Glued To Games How Video Games Draw Us In And Hold Us Spellbound Author Scott Rigby Published On February 2011

Listening to pundits and politicians, you'd think that the relationship between violent video games and aggressive behavior in children is clear. Children who play violent video games are more likely to be socially isolated and have poor interpersonal skills. Violent games can trigger real-world violence. The best way to protect our kids is to keep them away from games such as Grand Theft Auto that are rated M for Mature. Right? Wrong. In fact, many parents are worried about the wrong things! In 2004, Lawrence Kutner, PhD, and Cheryl K. Olson, ScD, cofounders and directors of the Harvard Medical School Center for Mental Health and Media, began a $1.5 million federally funded study on the effects of video games. In contrast to previous research, their study focused on real children and families in real situations. What they found surprised, encouraged and sometimes disturbed them: their findings conform to the views of neither the alarmists nor the video game industry boosters. In Grand Theft Childhood: The Surprising Truth about Violent Video Games and What Parents Can Do, Kutner and Olson untangle the web of politics, marketing, advocacy and flawed or misconstrued studies that until now have shaped parents' concerns. Instead of offering a one-size-fits-all prescription, Grand Theft Childhood gives the information you need to decide how you want to handle this sensitive issue in your own family. You'll learn when -- and what kinds of -- video games can be harmful, when they can serve as important social or learning tools and how to create and enforce game-playing rules in your household. You'll find out what's really in the games your children play and when to worry about your children playing with strangers on the Internet. You'll understand how games are rated, how to make best use of ratings and the potentially important information that ratings don't provide. Grand Theft Childhood takes video games out of the political and media arenas, and puts parents back in control. It should be required reading for all families who use game consoles or computers. Almost all children today play video or computer games. Half of twelve-year-olds regularly play violent, Mature-rated games. And parents are worried... "I don't know if it's an addiction, but my son is just glued to it. It's the same with my daughter with her computer...and I can't be watching both of them all the time, to see if they're talking to strangers or if someone is getting killed in the other room on the PlayStation. It's just nerve-racking!" "I'm concerned that this game playing is just the kid and the TV screen...how is this going to affect his social skills?" "I'm not concerned about the violence; I'm concerned about the way they portray the violence. It's not accidental; it's intentional. They're just out to kill people in some of these games." What should we as parents, teachers and public policy makers be concerned about? The real risks are subtle and aren't just about gore or sex. Video games don't affect all children in the same way; some children are at significantly greater risk. (You may be surprised to learn which ones!) Grand Theft Childhood gives parents practical, research-based advice on ways to limit many of those risks. It also shows how video games -- even violent games -- can benefit children and families in unexpected ways. In this groundbreaking and timely book, Drs. Lawrence Kutner and Cheryl Olson cut through the myths and hysteria, and reveal the surprising truth about kids and violent games.

Biometrics in a Data Driven World: Trends, Technologies, and Challenges aims to inform readers about the modern applications of biometrics in the context of a data-driven society, to familiarize them with the rich history of biometrics, and to provide them with a glimpse into the future of biometrics. The first section of the book discusses the fundamentals of biometrics and provides an overview of common biometric modalities, namely face, fingerprints, iris, and voice. It also discusses the history of the field, and provides an overview of emerging trends and opportunities. The second section of the book introduces readers to a wide range of biometric applications. The next part of the book is dedicated to the discussion of case studies of biometric modalities currently used on mobile applications. As smartphones and tablet computers are rapidly becoming the dominant consumer computer platforms, biometrics-based authentication is emerging as an integral part of protecting mobile devices against unauthorized access, while enabling new and highly popular applications, such as secure online payment authorization. The book concludes with a discussion of future trends and opportunities in the field of biometrics, which will pave the way for advancing research in the area of biometrics, and for the deployment of biometric technologies in real-world applications. The book is designed for individuals interested in exploring the contemporary applications of biometrics, from students to researchers and practitioners working in this field. Both undergraduate and graduate students enrolled in college-level security courses will also find this book to be an especially useful companion.

