Playful Design John Ferrara

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Design And Truth Robert Grudin 2010-04-20 "If good design tells the truth," writes Robert Grudin in this path-breaking book on esthetics and authority, "poor design tells a lie, a lie usually related . . . to the getting or abusing of power." From the ornate cathedrals of Renaissance Europe to the much-maligned Ford Edsel of the late 1950s, all products of human design communicate much more than their mere intended functions. Design holds both psychological and moral power over us, and these forces may be manipulated, however subtly, to surprising effect. In an argument that touches upon subjects as seemingly unrelated as the Japanese tea ceremony, Italian mannerist painting, and Thomas Jefferson's Monticello plantation, Grudin turns his attention to the role of design in our daily lives, focusing especially on how political and economic powers impress themselves on us through the built environment. Although architects and designers will find valuable insights here, Grudin's intended audience is not exclusively the trained expert but all those who use designs and live within them every day.

Of the Decorative Illustration of Books Old and New Walter Crane 1896 During the Art Nouveau movement there was a revival of illuminated books. Of the Decorative Illustration of Books Old and New by Walter Crane shows the influence of these historical designs on modern styles.

Augmented and Mixed Reality for Communities Joshua A. Fisher 2021-07-14 Using mixed and augmented reality in communities is an emerging media practice that is reshaping how we interact with our cities and neighbors. From the politics of city hall to crosswalks and playgrounds, mixed and augmented reality will offer a diverse range of new ways to interact with our communities. In 2016, apps for augmented reality politics began to appear in app stores. Similarly, the blockbuster success of Pokémon Go illustrated how even forgotten street corners can become a magical space for play. In 2019, a court case in Milwaukee, Wisconsin, extended first amendment rights to augmented reality. For all the good that these emerging media provide, there will and have been consequences. Augmented and Mixed Reality for Communities will help students and practitioners navigate the ethical design and development of these kinds of experiences to transform their cities. As one of the first books of its kind, each chapter in the book prepares readers to contribute to the Augmented City. By providing insight into how these emerging media work, the book seeks to democratize the augmented and mixed reality space. Authors within this volume represent some of the leading scholars and practitioners working in the augmented and mixed reality space for civic media, cultural heritage, civic games, ethical design, and social justice. Readers will find practical insights for the design and development to create their own compelling experiences. Teachers will find that the text provides in-depth, critical analyses for thought-provoking classroom discussions.

Clout Colleen Jones 2010-12-03 Results. Everyone wants them, whether to sell more products, spread good ideas, or win more funding. In our busy digital world, the way to results is influencing people on the web. But how? An ad campaign won't cut it. A Twitter account doesn't guarantee it. Manipulative tricks will backfire. Instead, you need quality, compelling web content that attracts people and engages them for the long haul. Clout explains the key principles of influence and how to apply them to web content. Along the way, those principles come to life with lots of practical examples. With this book, you'll: Discover why a technology feature, marketing campaign,

SEO effort, or redesign aren't enough to influence online. Understand the business value of compelling web content. Learn 8 principles for influence from the art of rhetoric and the science of psychology. Find out what context is and why it's so important to influence. Jump start your planning for content over time with patterns and diagrams. Learn the basics of evaluation to determine whether your web content is making a difference.

Cyberpragmatics Francisco Yus 2011-08-22 Cyberpragmatics is an analysis of Internet-mediated communication from the perspective of cognitive pragmatics. It addresses a whole range of interactions that can be found on the Net: the web page, chat rooms, instant messaging, social networking sites, 3D virtual worlds, blogs, videoconference, e-mail, Twitter, etc. Of special interest is the role of intentions and the quality of interpretations when these Internet-mediated interactions take place, which is often affected by the textual properties of the medium. The book also analyses the pragmatic implications of transferring offline discourses (e.g. printed paper, advertisements) to the screen-framed space of the Net. And although the main framework is cognitive pragmatics, the book also draws from other theories and models in order to build up a better picture of what really happens when people communicate on the Net. This book will interest analysts doing research on computer-mediated communication, university students and researchers undergoing post-graduate courses or writing a PhD thesis. Now Open Access as part of the Knowledge Unlatched 2017 Backlist Collection.

