





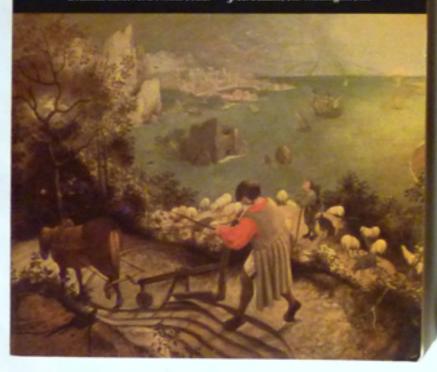


Fernand Braudel

The Structures of Everyday Life

Civilization & Capitalism 15th-18th Century Volume 1

"Brandel deserves a Nobel Prize." - J. H. Plumb, The Weshington Past



Fernand Braudel

The Wheels of Commerce

Civilization & Capitalism 15th-18th Century Volume 2

"Confirms his rank as prince among living historians."
—William H. McNeil, The New Republic



Fernand Braudel

The Perspective of the World

Civilization & Capitalism 15th-18th Century Volume 3

"A great book by a great historian."

—Eric R. Wolf, New York Times Book Review

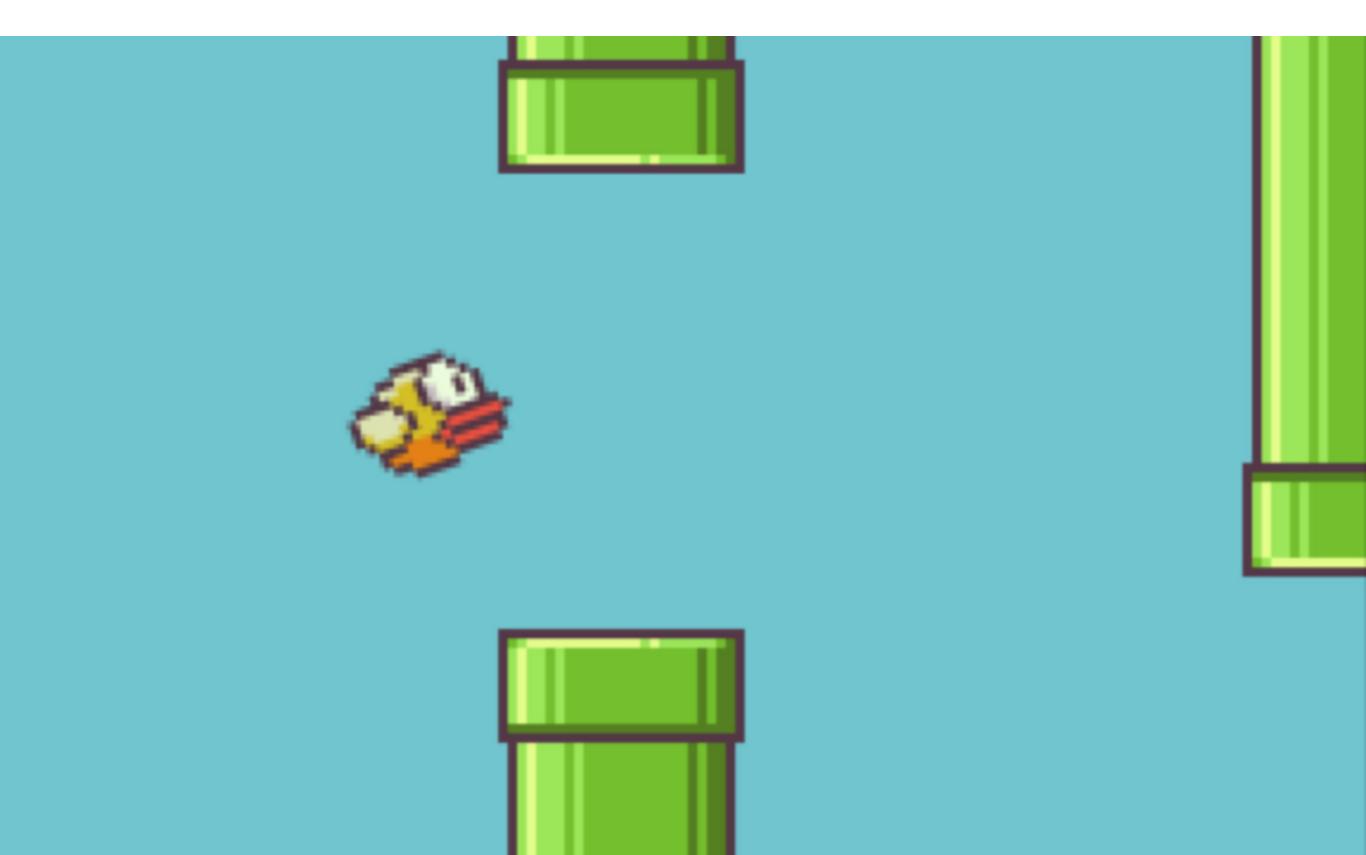


Europa Universalis IV



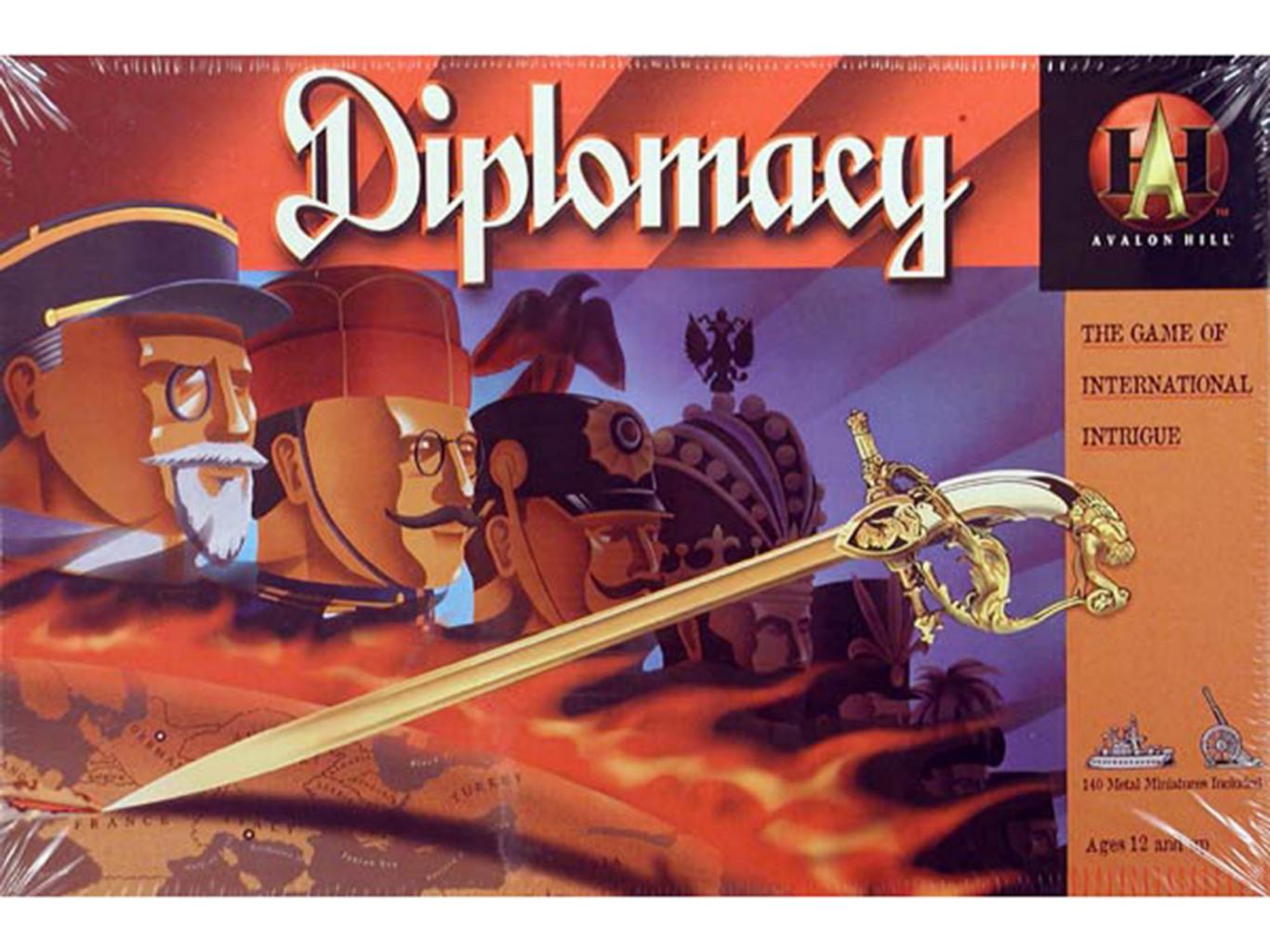


Flappy Bird

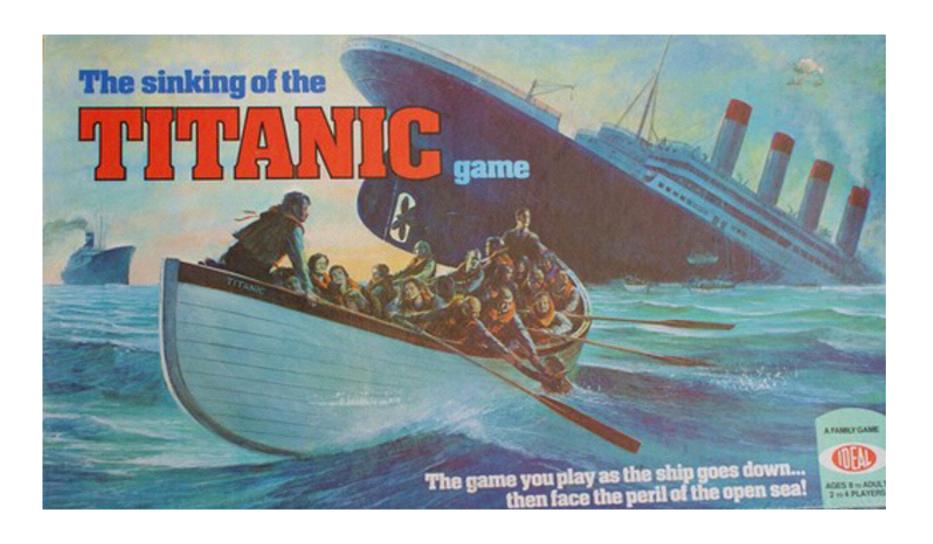










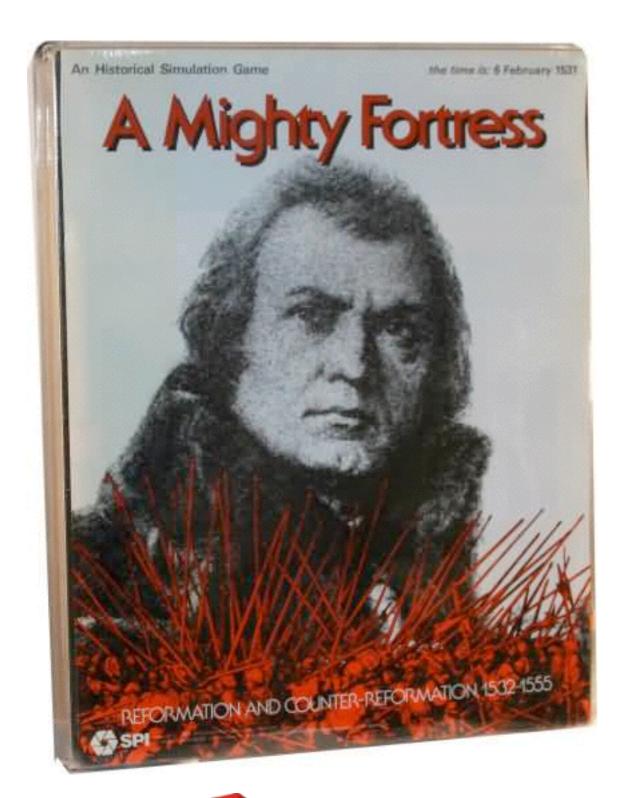