The whole Black community must get involved in order to improve the lives of our people.

The Routledge Handbook of Media Use and Well-Being serves as the first international review of the current state of this fast-developing area of research. The volume provides a multifaceted perspective on the beneficial as well as the detrimental effects of media exposure on psychological health and well-being. As a "first-mover," it will define the field of media use and well-being and provide an essential resource for research and teaching in this area. The volume is structured along four central considerations: Processes presents concepts that provide a theoretical bridge between media use and well-being, such as psychological need satisfaction, recovery from stress and strain, self-presentation and self-enhancement, or parasocial interactions with media characters, providing a comprehensive understanding of the underlying processes that drive psychological health and well-being through media. Moderators examines both risk factors that promote negative effects on well-being and protective factors that foster positive media effects. Contexts bridges the gap between theory and "real life" by illustrating how media use can influence well-being and satisfaction in very different life domains, covering the full spectrum of everyday life by addressing the public, private, and work spheres. Audiences takes a look at the influence of life phases and life situations on the interplay of media use and well-being, questioning whether various user groups differ with regard to the effects of media exposure. Bringing together the expertise of outstanding international scholars from multiple disciplines, including communication, media psychology, social psychology, clinical psychology, and media education, this handbook sheds new light on the role of media in influencing and affecting emotions.

Gaming applications are rapidly expanding into the realm of education. Game-based education creates an active and enjoyable learning environment, especially for children and young adults who regularly use gaming for recreational purposes. Due to the evolving nature of education, gaming provides a transformative learning experience for diverse students. The Handbook of Research on Gaming Trends in P-12 Education provides current research intended to aid educators, school administrators, and game developers in teaching today's youth in a technology-immersive society. This publication melds together gaming for entertainment purposes as well as gaming applied within educational settings with an emphasis on P-12 classrooms. Featuring

exhaustive coverage on topics relating to virtual reality, game design, immersive learning, distance learning through 3D environments as well as best practices for gaming implementation in real-world settings, this handbook of research is an essential addition to the reference collection of international academic libraries.

Glued to GamesHow Video Games Draw Us in and Hold Us SpellboundABC-CLIO

Most research on the psychological impact of computers and the Internet has focused on the negative side of technology – i.e. how the use (abuse) of interactive systems and videogames can negatively affect mental health and behavior. On the other hand, less attention has been devoted to understanding how emerging technologies can promote optimal functioning at individual, group, and community levels. Integrating Technology in Positive Psychology Practice explores the various roles that technology can play in the development of psychological interventions aimed at helping people thrive. Exploring the ways in which ICT can be utilized to foster positive emotions, promote engagement in empowering activities, and support connectedness between individuals, groups, and communities, this timely publication is designed for use by psychologists, IT developers, researchers, and graduate students.

Rechercheur Lauren Stillwell is niet het type vrouw dat snel opgeeft. Dus wanneer ze haar man een hotel ziet verlaten in het gezelschap van een jonge blonde vrouw, besluit ze hem terug te pakken. Maar haar wraakactie loopt compleet verkeerd af en ze ziet haar wereld stukje bij beetje in een hel veranderen. Wat een ordinaire affaire had moeten zijn, draait uit op een nachtmerrie wanneer ze getuige is van een misdaad met dodelijke afloop. Het huiveringwekkende geheim dreigt haar leven te verscheuren, want welke keuze ze ook maakt, het zal haar altijd duur komen te staan. De affaire is een wervelende thriller over liefde, verlangens en levensgevaarlijke geheimen, die de lezer continu zal verrassen en uiteindelijk ademloos achterlaten.

