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**The Art of Assassin's Creed: Syndicate** [Titan Books \(US, CA\)](#) With 91 million units sold worldwide, Ubisoft's Assassin's Creed franchise is established as one of the best-selling game series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching into other entertainment experiences including comic books, novels, short films and an impressive merchandise line-up. The recently announced Assassin's Creed Syndicate takes players into the underbelly of Victorian London at a time when the Industrial Revolution is in full swing. The depth and attention to detail in the artwork brings London to life around you. This volume contains hundreds of never-before-seen concept arts, including sketches, final paintings, 3D renders and texture studies, all sitting alongside insightful and comprehensive commentary from the artists and developers. Highlights in the book include a close look at the London Boroughs, each realized in extraordinary detail, staying true to both the historical roots of the area and giving each their own visual identity and population. Intricately rendered buildings tower over slums and iconic thoroughfares while Jacob Frye, our newest Assassin, fights for control of the gangs roaming the streets of London. © 2015 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries. The Art of Assassin's Creed Origins [Titan Books \(US, CA\)](#) Having taken players all the way to the gateway to the modern world in Syndicate, Assassin's Creed once again takes fans on an adventure through history. The Art of Assassin's Creed 7 collates hundreds of concept arts, including sketches, final paintings, and 3D Renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game. Assassin's Creed®: The Art of Assassin's Creed® Syndicate Women in Historical and Archaeological Video Games [Walter de Gruyter GmbH & Co KG](#) This volume focuses on the depiction of women in video games set in historical periods or archaeological contexts, explores the tension between historical and archaeological accuracy and authenticity, examines portrayals of women in historical periods or archaeological contexts, portrayals of female historians and archaeologists, and portrayals of women in fantastical historical and archaeological contexts. It includes both triple A and independent video games, incorporating genres such as turn-based strategy, action-adventure, survival horror, and a variety of different types of role-playing games. Its chronological and geographical scope ranges from late third century BCE China, to mid first century BCE Egypt, to Pictish and Viking Europe, to Medieval Germany, to twentieth century Taiwan, and into the contemporary world, but it also ventures beyond our universe and into the fantasy realm of Hyrule and the science fiction solar system of the Nebula. The Art of Assassin's Creed III [Titan Books \(US, CA\)](#) An exclusive art book published to coincide with the much-anticipated release of Assassin's Creed III. Initially launched in 2007, the first four Assassin's Creed games have sold more than 38 million units worldwide, and the franchise is now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more. Assassin's Creed III sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately detailed environments and finely-honed and evocative historical reimaginings, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed III promises to be the biggest and best yet. Highlights in the game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio. The Art of Assassin's Creed Valhalla [Dark Horse Comics](#) The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights. Assassin's Creed The Complete Visual History Assassin's Creed is one of the biggest entertainment properties in the world. A sweeping and visually rich narrative covering the Crusades in medieval Jerusalem, the pirate-infested oceans of the Caribbean, the height of the French Revolution, and more, Assassin's Creed immerses fans in the most dramatic periods in human history and brings to life some of its most intriguing and influential characters. This comprehensive book explores the history and legacy of Assassin's Creed, its rich mythology, and the vivid artwork of the entire franchise, including works created for the graphic novels and downloadable content. With never-before-seen concept and character art, Assassin's Creed: The Complete Visual History reveals the creative process behind the immersive historical settings as well as the development of such iconic characters as Altair, Ezio, Connor, and Arno, to name a few, chronicling how the franchise has evolved over the years while retaining its bold, signature look. Written by gaming journalist Matthew Miller and featuring commentary from key Ubisoft developers and artists, this comprehensive visual history offers unparalleled insight into one of the industry's most acclaimed franchises. The ultimate word on the blockbuster gaming phenomenon, Assassin's Creed: The Complete Visual History is a must read for fans of the franchise and those interested in discovering the astounding artistry behind the creation of a major contemporary video game series. A New Perspective of Cultural DNA [Springer