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Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Two leading game designers take readers step by step through the entire process of creating a video game, from developing a story and integrating it into a game, to writing the game script, creating the design document, working with intellectual property rights and licensing, and selling an idea to developers and publishers. Original.

Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key Features Explore what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

Comprehensive and detailed, this is the first ever study of ancient beer and its distilling, consumption and characteristics Examining evidence from Greek and Latin authors from 700 BC to AD 900, the book demonstrates the important technological as well as ideological contributions the Europeans made to beer throughout the ages. The study is supported by textual and archaeological evidence and gives a fresh and fascinating insight into an aspect of ancient life that has fed through to modern society and which stands today as one of the world's most popular beverages. Students of ancient history, classical studies and the history of food and drink will find this an useful and enjoyable read.

Designing EEG Experiments for Studying the Brain: Design Code and Example Datasets details the design of various brain experiments using electroencephalogram (EEG). Providing guidelines for designing an EEG experiment, it is primarily for researchers who want to venture into this field by designing their own experiments as well as those who are excited about neuroscience and want to explore various applications related to the brain. The first chapter describes how to design an EEG experiment and details the various parameters that should be considered for success, while remaining chapters provide experiment design for a number of neurological applications, both clinical and behavioral. As each chapter is accompanied with experiment design codes and example datasets, those interested can quickly design their own experiments or use the current design for their own purposes. Helpful appendices provide various forms for one's experiment including recruitment forms, feedback forms, ethics forms, and recommendations for related hardware equipment and software for data acquisition, processing, and analysis. Written to assist neuroscientists in experiment designs using EEG Presents a step-by-step approach to designing both clinical and behavioral EEG experiments Includes experiment design codes and example datasets Provides inclusion and exclusion criteria to help correctly identify experiment subjects and the minimum number of samples Includes appendices that provide recruitment forms, ethics forms, and various subjective tests associated with each of the chapters

If you're looking to make a career move from programmer to AI specialist, this is the ideal place to start. Based on Laurence Moroney's extremely successful AI courses, this introductory book provides a hands-on, code-first approach to help you build confidence while you learn key topics. You'll understand how to implement the most common scenarios in machine learning, such as computer vision, natural language processing (NLP), and sequence modeling for web, mobile, cloud, and embedded runtimes. Most books on machine learning begin with a daunting amount of advanced math. This guide is built on practical lessons that let you work directly with the code. You'll learn: How to build models with TensorFlow using skills that employers desire The basics of machine learning by working with code samples How to implement computer vision, including feature detection in images How to use NLP to tokenize and sequence words and sentences Methods for embedding models in Android and iOS How to serve models over the web and in the cloud with TensorFlow Serving

Create learning experiences that transform not only learning, but life itself. Learn about, improve, and expand your world of learning. This hands-on companion to the runaway best-seller, Deep Learning: Engage the World Change the World, provides an essential roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. Loaded with tips, tools, protocols, and real-world examples, the easy-to-use guide has everything educators need to construct and drive meaningful deep learning experiences that give purpose, unleash student potential, and prepare students to become problem-solving change agents in a global society.

The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

"Highly informative and remarkably entertaining." —Elle From forest trails in Korea, to islands in Finland, to eucalyptus groves in California, Florence Williams investigates the science behind nature's positive effects on the brain. Delving into brand-new research, she uncovers the powers of the natural world to improve health, promote reflection and innovation, and strengthen our relationships. As our modern lives shift dramatically indoors, these ideas—and the answers they yield—are more urgent than ever.

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