This book draws on theories of second language acquisition (SLA) to illustrate how interactive white board technology can be exploited to support language acquisition. It examines interaction, collaboration and negotiation of meaning and focus on form in the communicative language classroom in primary, secondary and vocational schools. In recent years new technologies have been incorporated into second and foreign language education as tools for implementing teaching methodologies. IWBs have established their role in the field of computer-assisted language learning (CALL) and are an effective and inspiring tool which motivates both teachers and learners. Although the number of IWBs in classrooms has rapidly increased over the past decade in many parts of the world, teacher training materials and pedagogical support for the design, evaluation and implementation of IWB-based materials in the foreign language classroom has not kept pace. Research also shows that language teachers do not always use IWBs in pedagogically sound ways. There is a real need for the development of training models and examples of good practice which can support teachers in developing the necessary competencies for exploiting the IWB in ways consistent with current theories of language teaching pedagogy.This book provides that best practice and gives a full account of in-depth research in an accessible manner.

Developing Talents: In this updated and expanded edition, the authors take an in-depth look at a growing area of the U.S. economy: entrepreneurship. Using real-life examples, they point out that many of the unique characteristics of individuals on the autism spectrum lend themselves well to entrepreneurial ventures. The book also explores many often unnoticed aspects of Vocatinoal Rehabilitation programs that provide job training and placement for people with disabilities as well as Social Security Administration programs that offer vocational assistance. Finally, employment figures and prospects have been updated and new jobs have been added that are particularly well suited for those on the spectrum, resulting in the most current look at the employment prospects for individuals with Asperger Syndrome and high-functioning autism.

An Introduction to Cyberpsychology is the first book to provide a student-oriented introduction to this rapidly growing and increasingly studied topic. It is designed to encourage students to critically evaluate the psychology of online interactions, and to develop appropriate research methodologies to complete their own work in this field. The book is comprised of four main sections: An overview of cyberpsychology and online research methodologies Social psychology in an online context The practical applications of cyberpsychology The psychological aspects of other technologies. Each chapter includes: Explanations of key terms and a glossary to facilitate understanding Content summaries to aid student learning Activity boxes, discussion questions and recommended reading to guide further study. Further resources for students and instructors are available on the book's companion website, including audio and video links, essay questions, a multiple-choice test bank, and PowerPoint lecture slides. Uniquely combining a survey of the field with a focus on the applied areas of psychology, the book is designed to be a core text for undergraduate modules in cyberpsychology and the psychology of the internet, and a primer for students of postgraduate programs in cyberpsychology.

De tweelingzussen Desiree en Stella Vignes zijn elkaars spiegelbeeld. Op zestienjarige leeftijd lopen ze samen weg van de kleine, zuidelijke zwarte gemeenschap waarin ze zijn opgegroeid, maar al snel scheiden hun wegen. Eenmaal volwassen lijkt hun spiegelbeeld te zijn vervlogen. Niet alleen de invulling van hun dagelijks leven verschilt, alles is anders: hun families, hun gemeenschap, hun identiteit. Jaren later leeft een van de zussen met haar zwarte dochter in hetzelfde zuidelijke stadje dat ze ooit probeerde te ontvluchten. De ander gaat door het leven als witte vrouw en vertelt haar witte echtgenoot niets over haar verleden. Maar gescheiden door vele kilometers en evenzoveel leugens blijft het lot van de tweeling vervlochten. Wat zal er met de volgende generatie gebeuren, wanneer de paden van hun eigen dochters zich kruisen?

Het geheime leven van de koe van Rosamund Young is een hartverwarmend kijkje achter de schermen van een traditionele boerderij, en een pleidooi voor een bewustere omgang met de dieren die ons van vlees en zuivel voorzien. Op haar biologische Kite's Nest Farm in Cotswolds mogen de koeien (en varkens, kippen en schapen) gaan en staan waar ze willen. Bij hun kalf blijven, of deze aan oma toevertrouwen? In de wei grazen, of boven aan de heuvel? Naar de schuur hollen bij regen, of gewoon onder de heg schuilen? Decennialang heeft Young haar dieren uitgebreid kunnen observeren en ze constateert dat deze consequent slimme keuzes maken die hun welzijn verhogen. Aan de hand van de meest aandoenlijke anekdotes over haar kudde laat ze zien dat het intelligente beesten zijn die elkaar liefhebben, samen spelen en levenslange vriendschappen sluiten. Maar door het moderne, grootschalige boerenbedrijf hebben we steeds minder oog voor dit natuurlijke gedrag. 'Door dit boek ga je anders naar de wereld kijken. Alle boeren zouden het moeten lezen.' – Alan Bennett 'Meeslepend, ontroerend en niet weg te leggen.' – Lydia Davis 'Ze kijkt als een soort Jane Goodall naar een diersoort die met uitsterven wordt bedreigd: de scharrelkoe.' – The Daily Telegraph