The Cambridge Handbook of Play Peter K. Smith 2018-11-15 Play takes up much of the time budget of young children, and many animals, but its importance in development remains contested. This comprehensive collection brings together multidisciplinary and developmental perspectives on the forms and functions of play in animals, children in different societies, and through the lifespan. The Cambridge Handbook of Play covers the evolution of play in animals, especially mammals; the development of play from infancy through childhood and into adulthood; historical and anthropological perspectives on play; theories and methodologies; the role of play in children's learning; play in special groups such as children with impairments, or suffering political violence; and the practical applications of playwork and play therapy. Written by an international team of scholars from diverse disciplines such as psychology, education, neuroscience, sociology, evolutionary biology and anthropology, this essential reference presents the current state of the field in play research.

The Gameful World Steffen P. Walz 2015-01-16 What if every part of our everyday life was turned into a game? The implications of "gamification." What if our whole life were turned into a game? What sounds like the premise of a science fiction novel is today becoming reality as "gamification." As more and more organizations, practices, products, and services are infused with elements from games and play to make them more engaging, we are witnessing a veritable ludification of culture. Yet while some celebrate gamification as a possible answer to mankind's toughest challenges and others condemn it as a marketing ruse, the question remains: what are the ramifications of this "gameful world"? Can game design energize society and individuals, or will algorithmic incentive systems become our new robot overlords? In this book, more than fifty luminaries from academia and industry examine the key challenges of gamification and the ludification of culture—including Ian Bogost, John M. Carroll, Bernie DeKoven, Bill Gaver,

Jane McGonigal, Frank Lantz, Jesse Schell, Kevin Slavin, McKenzie Wark, and Eric Zimmerman. They outline major disciplinary approaches, including rhetorics, economics, psychology, and aesthetics; tackle issues like exploitation or privacy; and survey main application domains such as health, education, design, sustainability, or social media.

Romantic Modernism Wim Denslagen 2009 In the world of architectural conservation, there is little tolerance for reconstructing or even protecting historic facades when everything behind is modern, and even less for reconstructing a building that has been completely destroyed. These offenses are considered lies against history. In this thoughtful, revealing work, conservation expert Wim Denslagen traces this predilection for honesty to the legacy of Functionalism, a Romantic-era movement that denounced the building of pseudo-architecture in favor of a new, rational form of building. With detailed analyses of headline-making restoration projects from Bruges to Berlin, Denslagen shows that the adoption of these romantic values by conservationists gave rise to a new wave of modern additions and transformations.

In Fortune's Theater Nicholas Scott Baker 2021-07-22 This innovative cultural history of financial risk-taking in Renaissance Italy argues that a new concept of the future as unknown and unknowable emerged in Italian society between the mid-fifteenth and mid-sixteenth centuries. Exploring the rich interchanges between mercantile and intellectual cultures underpinning this development in four major cities - Florence, Genoa, Venice, and Milan - Nicholas Scott Baker examines how merchants and gamblers, the futurologists of the pre-modern world, understood and experienced their own risk taking and that of others. Drawing on extensive archival research, this study demonstrates that while the Renaissance did not create the modern sense of time, it constructed the foundations on which it could develop. The new conceptions of the past and the future that developed in the Renaissance provided the pattern for the later construction a single narrative beginning in classical antiquity stretching to the now. This book thus makes an important contribution toward laying bare the historical contingency of a sense of time that continues to structure our world in profound ways.

The Foreign Correspondent Alan Furst 2011-08-25 The next great page-turner from the master of the noir spy novel. By 1939, thousands of Italian intellectuals, teachers and lawyers, journalists and scientists, had fled Mussolini's fascist government and found refuge in Paris. There, amidst the poverty and difficulty of émigré life, they joined the Italian resistance, founding an underground press that smuggled news and encouragement back to their lost homeland. In Paris, in the winter of 1939, a murder/suicide at a lovers' hotel hits the tabloid press. But this is not a romantic tragedy, it is the work of OVRA, Mussolini's fascist secret police, and meant to eliminate the editor of Liberazione, a clandestine newspaper published by Italian émigrés. Carlo Weisz, who has fled from Trieste and found work as a foreign correspondent for the Reuters bureau, becomes the new editor. Weisz is, at that moment, in Spain, reporting on the tragic end of the Spanish civil war, but, as soon as he returns to Paris, he is pursued by the French Surete, by agents of OVRA, and by officers of the British Secret Intelligence Service. In the desperate politics of Europe on the edge of war, a foreign correspondent is a pawn, worth surveillance, or blackmail, or murder. The Foreign Correspondent is the story of Carlo Weisz and a handful of anti-fascists -- the army officer known as Colonel Ferrara, who fights for a lost cause in Spain, Arturo Salamone, the shrewd leader of a resistance group in Paris, and the woman who becomes the love of his Weisz's life, herself involved in a doomed resistance underground in Berlin, at the heart of Hitler's Nazi empire.

