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traces the development of
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origins in hacker circles to
its current status as a \$20
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critical look at the gaming
world s industry technology
and culture and should not
be ignored by

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...

Digital games are
interactive mediapar
excellencebecause their
entertainment value arises
from the loop between the
player and the game, as the

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human attempts by the
movement of the joystick or
keyboard or mouse to
outperform the program
against and within which he
or she, with or without
networked coplayers,
competes. This interactive

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feedback cycle is often
represented as a dramatic
emancipatory improvement
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review for Stephen Kline,
Nick Dyer-Witheford, and
Greig de Peuter's, Digital
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Technology, Culture, and
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Digital Play: The
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Stephen Kline, Nick Dyer-
Witheford, & Greig de
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2003. 376 pp. ISBN

0773525912 (paper). Get

ready with your joysticks

and console controllers,

because here comes digital

game studies. Although

digital games have received

attention in the fields of

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Education and psychology for
some time, they are a
relative newcomer to the
eyes and ears of most
scholars in the humanities
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Peuter, Greig, ISBN

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Kline (Simon Fraser

University) and Dyer-

Witheford (University of

Western Ontario) trace the

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development of the
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subculture and industry,
then examine contradictions
within the interactive game
industry: a

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Kline, Stephen; De Peuter,
Greig; Dyer-Witheford, Nick,

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1951-Book. English.

Published Montréal; London:

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Raymond Williams, the book
traces the development of
video gaming from its humble
origins in hacker circles to
its current status as a \$20
billion global cultural

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Digital Play | McGill-
Queen's University Press
Good interaction skills
involve things like eye
contact, taking turns,

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sharing enjoyment and having
an interest in what someone
else is saying or doing.

Play allows children to
learn about the world around
them. Children need to have
a variety of experiences to
help them explore their

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world and practise skills
which are important for
learning ...

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Digital play : the
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Stephen Kline, Nick Dyer-
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0773525912 Author: Kline,

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Stephen De Peuter, Greig

Dyer-Witheford, Nick

Publisher: Montreal : McGill-

Queen's university press,

2003. Description: X, 368 p.

: ill. ; 23 cm.

Bibliography:

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Digital play : the
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Digital Play offers a
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interactive media. Inspired
by the work of Raymond

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Williams, the book traces the development of video gaming from its humble origins in hacker circles to its current status as a \$20 billion global cultural industry. Stephen Kline, Nick Dyer-Witheford, and

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Greig de Peuter Marketing

systematically debunk cyber-
guru optimism about globally
networked digital ...

A uniquely critical study of

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Video gaming and marketing blends perspectives from political economy, cultural studies, and communications theory.

In a marketplace that demands perpetual upgrades, the survival of interactive

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play ultimately depends on the adroit management of negotiations between game producers and youthful consumers of this new medium. The authors suggest a model of expansion that encompasses technological

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innovation, game design, and
marketing practices. Their
case study of video gaming
exposes fundamental tensions
between the opposing forces
of continuity and change in
the information economy:
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gaming and the spectator
culture of television, the
dynamism of interactive
media and the increasingly
homogeneous mass-mediated
cultural marketplace, and
emerging flexible post-
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strategies and the surviving
techniques of mass-mediated
marketing. Digital Play
suggests a future not of
democratizing wired
capitalism but instead of
continuing tensions between
"access to" and "enclosure

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in" technological
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innovation, between inertia
and diversity in popular
culture markets, and between
commodification and free
play in the cultural
industries.

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In a marketplace that demands perpetual upgrades, the survival of interactive play ultimately depends on the adroit management of negotiations between game producers and youthful consumers of this new

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Cultural marketplace, and
emerging flexible post-
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strategies and the surviving
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Capitalism but instead of continuing tensions between "access to" and "enclosure in" technological innovation, between inertia and diversity in popular culture markets, and between commodification and free

Get Free Digital Play The Interaction Of Technology Culture And Marketing play in the cultural industries.

A fascinating, eclectic
analysis of the changing
geographies of play in

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Critically examining the fears that commonly surround young children's play involving digital technologies, this book seeks to address each of the

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negatives and present the
positive possibilities of
technology when it comes to
early childhood. Using
observations of children in
play and cutting-edge
research, this book will
empower students and build

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their confidence so that
they are able to challenge
perceptions and think
creatively about how they
can use technology. Each
chapter includes case
studies, research
spotlights, activities and

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annotated further reading to
help students develop their
critical thinking, deepen
their research and connect
theory with practice.

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Early Childhood and

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Technology offers early
childhood allies, both in
the classroom and out, a
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most important topics
related to technology and
media use in the early
years. In this powerful

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experts share their wealth of experience and unpack complex issues into a collection of accessibly written essays. This text is specifically geared towards practitioners looking for

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actionable information on
screen time, cybersafety,
makerspaces, coding,
computational thinking,
STEM, AI and other core
issues related to technology
and young children in
educational settings.

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Influential thought leaders draw on their own experiences and perspectives, addressing the big ideas, opportunities and challenges around the use of technology and digital media in early childhood. Each

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Chapter provides

applications and

inspiration, concluding with

essential lessons learned,

actionable next steps and a

helpful list of recommended

further reading and

resources. This book is a

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must-read for anyone looking to explore what we know - and what we still need to know - about the intersection between young children, technology and media in the digital age.

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Digital Play Therapy focuses on the responsible integration of technology into play therapy. With a respect for the many different modalities and approaches under the play

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therapy umbrella, this book incorporates therapist fundamentals, play therapy tenets, and practical information for the responsible integration of digital tools into play therapy treatment. Written

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in a relatable manner, this book provides both the foundation and practical information for confident use of digital tools and brings play therapy, and therapy in general, forward into the 21st century.

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Digital Play Therapy

provides a solid grounding
both for clinicians who are
brand new to the
incorporation of digital
tools as well as to those
who have already begun to
witness the powerful

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therapeutic dynamic of
digital play therapy.

An experimental approach to
the study and teaching of
color is comprised of
exercises in seeing color
action and feeling color

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relatedness before arriving
at color theory.

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