This book provides an overview of modern sensing technologies and reflects the remarkable advances that have been made in the field of intelligent and smart sensors, environmental monitoring, health monitoring, and many other sensing and monitoring contexts in today's world. It addresses a broad range of aspects, from human health monitoring to the monitoring of environmental conditions, from wireless sensor networks and the Internet of Things to structural health monitoring. Given its breadth of scope, the book will benefit researchers, practitioners, technologists and graduate students involved in the monitoring of systems within the human body, functions and activities, healthcare technologies and services, the environment, etc.

Over the past decade, the healthcare industry has adopted games as a powerful tool for promoting personal health and wellness. Utilizing

principles of gamification to engage patients with positive reinforcement, these games promote stronger attention to clinical and self-care guidelines, and offer exciting possibilities for primary prevention. Targeting an audience of academics, researchers, practitioners, healthcare professionals, and even patients, the Handbook of Research on Holistic Perspectives in Gamification for Clinical Practices reviews current studies and empirical evidence, highlights critical principles of gamification, and fosters the increasing application of games at the practical, clinical level.

With complex stories and stunning visuals eliciting intense emotional responses, coupled with opportunities for self-expression and problem solving, video games are a powerful medium to foster empathy, critical thinking, and creativity in players. As these games grow in popularity, ambition, and technological prowess, they become a legitimate art form, shedding old attitudes and misconceptions along the way. Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives asks whether videogames have the power to transform a player and his or her beliefs from a sociopolitical perspective. Unlike traditional forms of storytelling, videogames allow users to immerse themselves in new worlds, situations, and politics. This publication surveys the landscape of videogames and analyzes the emergent gaming that shifts the definition and cultural effects of videogames. This book is a valuable resource to game designers and developers, sociologists, students of gaming, and researchers in relevant fields.

Dit e-book uit de serie PrismaDyslexie bevat het lettertype Dyslexie. De letters van dit lettertype zijn zodanig aangepast dat dyslectici minder moeite hebben ze van elkaar te onderscheiden, waardoor er minder leesfouten gemaakt worden en het lezen gemakkelijker wordt. De grootste YA-serie ooit is terug! Ambitie motiveert hem. Competitie drijft hem. Maar macht kent een prijs. Het is de ochtend van de boeteceremonie waarmee de tiende jaarlijkse Hongerspelen worden ingeluid. In het Capitool bereidt de achttienjarige Coriolanus Snow zich voor op zijn enige kans op roem en succes, als mentor in de spelen. Zijn ooit zo machtige familie heeft het moeilijk en hoe het hun verder zal vergaan, hangt af van Coriolanus' prestaties. Hij moet charmanter, slimmer en geraffineerder te werk gaan dan zijn medestudenten en zijn tribuut naar de overwinning helpen. Maar het zit hem niet mee. Hij krijgt de vernederende opdracht om mentor te zijn van de vrouwelijke tribuut uit district 12, het laagste van het laagste. Vanaf nu zijn Coriolanus en zijn tribuut verbonden door hun lot: iedere keuze die hij maakt kan leiden tot gunst of mislukking, zege of ondergang. In de arena zal worden gevochten tot de dood. Buiten de arena begint Coriolanus mee te leven met zijn tribuut… en moet hij kiezen wat hij belangrijker vindt: de regels blijven volgen of doen wat nodig is om te overleven. De Hongerspelen-trilogie van Collins werd succesvol verfilmd met Jennifer Lawrence in de hoofdrol. Naar alle waarschijnlijkheid zal ook deze prequel snel op het witte doek te zien zijn. Filmstudio Lionsgate is namelijk al in overleg met Collins om haar nieuwe verhaal tot leven te brengen. 'Met dit boek wil ik de focus leggen op wie we zijn als mens en wat we nodig denken te hebben om te kunnen overleven. De periode tien jaar na de oorlog, waarin Panem probeert er weer bovenop te komen, biedt de perfecte mogelijkheid om met deze vragen te spelen en daarmee de kijk van de personages op de mensheid te definiëren.' Suzanne Collins