Playful Design John Ferrara 2012-05-17 Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

In the Name of the Family Sarah Dunant 2017-03-07 Before the Corleones, before the Lannisters, there were the Borgias. One of history's notorious families comes to life in a captivating novel from the author of The Birth of

Venus. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY COSMOPOLITAN (UK) AND THE TIMES (UK) "In the end, what's a historical novelist's obligation to the dead? Accuracy? Empathy? Justice? Or is it only to make them live again? Dunant pays these debts with a passion that makes me want to go straight out and read all her other books."—Diana Gabaldon, The Washington Post Bestselling novelist Sarah Dunant has long been drawn to the high drama of Renaissance Italy: power, passion, beauty, brutality, and the ties of blood. With In the Name of the Family, she offers a thrilling exploration of the House of Borgia's final years, in the company of a young diplomat named Niccolò Machiavelli. It is 1502 and Rodrigo Borgia, a self-confessed womanizer and master of political corruption, is now on the papal throne as Alexander VI. His daughter Lucrezia, aged twenty-two—already three times married and a pawn in her father's plans—is discovering her own power. And then there is his son Cesare Borgia, brilliant, ruthless, and increasingly unstable; it is his relationship with Machiavelli that gives the Florentine diplomat a master class in the dark arts of power and politics. What Machiavelli learns will go on to inform his great work of modern politics, The Prince. But while the pope rails against old age and his son's increasingly erratic behavior, it is Lucrezia who must navigate the treacherous court of Urbino, her new home, and another challenging marriage to create her own place in history. Sarah Dunant again employs her remarkable gifts as a storyteller to bring to life the passionate men and women of the Borgia family, as well as the ever-compelling figure of Machiavelli, through whom the reader will experience one of the most fascinating—and doomed—dynasties of all time. "Enthralling . . . combines flawless historical scholarship with beguiling storytelling."—The Guardian "Renaissance-rich details fill out the humanity of the Borgias, rendering them into the kind of relatable figures whom we would hope to discover behind the cold brilliance of The Prince."—NPR "[Dunant] has an enviable command of this complex political scene, with its shifting alliances and subtle betrayals. . . . [She] has a special gift for attending to her female characters."—The New York Times

A Heavenly Craft Lilian Armstrong 2004 The combination of the woodcuta print method devised early in the fifteenth centurywith Johannes Gutenberg's revolutionary invention of printing with moveable type resulted in a powerful explosion of information and ideas. For the first time, it was possible to use a mechanized system to print identical copies of books containing both text and images. Featured in A Heavenly Craft are the earliest surviving examples of these books from throughout Western Europe, all printed within the first century after Gutenberg's invention. The contributors bring these rare books to life, exploring the evolution of the technique, composition, and coloration of the woodcut beginning with the earliest publications. Many of the woodcut designs grew out of the tradition of manuscript illumination, in which book illustrations were painstakingly executed by hand. The authors also present the distinguishing features of national style and taste, treating the reader to examples from Germany, Italy, France, Spain, and the Netherlands. In addition, A Heavenly Craft describes the provenance of these volumes, providing an account of how Lessing J. Rosenwald purchased them from the heir to the Lea and Perrins fortune and later donated them to the Library of Congress. These early printed volumes are the predecessors of today's illustrated books. A Heavenly Craft celebrates these origins, making these early publications available to bibliophiles and print lovers. 100 color illustrations.

Gaming Rhythms Tom Apperley 2009 "Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, Gaming Rhythms employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

Learning, Education & Games, Volume 3: 100 Games to Use in the Classroom & Beyond Karen Schrier

What Video Games Have to Teach Us About Learning and Literacy. Second Edition James Paul Gee 2007-12-26 Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Playthings in Early Modernity Allison Levy 2017-02-22 An innovative volume of fifteen interdisciplinary essays at the nexus of material culture, performance studies, and game theory, Playthings in Early Modernity emphasizes the rules of the game(s) as well as the breaking of those rules. Thus, the titular "plaything" is understood as both an object and a person, and play, in the early modern world, is treated not merely as a pastime, a leisurely pursuit, but as a pivotal part of daily life, a strategic psychosocial endeavor.