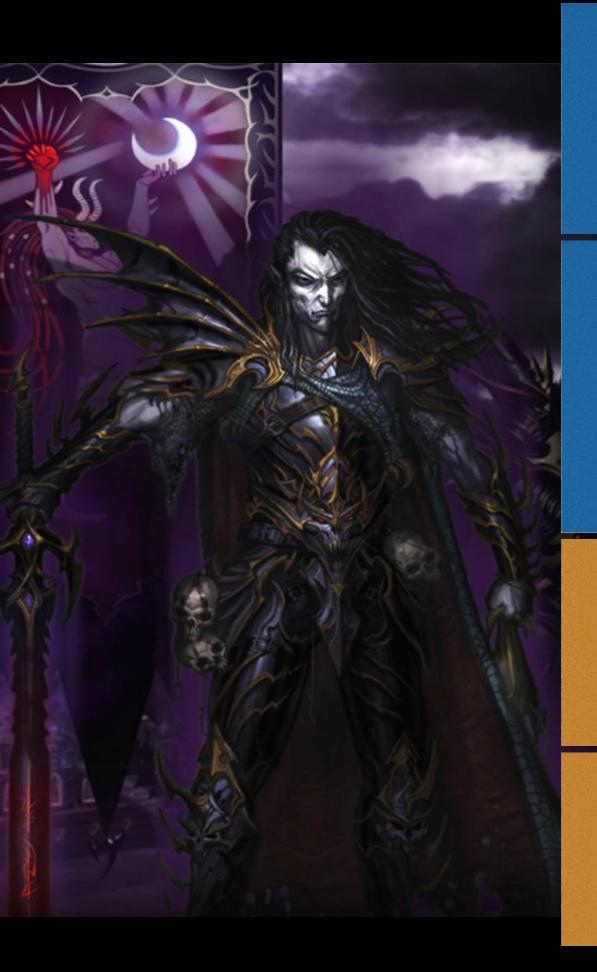




3,500 BCE







1800s - 1960s

Parlour Games

1970s - 1990s

Simulation Games Role Playing Games

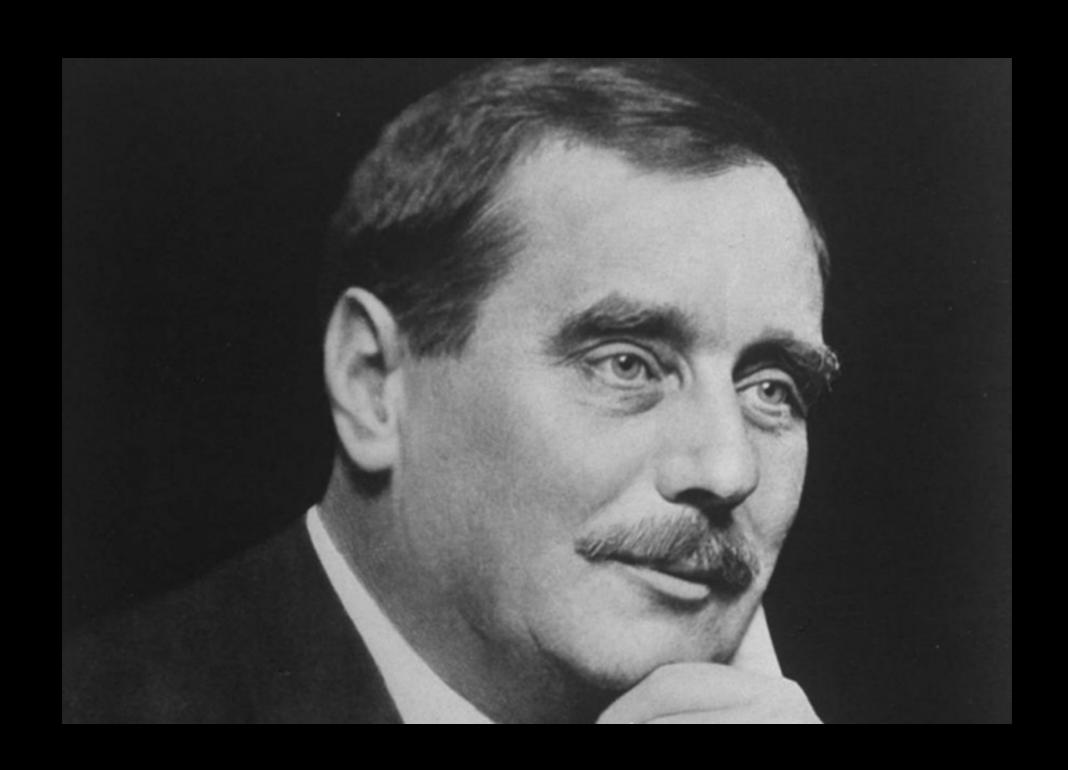
1990s - 2000

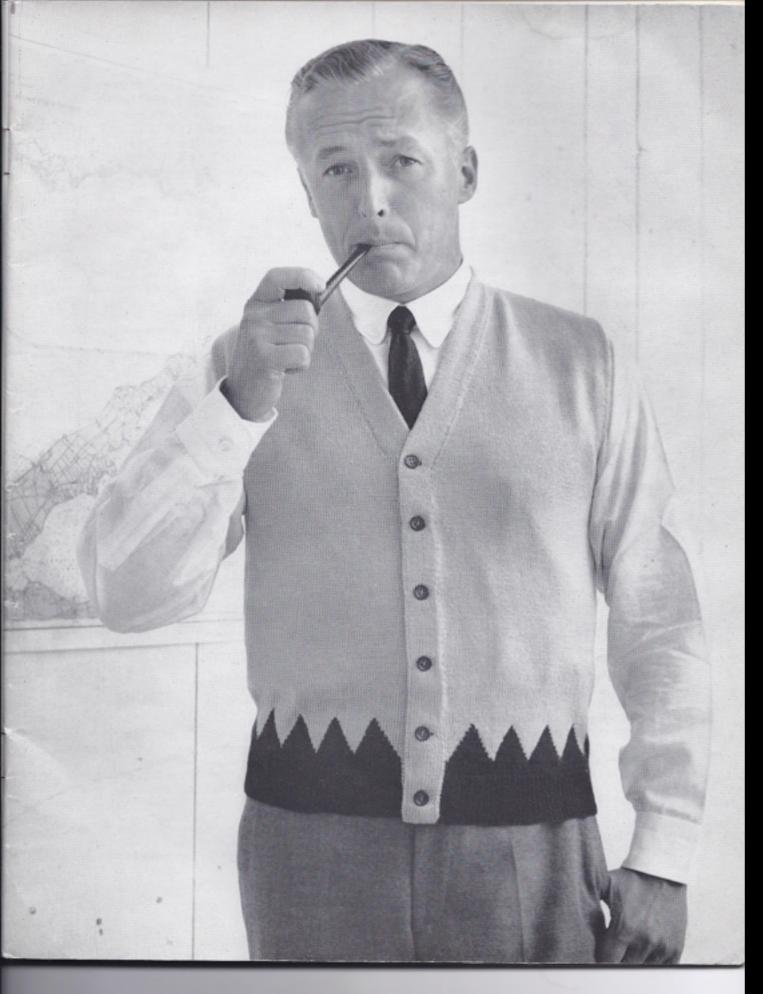
PC: Platformers/Early FPS/Sim Games

2005 - Present

Console Games/MMORPG

Floor Games and Little Wars (1911)







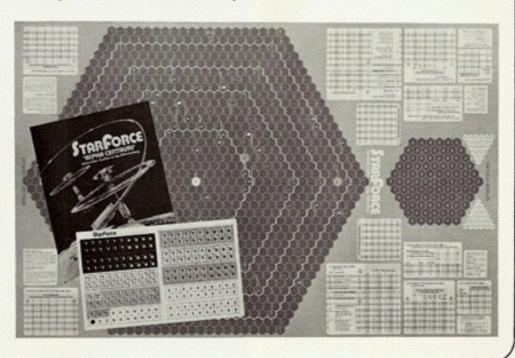
StarForce Interstellar Conflict in the 25th Century

Five centuries from now, the human race leaps out to gain the stars. The political stresses of far-flung colonies produce conflict and revolution. The "arm of decision" is the fleet of StarForces jumping across the light-years to dominate and control the space around the planets. Competing intelligent races challenge the expansionist humans and war on the widest scale develops.