This book is an annual publication entering its 40th year. The series represents current trend and issues in the field of educational communications and technology, journals and other periodicals associated with the field, and the academic programs that prepare instructional technology professionals. Springer has been the publisher for the series, in cooperation with the Association for Educational Communications and Technology, for the past four years. Volume 39 will feature a section on Information Studies, in addition to updated information about programs and a new ranking of the top academic degree programs in the field of Learning, Design, and Technology.

Should Christians w00t or wail about the scope and power of modern entertainment? Maybe both. But first, Christians should think theologically about our human passion to be enteprtained as it relates to the popular culture that entertains us. Avoiding the one-size-fits-all celebrations and condemnations that characterize the current fad of pop culture analyses, this book engages entertainments case by case, uncovering the imaginative patterns and shaping power of our amusements. Individual chapters weave together analyses of entertainment forms, formats, technologies, trends, contents, and audiences to display entertainment as a multifaceted formational ecology.

With video game sales in the billions and anxious concerns about their long-term effects growing louder, "Glued to Games: How Video Games Draw Us In and Hold Us Spellbound" brings something new to the discussion. It is the first truly balanced research-based analysis on the games and gamers, addressing both the positive and negative aspects of habitual playing by drawing on significant recent studies and established motivational theory. Filled with examples from popular games and the real experiences of gamers themselves, "Glued to Games" gets to the heart of gaming's powerful psychological and emotional allure--the benefits as well as the dangers. It gives everyone from researchers to parents to gamers themselves a clearer understanding the psychology of gaming, while offering prescriptions for healthier, more enjoyable games and gaming experiences.

Health and Biomedical Informatics is a rapidly evolving multidisciplinary field; one in which new developments may prove crucial in meeting the challenge of providing cost-effective, patient-centered healthcare worldwide. This book presents the proceedings of MEDINFO 2015, held in São Paulo, Brazil, in August 2015. The theme of this conference is 'eHealth-enabled Health', and the broad spectrum of topics covered ranges from emerging methodologies to successful implementations of innovative applications, integration and evaluation of eHealth systems and solutions. Included here are 178 full papers and 248 poster abstracts, selected after a rigorous review process from nearly 800 submissions by 2,500 authors from 59 countries. The conference brings together researchers, clinicians, technologists and managers from all over the world to share their experiences on the use of information methods, systems and technologies to promote patient-centered care, improving patient safety, enhancing care outcomes, facilitating translational research and enabling precision medicine, as well as advancing education and skills in Health and Biomedical Informatics. This comprehensive overview of Health and Biomedical Informatics will be of interest to all those involved in designing, commissioning and providing healthcare, wherever they may be.

This book offers a practical yet powerful way to understand the psychological appeal and strong motivation to play video games. • Images from classic and modern video games illustrate key points and make the information accessible to all readers • A bibliography of numerous psychological studies support the author's underlying motivational model

The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

Rooted in the creative success of over 30 years of supermarket tabloid publishing, the Weekly World News has been the world's only reliable news source since 1979. The online hub www.weeklyworldnews.com is a leading entertainment news site.

