in artificial intelligence, synthetic characters design and development, speech recognition technology, 3D modelling, and the future of story-driven games. Story Driven Simulations reviews the existing efforts in this field as well as focusing on the recent efforts of Paramount Pictures and The Institute for Creative Technologies at the University of Southern California, where this expert author team created successful simulations for the U.S. Army, Department of Defense, as well as other educational simulations.

This textbook provides an introduction to the fundamentals of serious games, which differ considerably from computer games that are meant for pure entertainment. Undergraduate and graduate students from various disciplines who want to learn about serious games are one target group of this book. Prospective developers of serious games are another, as they can use the book for self-study in order to learn about the distinctive features of serious game design and development. And ultimately, the book also addresses prospective users of serious game technologies by providing them with a solid basis for judging the advantages and limitations of serious games in different application areas such as game-based learning, training and simulation or games for health.

To cater to this heterogeneous readership and wide range of interests, every effort was made to make the book flexible to use. All readers are expected to study Chapter 1, as it provides the necessary basics and terminology that will be used in all subsequent chapters. The eleven chapters that follow cover the creation of serious games (design, authoring processes and tools, content production), the runtime context of serious games (game engines, adaptation mechanisms, game balancing, game mastering, multi-player serious games), the effects of serious games and their evaluation (player experience, assessment techniques, performance indicators), and serious games in practice (economic aspects, cost-benefit analysis, serious game distribution). To familiarize the readers with best practice in this field, the final chapter presents more than 30 selected examples of serious games illustrating their characteristics and showcasing their practical use. Lecturers can select chapters in a sequence that is most suitable for their specific course or seminar. The book includes specific suggestions for courses such as "Introduction to Serious Games", "Entertainment Technology", "Serious Game Design", "Game-based Learning", and "Applications of Serious Games".

The action-oriented Success Journal provides a beautifully designed and fully organized space to determine your goals, break them into achievable steps, and record your progress. Matthias

Hechler developed the Success Journal as a result of his own personal discovery adventure, after finding that he didn't need a standard planner/calendar or have time to do long mindfulness exercises included in other journals. This journal contains only one, quick morning routine to perform and includes concise prompts for each day. Set your goals in the first section, then get started on them in the structured daily journaling pages that follow. The goal-setting part of the journal helps you find your personal values, set your goals, create a life vision, and get a clearer idea of who you are and what you want. It serves as a launchpad and base camp of how to work, record, and achieve what you want. You'll learn how to visualize and evaluate goals, track habits, and create wish lists. The daily journaling pages provide space to answer reflection questions, think, and record your daily goals. Prompts include: How do I feel today? What will I do today to achieve my goal? What can I do for other people today? What makes me grateful and happy? Weekly, monthly, and quarterly reviews are incorporated into the pages to help you accomplish your long-term goals. Get your life on track with the Success Journal.

"This book discusses the need for interdisciplinary awareness in the study of games and learning"--Provided by publisher.

This volume brings together research on how gameplay data in serious games may be turned into valuable analytics or actionable intelligence for performance measurement, assessment, and improvement. Chapter authors use empirical research methodologies, including existing, experimental, and emerging conceptual frameworks, from various fields, such as: computer science software engineering educational data mining statistics information visualization. Serious games is an emerging field where the games are created using sound learning

theories and instructional design principles to maximize learning and training success. But how would stakeholders know what play-learners have done in the game environment, and if the actions performance brings about learning? Could they be playing the game for fun, really learning with evidence of performance improvement, or simply gaming the system, i.e., finding loopholes to fake that they are making progress? This volume endeavors to answer these questions.

Trading the Betfair and sporting markets in-play is rapidly growing in popularity thanks to the increased sporting coverage available on many different satellite and cable channels. Many people start by just using Betfair to obtain better odds than those available at the traditional bookmakers. They then perhaps do a little more research and learn to trade the markets, but to make a regular profit a serious, disciplined and planned approach needs to be employed in order to not only win but keep on winning. 'Mastering Betfair' will take the reader through many of the low-risk strategies developed by the author over the past 3 years. The book also aims to highlight to the Betfair user the importance of employing disciplines - such as managing risk - that are normally associated with the financial markets, and indeed it is hoped that the book will also highlight to the financial trader the unique opportunities that are available on Betfair.

Want to strengthen your marriage? Here is something different than your typical devotional book! It combines humor with serious Bible study and discussion questions. Designed for married couples, this devotional is based on a collection of humorous conversations between a husband and wife in their "golden" years after more than three decades of marriage. As we grow old, our memories fade, our hair falls out, and we get more quirks that oftentimes irritate our spouse. The author has found humor in this process of growing old together, and he

shares some of that humor with his readers. The content for each devotional is a comical conversation (Laugh Together) with a related Bible passage, a devotional (Read Together), some serious discussion questions to work through (Discuss Together), a longer Bible passage for further study (Study Together), and an invitation to pray together as a couple (Pray Together). The comical conversations are designed to make you laugh, because the author believes what the Bible says: "A joyful heart is good medicine." The unique combination of a comic and a Christian devotional makes this book both humorous and serious. This devotional book is ideal for couples who have been married for a long time because they will be most able to relate to the conversations. However, even newlyweds or single persons should be able to appreciate the humor of growing old together and learn from the devotionals and Bible studies. There are 52 devotionals, one for each week for a year. Enjoy!Additional Bible studies, devotionals, articles, books, and more can be found at the author's Christian Faith Grower website: www.christianfaithgrower.com.