Nature](#) This book presents selected papers from the 3rd Cultural DNA Workshop. Contributed by prominent computational design experts in the fields of mechanical engineering and architectural design, they mainly focus on the design process; shape grammars as a valuable tool; and the analysis of cultural values. The book offers readers fresh viewpoints on computational design. and helps researchers in academy and practitioners in industry to learn more evolved cultural DNA knowledge which is newly interpreted and conceptually reinforced in areas of mechanical engineering and architectural engineering. Research and Education in Urban History in the Age of Digital Libraries Second International Workshop, UHDL 2019, Dresden, Germany, October 10-11, 2019, Revised Selected Papers [Springer Nature](#) This book constitutes selected and revised papers from the Second International Conference on Research and Education in Urban History in the Age of Digital Libraries, UHDL 2019, held in Dresden, Germany, in October 2021. The 11 full papers presented in this volume were thoroughly reviewed and selected from 41 submissions. They are organized in the topical sections on theory, methods and systematization; visualization and presentation; machine learning and artificial intelligence.- policies, legislation and standards. Assassin's Creed Prima Official Game Guide [Prima Lifestyles](#) • Setting information, faction descriptions, and history breakdowns. • Detailed memory block walkthroughs describing traffic, security, controlling factions, view points and side-quests. • Tips for completing all 44 of the Xbox 360 Achievements. • Locations of all flags, targets, and templar locations for all areas of the game. • Advice on the utilization of certain maneuvers to aid in moving through the crowd and swooping in for the kill. 3000 Facts about Video Games [Lulu.com](#) The Art of Assassin's Creed Odyssey [Titan Books \(US, CA\)](#) Discover the art of Ubisoft's Assassin's Creed® Odyssey in this exclusive collection. The Art of Assassin's Creed Odyssey features concept sketches, texture studies, character art from the game, plus insightful commentary from the creators. The newest game in the franchise, Assassin's Creed® Odyssey, takes players on an epic voyage through history. The Art of Assassin's Creed Odyssey collates hundreds of concept arts, including sketches, final paintings, and 3D renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game. © 2017 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Assassin's Creed: The Essential Guide [Titan Books \(US, CA\)](#) Bursting with timelines, concept art, locations, history, character profiles, and technology, this is the ultimate guide to the millennia-long struggle between the Assassin Brotherhood and the Templar Order. The covert war between two secret organizations, the Templars order and the Brotherhood of the Assassins, has been raging for millennia. Packed with beautiful images and featuring the latest lore, "Assassin's Creed: The Essential Guide," explores the major characters, technology, key historical settings, and epic story of this conflict. Encompassing the entire franchise, Assassin's Creed: The Essential Guide is both an ideal introduction and the perfect guide to the Assassin's Creed universe, full with facts on: -The Assassin Brotherhood and the Templar order -The First Civilisation -Technology and Weapons -Historical Settings and Locations -The Present day storyline Assassin's Creed Syndicate Official Collector's Guide Collector's Edition [Prima Games](#) The Assassin's Creed Syndicate Collector's Edition Strategy Guide includes... Bonus In-Game Weapon - Exclusive Angel Knuckles! Bonus - 16 pages of Concept Art! One-of-a-Kind Wall Clings - Decorate your walls with an exclusive skyline of Victorian London, complete with a cadre of Assassins. Complete Campaign Walkthrough - We lead you step-by-step through the entire game from start to finish--experience every Memory and claim every Full Synch Bonus for 100% completion! Secrets of London, Associate Activities, and More - Don't miss anything as you fully experience Victorian London and beyond! Highly Detailed Maps - From its highest peak to its seediest underbelly, navigate the dangerous warren of London's streets. Find every Secret and Collectible! Unique Map Poster - Beautifully printed, two-sided map poster featuring the Frye twins and a full map of London and its environs! That's Not All! - Skills, Perks, and Challenges! - Weapons, Equipment, and Enemies! - Achievements and Trophies! FREE eGuide with Interactive Maps - Unlock the enhanced eGuide for access to the complete digital guide with interactive maps. These limited edition guides will only be printed once. When they are sold out, they will be gone forever! 