Emotions, Technology, and Digital Games explores the need for people to experience enjoyment, excitement, anxiety, anger, frustration, and many other emotions. The book provides essential information on why it is necessary to have a greater understanding of the power these emotions have on players, and how they affect players during, and after, a game. This book takes this understanding and shows how it can be used in practical ways, including the design of video games for teaching and learning, creating tools to measure social and emotional development of children, determining how empathy-related thought processes affect ethical decision-making, and examining how the fictional world of game play can influence and shape real-life experiences. Details how games affect emotions—both during and after play Describes how we can manage a player's affective reactions Applies the emotional affect to making games more immersive Examines game-based learning and education Identifies which components of online games support socio-emotional development Discusses the impact of game-based emotions beyond the context of games

The coauthors of the seminal book The Virtual Corporation describe how the rise of artificial intelligence and virtual environments are

ushering in an epic cultural transformation—and how we can thrive in this new era. We are at the dawn of the Autonomous Revolution, a turning point in human history as decisive as the Agricultural and Industrial Revolutions. More and more, AI-based machines are replacing human beings, and online environments are gathering our data and using it to manipulate us. This loss of human autonomy amounts to nothing less than a societal phase change, a fundamental paradigm shift. The same institutions will remain—schools, banks, churches, and corporations—but they will radically change form, obey new rules, and use new tools. William H. Davidow and Michael S. Malone go deeply into the enormous implications of these developments. They show why increases in productivity no longer translate into increases in the GDP and how zero cost, one-to-many communications have been turned into tools for cybercrime and propaganda. Many of the book's recommendations—such as using taxes to control irresponsible internet behavior and enabling people to put their data into what are essentially virtual personal information "safety deposit boxes"—are bold and visionary, but we must figure out how we will deal with these emerging challenges now, before the Autonomous Revolution overcomes us.

This three-volume set is a valuable resource for researching the history of American television. An encyclopedic range of information documents how television forever changed the face of media and continues to be a powerful influence on society. • Supplies historic context for why television shows were released at a particular moment in time • Covers key television genres—such as the western, sitcoms, crime shows, and variety programs—in detail • Provides readers with an understanding of the technical evolution of television that directly affected programming • Includes biographies of important individuals in the television industry

Designed to help teachers and group leaders create dynamic and supportive play environments, this book features completely different games than the first one. These improvisational, noncompetitive games encourage involvement and cooperation ? the participants gain as much as they contribute. By expressing themselves physically and emotionally and by exploring a range of possibilities, players gain self-confidence and a greater awareness of the feelings and experiences of others. 39 black-and-white illustrations are included.

Nadat zijn geheugen is gewist, wordt Thomas wakker in een grote open ruimte met gigantische muren eromheen. De jongens die er al wonen hebben geen idee wat ze er doen of waar ze vandaan komen. Als Thomas beseft dat ze gevangen zitten in een labyrint, sluit hij zich aan bij de Renners. Overdag proberen de Renners een uitgang te vinden, maar 's nachts is het levensgevaarlijk buiten de muren en wacht onherroepelijk de dood. Thomas zet alles op het spel om uit het labyrint te ontsnappen, en om het ijzingwekkende geheim dat schuil gaat achter hun lot te ontrafelen.

This book covers the state-of-the-art in digital games research and development for anyone working with or studying digital games and those who are considering entering into this rapidly growing industry. Many books have been published that sufficiently describe popular topics in digital games; however, until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume.

How can a Christian respond when asked to go on a virtual shooting spree in Grand Theft Auto? What is a Biblical approach to video games as products of entertainment? Video games have taken the world by storm, and when a medium of entertainment has made this kind of impact, Christians need to address them in a way that is in accordance with Biblical guidelines. God, Games and My Neighbour: Loving My Neighbour Through Entertainment is a Biblical approach to entertainment and video games, and ultimately seeks to understand how gaming can not only bring us closer to others, but also help us to glorify God and show the world His love.

What does it mean to interact with sound? How does interactivity alter our experience as creators and listeners? What does the future hold for interactive musical and sonic experiences? This book answers these questions with newly-commissioned chapters that explore the full range of interactive audio in games, performance, design, and practice.