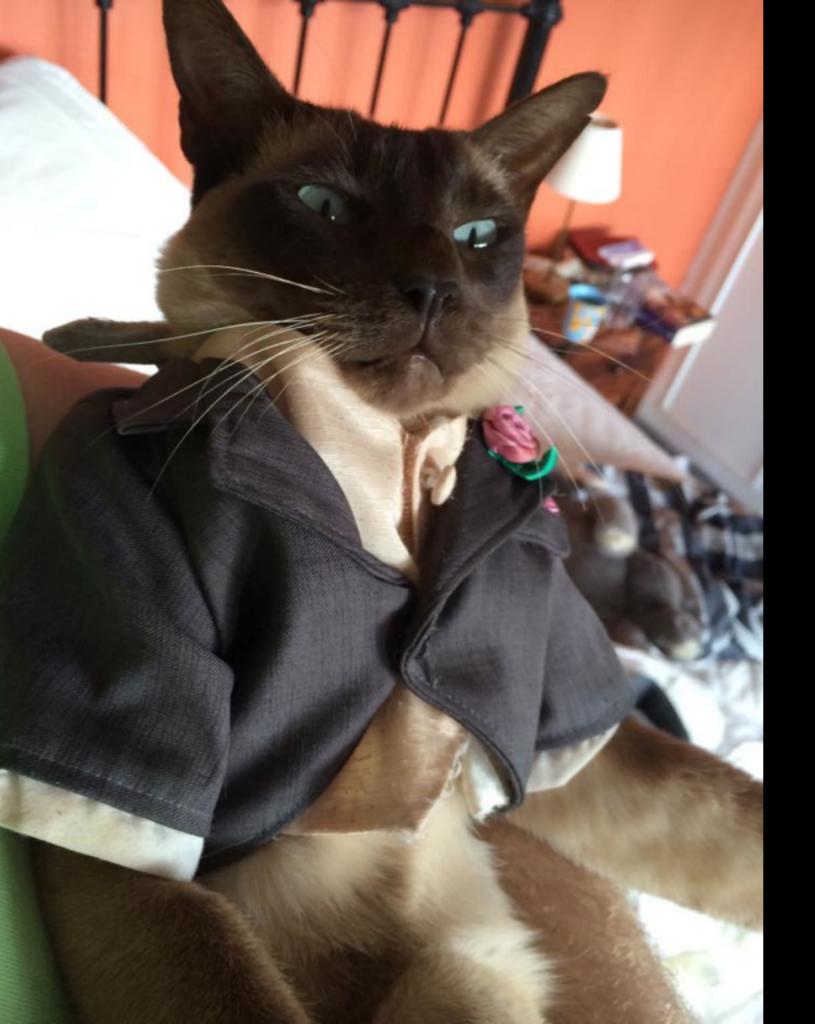
StarForce is a strategic and tactical game simulating the conditions and technology under which interstellar war could be possible. Players "shift" their StarForce counters through Stellar Display doing combat with each other to control specific stars. StarForce is actually two games in one: the Basic Game which is played exclusively on the large star map, and the Advanced Game which combines Basic Game play with tactical maneuvering on the smaller Tactical Display. All movement in the game is performed simultaneously in three dimensions (by plotting coordinates and writing orders in advance of execution). Multiple scenarios trace the course of interstellar conflict over the centuries as human/non-human conflicts and alliances develop and dissolve.

StarForce is a highly unusual game of space warfare involving sophisticated maneuver and combat decisions.

- · Simultaneous, three-dimensional conflict
- · Strategic and Tactical maps
- · Unique combat resolution system