Serious Games provides a thorough exploration of the claim that playing games can provide learning that is deep, sustained and transferable to the real world. "Serious games" is defined herein as any form of interactive computer-based game software for one or multiple players to be used on any platform and that has been developed to provide more than entertainment to players. With this volume, the editors address the gap in exisiting scholarship on gaming, providing an academic overview on the mechanisms and effects of serious games. Contributors investigate the psychological mechanisms that take place not only during gaming, but also in game selection,

persistent play, and gaming impact. The work in this collection focuses on the desirable outcomes of digital game play. The editors distinguish between three possible effects -- learning, development, and change -- covering a broad range of serious games' potential impact. Contributions from internationally recognized scholars focus on five objectives: Define the area of serious games Elaborate on the underlying theories that explain suggested psychological mechanisms elicited through serious game play, addressing cognitive, affective and social processes Summarize the empirical evidence on the effectiveness of serious games, Introduce innovative research methods as a response to methodological challenges imposed through interactive media Discuss the possibilities and limitations of selected applications for educational purposes. Anchored primarily in social science research, the reader will be introduced to approaches that focus on the gaming process and the users' experiences. Additional perspectives will be provided in the concluding chapters, written from non-social science approaches by experts in academic game design and representatives of the gaming industry. The editors acknowledge the necessity for a broader interdisciplinary study of the phenomena and work to overcome the methodological divide in games research to look ahead to a more integrated and interdisciplinary study of digital games. This timely and singular volume will appeal to scholars, researchers, and graduate students working in media entertainment and game studies in the areas of education, media, communication, and psychology.

My brother took his own life on his thirtieth birthday. My life has never been the same. Thirty plus years after publishing the first edition of Dead Serious, this second completely revised and updated edition covers new ground: bullying, social media, LGBTQ teens, suicide prevention programs, and more. Scores of teens share their stories that are often filled with hurt, disappointment, shame—yet often hope. Written for teens, adults and educators, Dead Serious: Breaking the Cycle of Teen Suicide explores the current cultural and social landscape and how the pressure-filled lives of teens today can lead to anxiety, depression—suicide. Leder's own journey of discovery after her brother's suicide informs her goal of helping to prevent teen suicide by empowering teens who are suffering and teens who can serve as peer leaders and connectors to trusted adults. The skyrocketing number of teens who take their own lives makes Dead Serious: Breaking the Cycle of Teen Suicide more relevant and important than ever. "Talking about suicide does not make matters worse. What makes matters worse is not talking."

This book presents the state of the art technology in Serious Games which is driven extensive by applications and research in simulation. The topics in this book include: (1) Fashion simulation; (2) Chinese calligraphy ink diffusion simulation; (3) Rehabilitation (4) Long vehicle turning simulation; (5) Marine traffic conflict control; (6) CNC simulation; (7) Special needs education. The book also addresses the fundamental issues in Simulation and Serious Games such as rapid collision detection, game

engines or game development platforms. The target audience for this book includes scientists, engineers and practitioners involved in the field of Serious Games and Simulation. The major part of this book comprises of papers presented at the 2012 Asia-Europe Workshop on Serious Games and Simulation held in Nanyang Technological University, Singapore (May 9, 2012). All the contributions have been peer reviewed and by scientific committee members with report about quality, content and originality.
A theoretically driven comparison of sustainability programs in American cities, updated with the latest research and additional case studies. Today most major cities have undertaken some form of sustainability initiative. Yet there have been few systematic comparisons across cities, or theoretically grounded considerations of what works and what does not, and why. In Taking Sustainable Cities Seriously, Kent Portney addresses this gap, offering a comprehensive overview and analysis of sustainability programs and policies in American cities. After discussing the conceptual underpinnings of sustainability, he examines the local aspects of sustainability; considers the measurement of sustainability and offers an index of "serious" sustainability for the fifty-five largest cities in the country; examines the relationship between sustainability and economic growth; and discusses issues of governance, equity, and implementation. He also offers extensive case studies, with separate chapters on large, medium-size, and small cities, and provides an empirically grounded analysis of why some large cities are more ambitious than others in their sustainability

efforts. This second edition has been updated throughout, with new material that draws on the latest research. It also offers numerous additional case studies, a new chapter on management and implementation issues, and a greatly expanded comparative analysis of big-city sustainability initiatives. Portney shows how cities use the broad rubric of sustainability to achieve particular political ends, and he dispels the notion that only cities that are politically liberal are interested in sustainability. Taking Sustainable Cities Seriously draws a roadmap for effective sustainability initiatives.

A life-long writer's story told with satire, historical information (1950s-present), and poignant vignettes. Jokes about government mismanagement and ineptitude, along with the author's successful political position where she shut down a local city commission are told. The book includes humorous art and descriptions of changing technology.

Copyright: fe9e1b90ba44d01aa88ba5a0b4aa911c