Designing with the Mind in Mind Jeff Johnson 2013-12-17 In this completely updated and revised edition of Designing with the Mind in Mind, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Playful Design John Ferrara 2012 Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

Out of Time Julian Johnson 2015 What does music have to say about modernity? How can this apparently unworldly art tell us anything about modern life? In Out of Time, author Julian Johnson begins from the idea that it can, arguing that music renders an account of modernity from the inside, a history not of events but of sensibility, an archaeology of experience. If music is better understood from this broad perspective, our idea of modernity itself is also enriched by the specific insights of music. The result is a rehearing of modernity and a rethinking of music - an account that challenges ideas of linear progress and reconsiders the common concerns of music, old and new. If all music since 1600 is modern music, the similarities between Monteverdi and Schoenberg, Bach and Stravinsky, or Beethoven and Boulez, become far more significant than their obvious differences. Johnson elaborates this idea in relation to three related areas of experience - temporality, history and memory; space, place and technology; language, the body, and sound. Criss-crossing four centuries of Western culture, he moves between close readings of diverse musical examples (from the madrigal to electronic music) and drawing on the history of science and technology, literature, art, philosophy, and geography. Against the grain of chronology and the usual divisions of music history, Johnson proposes profound connections between musical works from quite different times and places. The multiple lines of the resulting map, similar to those of the London Underground, produce a bewildering network of plural connections, joining Stockhausen to Galileo, music printing to sound recording, the industrial revolution to motivic development, steam trains to waltzes. A significant and groundbreaking work, Out of Time is essential reading for anyone interested in the history of music and modernity.

Design For Kids Debra Levin Gelman 2014-07-08 Emotion. Ego. Impatience. Stubbornness. Characteristics like these make creating sites and apps for kids a daunting proposition. However, with a bit of knowledge, you can design experiences that help children think, play, and learn. With Design for Kids, you'll learn how to create digital products for today's connected generation.

A Book for a Rainy Day John Thomas Smith 1905

Fine Books Alfred William Pollard 1964

The Play of the Weather John Heywood 2018-10-14 This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Reclining Nude Lidia Guibert Ferrara 2002-09 "Sensuous, voluptuous, provocative--the female form has inspired artists for centuries, making it perhaps the most popular subject in the history of painting. Since Venetian painter Giorgione's Sleeping Venus, the first notable female nude in Western painting, painters have focused their talents on the infinite possibilities of the representation of the female body. Featuring lush, full-page illustrations of masterpieces of the genre, Reclining Nude is a feast for the senses. From Titian's alluring Venus of Urbino to Manet's guileless Olympia, Reclining Nude provides a fascinating tour of the ever-changing visions of beauty and repose." -- Provided by publisher

The User's Journey Donna Lichaw 2016-03-22 Like a good story, successful design is a series of engaging moments structured over time. The User's Journey will show you how, when, and why to use narrative structure, technique, and principles to ideate, craft, and test a cohesive vision for an engaging outcome. See how a "story first" approach can transform your product, feature, landing page, flow, campaign, content, or product strategy.

The Multilingual Internet Professor of Sociology and Communication Brenda Danet 2007 Devoted to analysing internet related CMC in languages other than English, this volume collects 18 new articles on facets of language and internet use, all of which revolve around several central topics: writing systems, the structure and features of local languages and how they affect internet use, gender issues, and so on.

Theaters of Anatomy Cynthia Klestinec 2011-08-15 The anatomy theater is where students of the human body learn to isolate structures in decaying remains, scrutinize their parts, and assess their importance. Taking a new look at the history of anatomy, the author places public dissections alongside private ones to show how the anatomical theater was both a space of philosophical learning and a place where students learned to behave in a civil manner towards their teachers, their peers, and the corpse.

The Book of the Courtier Baldassare Castiglione 2012-03-07 An insider's view of court life during the Renaissance, here is the handiwork of a 16th-century diplomat who was called upon to resolve the differences in a war of etiquette among the Italian nobility.