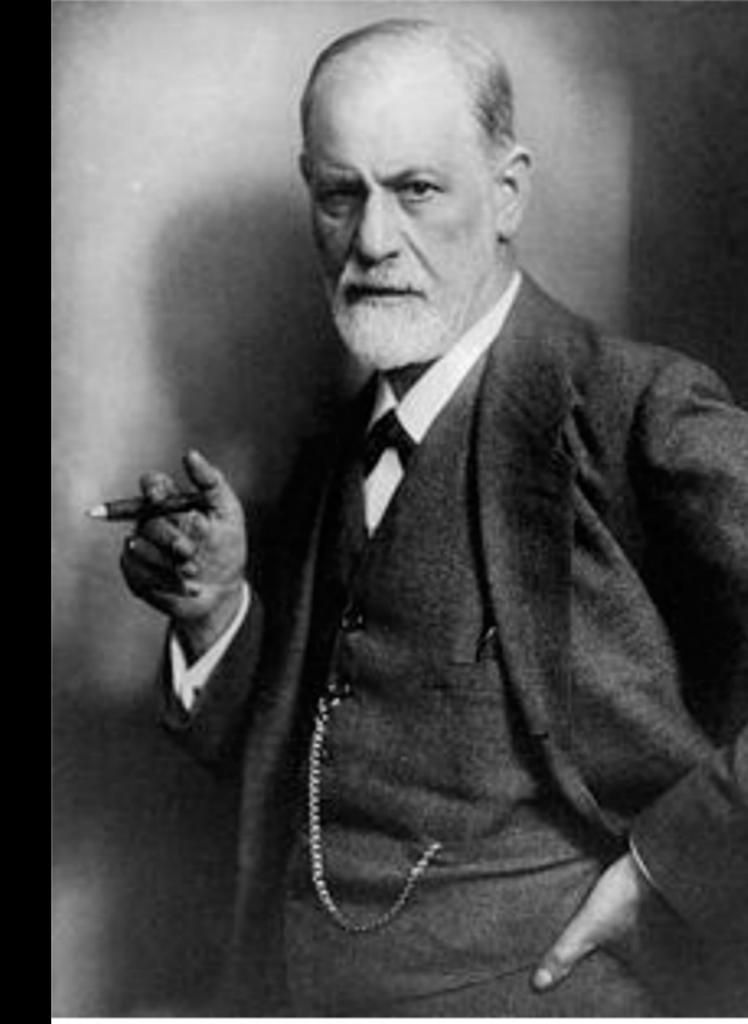
Ponyo

Tonkinese

(Siamese x Burmese)

The Pleasure Principle

Fort...
Da...