1000 Facts about Video Games Vol. 2 [Lulu.com](#) Storytelling in Video Games The Art of the Digital Narrative [McFarland](#) Beginning with the structural features of design and play, this book explores video games as both compelling examples of story-telling and important cultural artifacts. The author analyzes fundamentals like immersion, world building and player agency and their role in crafting narratives in the Mass Effect series, BioShock, The Last of Us, Fallout 4 and many more. The text-focused "visual novel" genre is discussed as a form of interactive fiction. Heritage Auctions Comics and Original Art Auction Catalog #7009, Dallas, TX [Heritage Capital Corporation](#) The Wiley International Handbook of History Teaching and Learning [John Wiley & Sons](#) A comprehensive review of the research literature on history education with contributions from international experts The Wiley International Handbook of History Teaching and Learning draws on contributions from an international panel of experts. Their writings explore the growth the field has experienced in the past three decades and offer observations on challenges and opportunities for the future. The contributors represent a wide range of pioneering, established, and promising new scholars with diverse perspectives on history education. Comprehensive in scope, the contributions cover major themes and issues in history education including: policy, research, and societal contexts; conceptual constructs of history education; ideologies, identities, and group experiences in history education; practices and learning; historical literacies: texts, media, and social spaces; and consensus and dissent. This vital resource: Contains original writings by more than 40 scholars from seven countries Identifies major themes and issues shaping history education today Highlights history education as a distinct field of scholarly inquiry and academic practice Presents an authoritative survey of where the field has been and offers a view of what the future may hold Written for scholars and students of education as well as history teachers with an interest in the current issues in their field, The Wiley International Handbook of History Teaching and Learning is a comprehensive handbook that explores the increasingly global field of history education as it has evolved to the present day. Assassin's Creed Odyssey The official novel of the highly anticipated new game [Penguin UK](#) Get ready for Odyssey: journey deeper in the world of Assassin's Creed in the official novel of the highly anticipated new game, coming October 2018. Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The Assassin's Creed novels have sold more than 1 million copies around the world, gaining almost 30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series: 'A brilliant read' \*\*\*\*\* 'I love

this book' \*\*\*\*\* 'Original and unique' \*\*\*\*\* 'A brilliant accompaniment to the games' \*\*\*\*\* New Feature Information 0 The Art of Assassin's Creed: Unity Titan Books (US, CA) With 73 million units sold worldwide, Ubisoft's Assassin's Creed franchise is established as one of the best-selling game series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching into other entertainment experiences including comic books, novels, short films and an impressive merchandise line-up. The recently announced Assassin's Creed Unity takes players into the heart of the French Revolution. Marrying intricately detailed environments and next-gen capabilities, Paris comes to life around you and immerses you in the grit and grime of a city in turmoil. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed Unity brings to life a time of unrest and disorder in one of the greatest cities in the world, promising to be the biggest and best experience yet. Highlights in the game, and in the book, include the different areas of Paris, each with their own identity and population, towering buildings bigger than any Assassin's Creed game so far and an amazing range of locations and action. © 2014 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries. Open World Empire Race, Erotics, and the Global Rise of Video Games NYU Press Seeking ways to understand video games beyond their imperial logics, Patterson turns to erotics to re-invigorate the potential passions and pleasures of play Video games vastly outpace all other mediums of entertainment in revenue and in global reach. On the surface, games do not appear ideological, nor are they categorized as national products. Instead, they seem to reflect the open and uncontaminated reputation of information technology. Video games are undeniably imperial products. Their very existence has been conditioned upon the spread of militarized technology, the exploitation of already-existing labor and racial hierarchies in their manufacture, and the utopian promises of digital technology. Like literature and film before it, video games have become the main artistic expression of empire today: the open world empire, formed through the routes of information technology and the violences of drone combat, unending war, and overseas massacres that occur with little scandal or protest. Though often presented as purely technological feats, video games are also artistic projects, and as such, they allow us an understanding of how war and imperial violence proceed under signs of openness, transparency, and digital utopia. But the video game, as Christopher B. Patterson argues, is also an inherently Asian commodity: its hardware is assembled in Asia; its most talented e-sports players are of Asian origin; Nintendo, Sony, and Sega have defined and dominated the genre. Games