A fascinating survey of popular culture in Europe, from Celtic punk and British TV shows to Spanish fashion and Italian sports. • Makes connections between pop culture in Europe to that of the United States • Provides further readings and a bibliography at the end of the work • Includes sidebars throughout the text with additional anecdotal information • Features appendices with top-ten lists of songs, movies, and books

Human interaction with technology is constantly evolving, with rapid developments in online interaction, gaming, and artificial intelligence all impacting upon and altering our behaviour. The speed of this change has led to an urgent need for a new field of study, cyberpsychology, in order to investigate the ways in which human behaviour is affected by the addition of technology, and the benefits and risks thereof. Cyberpsychology and Society does not offer a description of or justification for the field of study, but is rather a presentation of some of the most recent research in many key sub-topics within the area. Based on the work being done in the Institute of Art, Design and Technology (IADT) in Dublin, Ireland, Cyberpsychology and Society brings together a unique collection of writings by contributors on cyberpsychology in relation to health, education, gaming, consumer behaviour, and social change in an online world. The book focuses on the impact of societies' increasing interaction with technology, and is a presentation of some of the most recent research in the area. Describing cutting-edge research while employing a tone which is accessible to both students and academic staff, this book is an invaluable resource for students, researchers and academics of cyberpsychology and related areas.

This biography examines the life of electronic game designer, Satoshi Tajiri, who created Pokémon, one of the most popular computer games ever produced. This talent is the founder of the video game developer Game Freak.

An invaluable resource for middle school debaters, The Middle Schoolers' Debatabase provides background, statements, and resources on 75 debate topics in areas as diverse as environment, politics, religion, culture, and education. Topics include Organized in a handy A-Z format, the book also includes a topical index for easy searching The National Forensic League (NFL) and National Junior Forensic League honorary societies recognize participation and achievement in speech and debate activities as a means to develop high school and middle school students' essential life skills and values. Through this, the NFL strives to empower every child in the United States to become an effective communicator, ethical individual, critical thinker, and leader in a democratic society.

This book is a study of 4-9 year olds and their experiences with computers, computer games and videos, both at home and at school. It is based on two years' research, funded jointly by the British Film Institute and the British Library, during which the children were shadowed, observed and interviewed along with peers, siblings, parents and teachers. Many important insights were

gained into how parents and teachers view technological change; what they know about their children's use of the technology; and what, in fact, children actually do in their bedrooms, with their friends or alone. Significant issues were raised relating to entertainment technology, parenting and teaching; particularly in relation to gender, popular culture, the possible value of computer games and videos, and the lack of mediation of children's experiences. The authors conclude that there is an overall feeling that children are being left to drift in a leisure world of growing technological sophistication, where realism is increasing and the boundaries between fact and fiction, diminishing. To become critical consumers capable of managing this aspect of their lives, the authors contend that wholesale changes are needed to the way education is viewed and delivered. This book deals with important issues at the forefront of social and educational politics: issues that are at the heart of current moral debates over censorship and the young. It is written in a jargon-free non-academic style and will make a fascinating read for educators and parents alike.

Games are the most engaging medium of all time: they harness storytelling and heuristics, drive emotion and push the evolution of technology in a way that no other platform has or can. It's no surprise, then, that games and gamification are revolutionizing the market research industry, offering opportunities to reinvigorate the notoriously sluggish engagement levels seen in traditional surveying methods. This not only improves data quality, but offers untapped insights unattainable through traditional methods. Games and Gamification in Market Research shows readers how to design ResearchGames and Gamified Surveys that will intrinsically engage participants and how best to use these methodologies to become, and stay, commercially competitive. In a world where brands and organizations are increasingly interested in the feelings and contexts that drive consumer choices, Games and Gamification in Market Research gives readers the skills to use the components in games to encourage play and observe consumer behaviours via simulations for predictive modelling. Written by Betty Adamou, the UK's leading research game designer and named as one of seven women shaping the future of market research, it explains the ways in which these methodologies will evolve with technologies such as virtual reality and artificial intelligence, and how it will shape research careers. Alongside a companion website, this book provides a fully immersive and fascinating overview of game-based research.