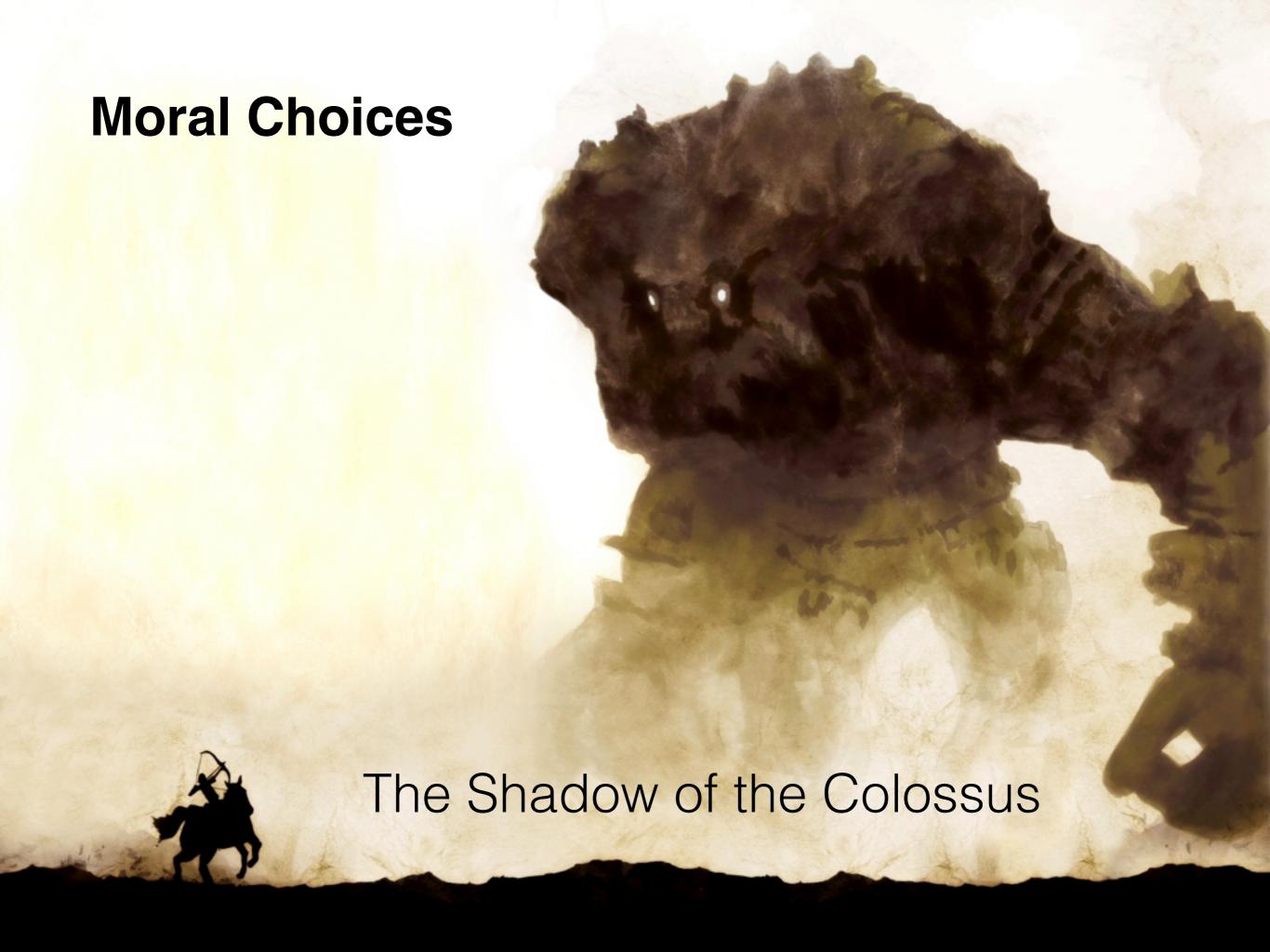














Educational Games

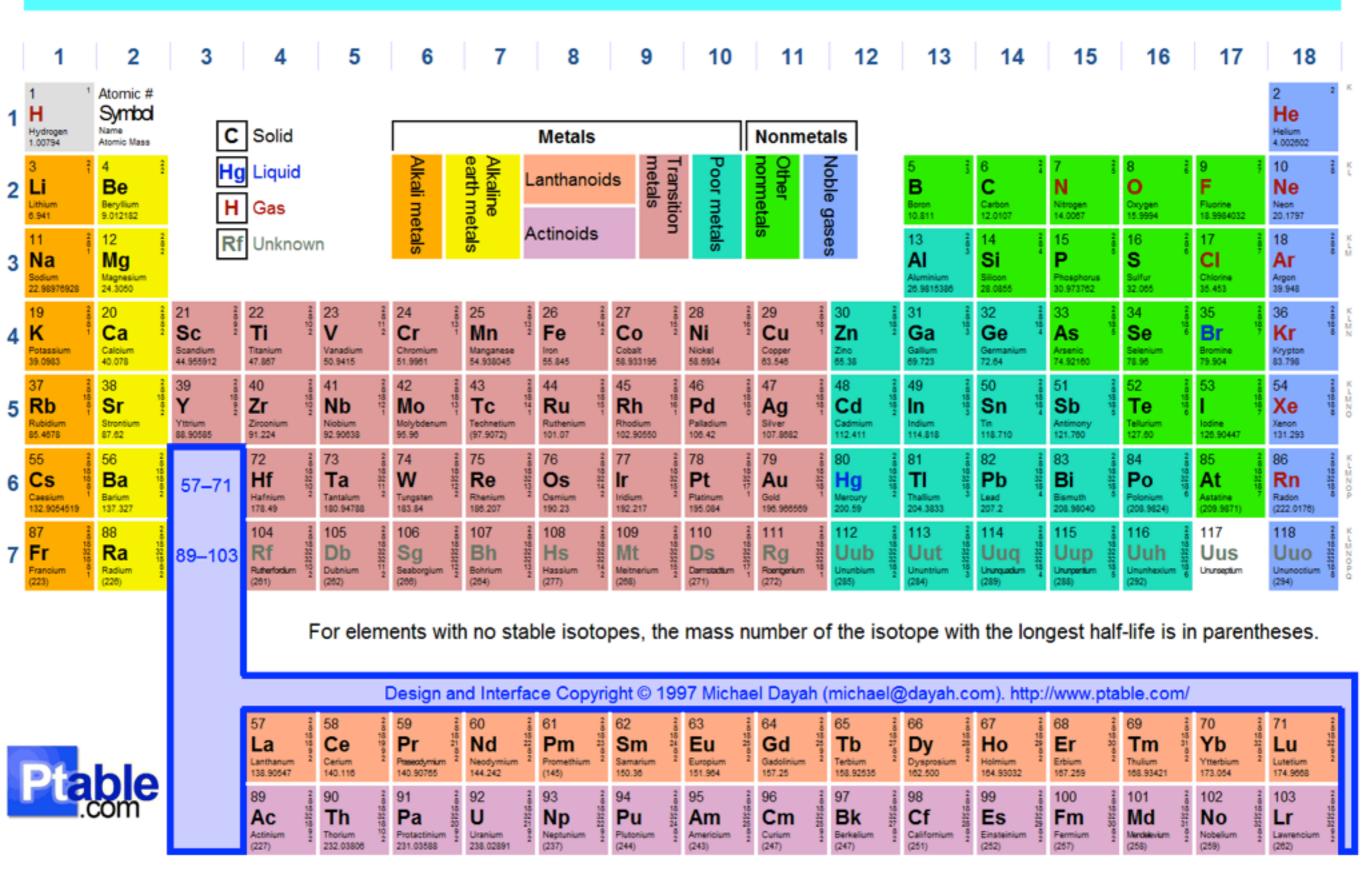




Motivation



Periodic Table of Elements



Socialisation



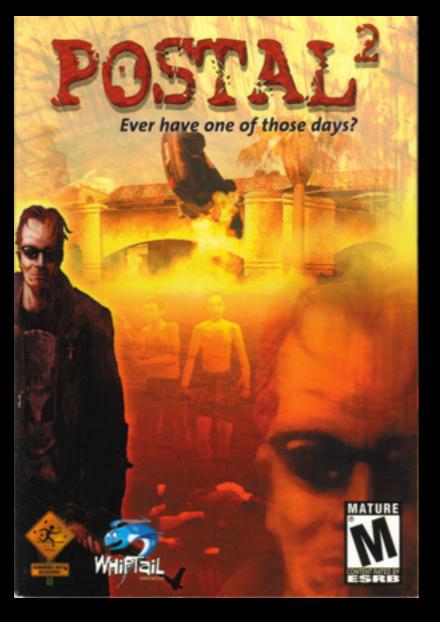
System Modeling

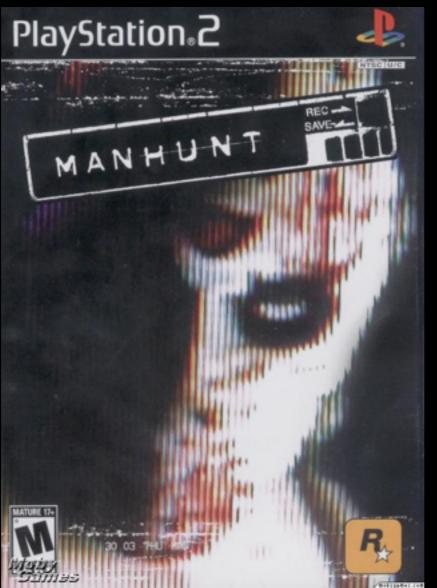


How can we use games in class?