draw on established discourses of Asia to provide an "Asiatic" space, a playful sphere of racial otherness that straddles notions of the queer, the exotic, the bizarre, and the erotic. Thinking through games like Overwatch, Call of Duty 4: Modern Warfare, Shenmue II, and Alien: Isolation, Patterson reads against empire by playing games erotically, as players do—seeing games as Asiatic playthings that afford new passions, pleasures, desires, and attachments. Assassin's Creed: Last Descendants: Locus Titan Books (US, CA) The collection of the young adult mini-series that revisits the streets of Victorian London and tie-ins with the Scholastic Young Adult Novels, The Last Descendants! Tommy Greyling has travelled to London in search of a murderer - and a secret! Teaming up with the Assassins Evie Frye and Henry Green, he sets out on a quest to uncover the mystery that has changed the world! Ties-in with the Scholastic Young Adult Novel series, launching August 2016. Features the characters Evie Frye and Henry Green, stars of the 2015 Assassin's Creed game, Syndicate! Brand new story in the ever-popular setting of Victorian London! Assassin's Creed: The Official Coloring Book Insight Editions Based on Ubisoft's highly popular Assassin's Creed franchise, this deluxe coloring book features line art and design of the iconic locations and scenes from the games as well as all the central protagonists from the series. Packed with intricate illustrations from the Assassin's Creed games, this ornate coloring book gives fans the opportunity to color their way through over eighty pages of Assassins and Templars. Featuring iconic scenes of Ezio soaring over Venice in Leonardo da Vinci's flying machine, Connor in the battles of the Revolutionary War, and Altair performing a Leap of Faith off a castle wall, this coloring book offers patterns, images, and iconography from throughout history to fill with color. Reading Dickens Differently John Wiley & Sons A collection of original essays and innovative reading strategies—provides examples of reading Dickens in creative and challenging ways Reading Dickens Differently features contributions from many of the field's leading scholars, offering creative ways of reading Dickens and enriching understanding of the most celebrated author of his time. A diverse range of innovative reading strategies—archival, historical, textual, and digital—representing new and exciting approaches to contemporary literary and cultural studies. This groundbreaking volume brings together literature, history, politics, painting, illustration, social media, video games, and other topics to reveal new opportunities to engage with the author's life and work. This unique book includes a re-evaluation of Dickens' death and burial, new research data drawn from legal records and newspapers, assessments of well-known paintings and lesser-known illustrations, experimental readings of Dickens' texts in digital form, and more. Much of the evidence presented has never been seen before, such as Dickens' funeral fee account from Westminster Abbey, Dickens' death certificate, and a telegram from Dickens' son asking for urgent assistance for his dying father. Revising and refreshing the critical strategies of traditional Dickens studies, this important volume: Features new research data on aspects of Dickens's life Discusses a range of innovative reading strategies (including physiological novel theory) for clarifying aspects of Dickens' work Examines the presence of Dickens in popular media and technology, such as Assassin's Creed video game and A Christmas Carol iPad app Features rare illustrations, including documents and images relating to Dickens's death and funeral Edited by world authorities on Dickens and his manuscripts Authoritative, yet accessible, Reading Dickens Differently is a must-have book for Dickens specialists, instructors and students in Victorian fiction and Dickens courses, as well as general readers looking for innovative reading strategies of the author's work. The Athenaeum The Radical Review Assassin's Creed Hardcover Ruled Journal Featuring striking and iconic imagery from Ubisoft's Assassin's Creed, this deluxe writing journal is an exciting addition to Insight Editions' best-selling line of collectible notebooks. Exploring history throughout the ages, the Assassin's Creed universe has captivated fans with its dynamic characters and immersive settings. This finely crafted journal features striking imagery of the Assassins and locations featured in the games. Emblazoned with the symbol of the Assassin Brotherhood, the Assassin's Creed Hardcover Ruled Journal is perfect for recording ideas, notes, and adventures. © 2015 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. The Latino Christ in Art, Literature, and Liberation Theology University of New Mexico Press This exploration of Iberian, Latin American, and US-Hispanic representations of Christ focuses on outliers in art, literature, and theology: Spanish painter Salvador Dalí, Mexican muralist José Clemente Orozco, Argentine writer Jorge Luis Borges, Spanish existentialist Miguel de Unamuno, Brazilian theologian Leonardo Boff, and Mexican philosopher José Vasconcelos, some of the