How to be Both Ali Smith 2014-08-28 WINNER OF THE BAILEYS WOMEN'S PRIZE FOR FICTION 2015 WINNER OF THE GOLDSMITHS PRIZE 2014 SHORTLISTED FOR THE MAN BOOKER PRIZE 2014 WINNER OF THE 2014 COSTA NOVEL AWARD WINNER OF THE SALTIRE SOCIETY LITERARY BOOK OF THE YEAR AWARD 2014 NOMINATED FOR THE FOLIO PRIZE 2015 How to be both is the dazzling new novel by Ali Smith Passionate, compassionate, vitally inventive and scrupulously playful, Ali Smith's novels are like nothing else. How to be both is a novel all about art's versatility. Borrowing from painting's fresco technique to make an original literary double-take, it's a fast-moving genre-bending conversation between forms, times, truths and fictions. There's a

renaissance artist of the 1460s. There's the child of a child of the 1960s. Two tales of love and injustice twist into a singular yarn where time gets timeless, structural gets playful, knowing gets mysterious, fictional gets real - and all life's givens get given a second chance. 'Brims with palpable joy' Daily Telegraph 'She's a genius, genuinely modern in the heroic, glorious sense' Alain de Botton 'I take my hat off to Ali Smith. Her writing lifts the soul' Evening Standard Ali Smith was born in Inverness in 1962 and lives in Cambridge. She is the author of Artful, There but for the, Free Love, Like, Hotel World, Other Stories and Other Stories, The Whole Story and Other Stories, The Accidental, Girl Meets Boy and The First Person and Other Stories.

Singing to the Lyre in Renaissance Italy Blake Wilson 2019-11-21 The first comprehensive study of the dominant form of solo singing in Renaissance Italy prior to the mid-sixteenth century.

Games in Everyday Life Nathan Hulsey 2019-11-25 In this book, Nathan Hulsey explores the links between game design, surveillance, computation, and the emerging technologies that impact our everyday lives at home, at work, and with our family and friends.

The Printed Book Henri Bouchot 1887

Knowledge and the Public Interest, 1575–1725

Storytelling for User Experience Whitney Quesenbery 2010-04-01 We all tell stories. It's one of the most natural ways to share information, as old as the human race. This book is not about a new technique, but how to use something we already know in a new way. Stories help us gather and communicate user research, put a human face on analytic data, communicate design ideas, encourage collaboration and innovation, and create a sense of shared history and purpose. This book looks across the full spectrum of user experience design to discover when and how to use stories to improve our products. Whether you are a researcher, designer, analyst or manager, you will find ideas and techniques you can put to use in your practice.

Emotional Design Elements Smashing Magazine 2013 Whether you're creating a game or a website, a lasting bond with users is more often than not the result of emotional attachment. Knowing the ins and outs of emotional design will enable you to imbue your creation with personality and to shape the user's perception. Find out how to integrate emotional appeal into your website, and how to turn your game into more than a cold, flawless, technical challenge. A personal touch can make all the difference, if you know how to design it. TABLE OF CONTENTS - Inclusive Design - The Personality Layer - Give Your Website Soul With Emotionally Intelligent Interactions - Not Just Pretty: Building Emotion Into Your Websites - Playful UX Design: Building A Better Game - Gamification And UX: Where Users Win Or Lose - Adding A Personal Touch To Your Web Design

Dr Stanton T. Swan 2017-07-20 If happiness is a gift.Then Cameron Stanton is my Santa Claus.I can't tell you the exact moment I fell in love with him.Only that I did.With every glance, every touch, every minute.... he stole a little more of me.They say that all men are created equal.Well that's a blatant lie!I know because I met Gods gift to women in Vegas,I pretended he was my husband to get rid of another man.He took our fake marriage seriously and it became his personal goal to consummate.He spoke to me in French and I lied to him in German.His laughter was addictive.But I thought what happens in Vegas would stay in Vegas.Until it didn't.Dr. Stanton turned up where I least expected and my lies came back to haunt me.The attraction is palpable.The secrets unchangeable.I need him more than air.This is a stand alone, contemporary romance.

Webs of Influence Nathalie Nahai 2012-12-14 As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book The Web Psychologist, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. Webs of Influence delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level – with dazzling results.

The Garden of the Finzi-Continis Giorgio Bassani 1989

Make It So Nathan Shedroff 2012-09-17 Many designers enjoy the interfaces seen in science fiction films and television shows. Freed from the rigorous constraints of designing for real users, sci-fi production designers develop blue-sky interfaces that are inspiring, humorous, and even instructive. By carefully studying these "outsider" user interfaces, designers can derive lessons that make their real-world designs more cutting edge and successful.