User Engagement (UE) is a complex concept to investigate. The purpose of this book is not to constrain UE to one perspective, but to offer a well-rounded appreciation for UE across various domains and disciplines. The text begins with two foundational chapters that describe theoretical and methodological approaches to user engagement; the remaining contributions examine UE from different disciplinary perspectives and across a range of computer-mediated environments, including social and communications media, online search, eLearning, games, and eHealth. The book concludes by bringing together the cross-disciplinary perspectives presented in each chapter and proposing an agenda for future research in this area. The book will appeal to established and emerging academic and industry researchers looking to pursue research and its challenges. This includes scholars at all levels with an interest in user engagement with digital media, from students to experienced researchers, and professionals in the fields of computer science, web technology, information science, museum studies, learning and health sciences, human-computer interaction, information architecture and design, and creative arts.

A comprehensive introduction to the latest research and theory on learning and instruction with computer games. This book offers a comprehensive introduction to the latest research on learning and instruction with computer games. Unlike other books on the topic, which emphasize game development or best practices, Handbook of Game-Based Learning is based on empirical findings and grounded in psychological and learning sciences theory. The contributors, all leading researchers in the field, offer a range of perspectives, including cognitive, motivational, affective, and sociocultural. They explore research on whether (and how) computer games can help students learn educational content and academic skills; which game features (including feedback, incentives, adaptivity, narrative theme, and game mechanics) can improve the instructional effectiveness of these games; and applications, including games for learning in STEM disciplines, for training cognitive skills, for workforce learning, and for assessment. The Handbook offers an indispensable reference both for readers with practical interests in designing or selecting effective game-based learning environments and for scholars who conduct or evaluate research in the field. It can also be used in courses related to play, cognition, motivation, affect, instruction, and technology. Contributors Roger Azevedo, Ryan S. Baker, Daphne Bavelier, Amanda E. Bradbury, Ruth C. Clark, Michele D. Dickey, Hamadi Henderson, Bruce D. Homer, Fengfeng Ke, Younsu Kim, Charles E. Kinzer, Eric Klopfer, James C. Lester, Kristina Loderer, Richard E. Mayer, Bradford W. Mott, Nicholas V. Mudrick, Brian Nelson, Frank Nguyen, V. Elizabeth Owen, Shashank Pawar, Reinhard Pekrun, Jan L. Plass, Charles Raffale, Jonathon Reinhardt, C. Scott Rigby, Jonathan P. Rowe, Richard M. Ryan, Ruth N. Schwartz, Quinnipiac Valerie J. Shute, Randall D. Spain, Constance Steinkuehler, Frankie Tam, Michelle Taub, Meredith Thompson, Steven L. Thorne, A. M. Tsaasan

Acción Cultural Española's fourth edition of the AC/E Digital Culture Annual Report follows an editorial policy of familiarising professionals of the culture sector with the main digital trends they need to be aware of over the coming years. Since 2015, a committee has been advising us on the choice of subjects and authors for the first part of the report. This year, a group of experts analyse issues such as content curation as a means of tackling digital overload, neuroscience applied to technology, the latest advances in artificial intelligence, the Internet of Things and Big Data applied to culture, and the use of digital technology in music. Each year's edition also includes a field study: the Focus, which reports on cases of good practice in digital technology in a specific discipline. The first edition examined the impact of digital in the world of the performing arts; the second focused on museums; and the third on the use of digital devices at fifty Spanish and international culture festivals. This fourth edition surveys in depth the use of digital technology in the conservation, analysis and dissemination of our cultural heritage. This sector is rapidly growing, leading to a radical change in methodologies and formats which the author, David Ruiz Torres, analyses exhaustively.