most brilliant stars in the Spanish and Latin American firmament. Their work, and that of others, stands out from the conventional and the traditional, stretching our imagination by opening our eyes to what we do not want to see. The author also reflects on such significant lesser-known writers as New Mexican author, painter, and priest Fray Angélico Chávez; Argentine writer and political leader Ricardo Rojas, author of The Invisible Christ; Mexican American theologian Virgilio Elizondo; and Chicana feminist Gloria Anzaldúa, author of Borderlands/La Frontera: The New Mestiza. He shows how artists project their concerns onto representations of Christ and how the perceptions of the reader and viewer reflect their culture and their psychology. Along the way, Candelaria explores the philosophical issues of representation in aesthetics and the problems of hermeneutics and identity. The Pluralistic Philosophy of Stephen Crane University of Illinois Press In spite of an extensive secondary literature that bristles with philosophical labels concerning his 'outlook,' Stephen Crane's philosophy has been virtually ignored. Patrick Dooley's systematic examination of all Crane's writings—novels, sketches, short stories, news dispatches, and poems, whether famous or previously ignored—discloses coherent but subtle metaphysical, epistemological, social, and ethical positions. Dooley provides a sustained, direct discussion of Crane's philosophy and offers vivid depictions of fundamental philosophical issues. Fourth Estate A Weekly Newspaper for Publishers, Advertisers, Advertising Agents and Allied Interests Phantasmal Spaces Archetypal Venues in Computer Games Bloomsbury Publishing USA Recognizable, recurring spatial settings in video games serve not only as points of reference and signposts for orientation, but also as implicit sources of content. These spatial archetypes denote more than real-world objects or settings: they suggest and bring forward emotional states, historical context, atmospheric attunement, in the words of Massumi, and aesthetic programs that go beyond plain semiotic reference. In each chapter, Mathias Fuchs brings to the fore an archetype commonly found in old and new digital games: The Ruin, The Cave, The Cloud, The Portal, The Road, The Forest, and The Island are each analysed at length, through the perspectives of aesthetics, games technology, psychoanalysis, and intertextuality. Gridding these seven tropes together with these four analytical lenses provides the reader with a systematic framework to understand the various complex considerations at play in evocative game design. Interactive Stories and Video Game Art A Storytelling Framework for Game Design CRC Press The success of storytelling in games depends on the entire development team—game designers, artists, writers, programmers and musicians, etc.—working harmoniously together towards a singular artistic vision. Interactive Stories and Video Game Art is first to define a common design language for understanding and orchestrating interactive masterpieces using techniques inherited from the rich history of art and craftsmanship that games build upon. Case studies of hit games like The Last of Us, Journey, and Minecraft illustrate the vital components needed to create emotionally-complex stories that are mindful of gaming's principal relationship between player actions and video game aesthetics. This book is for developers of video games and virtual reality, filmmakers, gamification and transmedia experts, and everybody else interested in experiencing resonant and meaningful interactive stories. Assassin's Creed Valhalla: Geirmund's Saga The Assassin's Creed Valhalla Novel Simon and Schuster Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves. Return of the Hustle The Art of Marketing With Music Springer Has a commercial ever brought you to tears? Has a movie ever inspired you so much you change your way of life? Has the series finale of a television show ever broken your heart? Has a video game ever altered your perception of reality? If you're like most consumers, you answered 'yes' to at least one of those questions. Whether you remember it or not, the music of that ad, film, show or game probably played a big role in influencing your emotional response during that experience. In fact, music is included in media specifically for the purpose of connecting with audiences on a deeper level that visuals alone cannot access. A strong music strategy is fundamental to the success of television, film, brands and video games. Because of higher expectations for audiovisual content, it will take more than clever animation or a celebrity cameo to connect with consumers in an authentic, organic way. By providing audiences with a genuine music experience, whether with an exclusive song through an artist partnership or by featuring new music from an emerging band, you can build a bond that extends far beyond product experience. Music touches us emotionally in a way that words seldom do. We feel it - we remember it. In Return of The Hustle, a leading music and marketing industry insider discusses the diverse audio touchpoints for four key industries and shows how marketers, storytellers, and advertisers can use music to effectively guide audiences along the customer journey from passive consumers to brand advocates. Return of The Hustle provides readers with a blueprint for music strategy that professionals at any level in any industry can use to attract consumers, immerse them into the content, and extend relationships between them and the brand long after the commercial ends or the credits roll. With detailed case studies, exhaustive interviews, and thorough research, Return of the Hustle gives readers the playbook to use the marketing power of music to drive business results. Women in Gaming: 100 Professionals of Play Dorling Kindersley Ltd Women in Gaming: 100 Professionals of Play is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: \*100 Professionals of Play: Interviews and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. \*Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. \*Essays: Short essays covering various topics affecting women in gaming related careers, including "Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong," "NPC: On Being Unseen in the Game Dev Community," and "Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career." \*A Day in the Life of"

**Features: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more. Video Games and Spatiality in American Studies** [Walter de Gruyter GmbH & Co KG](#) While video games have blossomed into the foremost expression of contemporary popular culture over the past decades, their critical study occupies a fringe position in American Studies. In its engagement with video games, this book contributes to their study but with a thematic focus on a particularly important subject matter in American Studies: spatiality. The volume explores the production, representation, and experience of places in video games from the perspective of American Studies. Contributions critically interrogate the use of spatial myths ("wilderness," "frontier," or "city upon a hill"), explore games as digital borderlands and contact zones, and offer novel approaches to geographical literacy. Eventually, *Playing the Field II* brings the rich theoretical repertoire of the study of space in American Studies into conversation with questions about the production, representation, and experience of space in video games. *Badass Braids From Vikings to Game of Thrones, 45 Maverick Braids, Buns, and Twists for Sci-Fi and Fantasy Fanatics* When she's not studying for her PhD in social neuroscience, Silvousplaits (a.k.a. Shannon Burns) is creating and posting weekly instructional videos on her YouTube channel of DIY hair art that mimics the hairstyles of valiant men and women in the best historical, sci-fi, and fantasy shows and movies. *Game of Thrones, Lord of the Rings, Vikings, and The Hunger Games--oh yeah, she's done them all.* In *Badass Braids* she shows you how to transform your hair step-by-step. You'll look just like your favorite heroes and heroines in no time. With an introduction to the styling techniques for different kinds of basic braids, interviews with behind-the-scenes stylists and actors, and original styles inspired by fan-favorites. The perfect gift for geeky men and women of all ages! *Classical Antiquity in Video Games Playing with the Ancient World* [Bloomsbury Publishing](#) From gaming consoles to smartphones, video games are everywhere today, including those set in historical times and particularly in the ancient world. This volume explores the varied depictions of the ancient world in video games and demonstrates the potential challenges of games for scholars as well as the applications of game engines for educational and academic purposes. With successful series such as "Assassin's Creed" or "Civilization" selling millions of copies, video games rival even television and cinema in their role in shaping younger audiences' perceptions of the past. Yet classical scholarship, though embracing other popular media as areas of research, has so far largely ignored video games as a vehicle of classical reception. This collection of essays fills this gap with a dedicated study of receptions, remediations and representations of Classical Antiquity across all electronic gaming platforms and genres. It presents cutting-edge research in classics and classical receptions, game studies and archaeogaming, adopting different perspectives and combining papers from scholars, gamers, game developers and historical consultants. In doing so, it delivers the first state-of-the-art account of both the wide array of 'ancient' video games, as well as the challenges and rewards of this new and exciting field. *The Southern Reporter Assassin's Creed: Where's the Assassin?* [Titan Books \(US, CA\)](#) This gorgeous puzzle book for Assassin's Creed fans of all ages will delight the eyes, challenge the mind, and help fans to hone their assassin observation skills. Do you have the eagle eyes necessary to make it in the enigmatic Brotherhood of Assassins? This classic search and find book will allow gamers to interact with their favourite characters in a new way! With beautiful, intricate, original illustrations spanning over 2000 years of history, search for 13 iconic assassins through the ages and across the world.