- 1. Using Computer Games for ideas
- 2. Using Computer games for simulating/ number crunching
- 3. Using Role Playing Games for activities
- 4. Using Board Games/RPGs for simulation
- 5. Designing games to teach
- 6. Designing games to model the world









RP

SPRING 2013

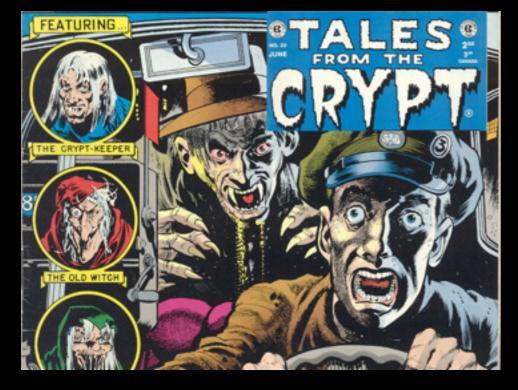
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MARTIN BARKER

The Strange History of the British Horror Comics Campaign

Copyrighted Miderial







1950s - Horror Comics

(1960s Rock & Roll)

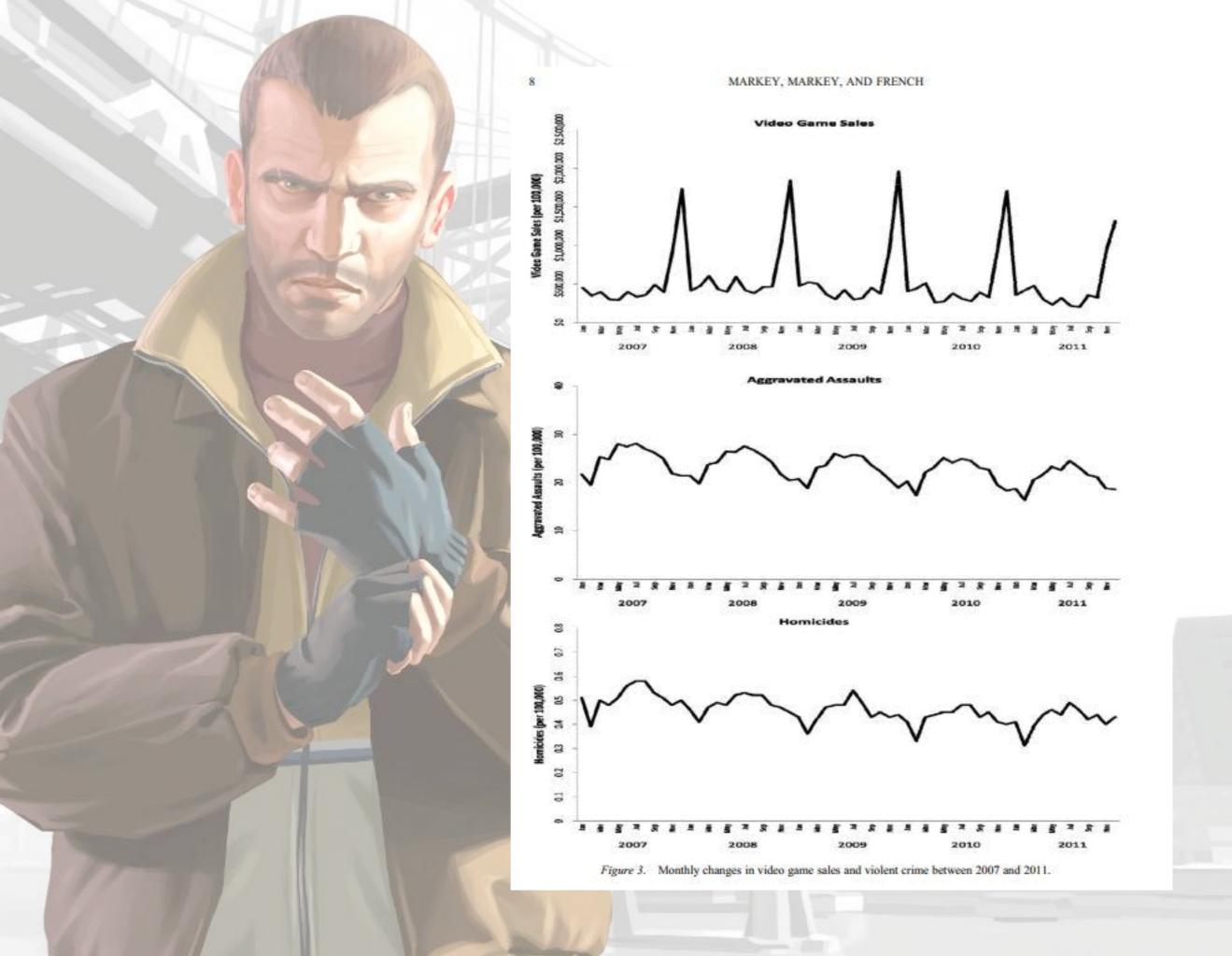
1980s - Video Nasties

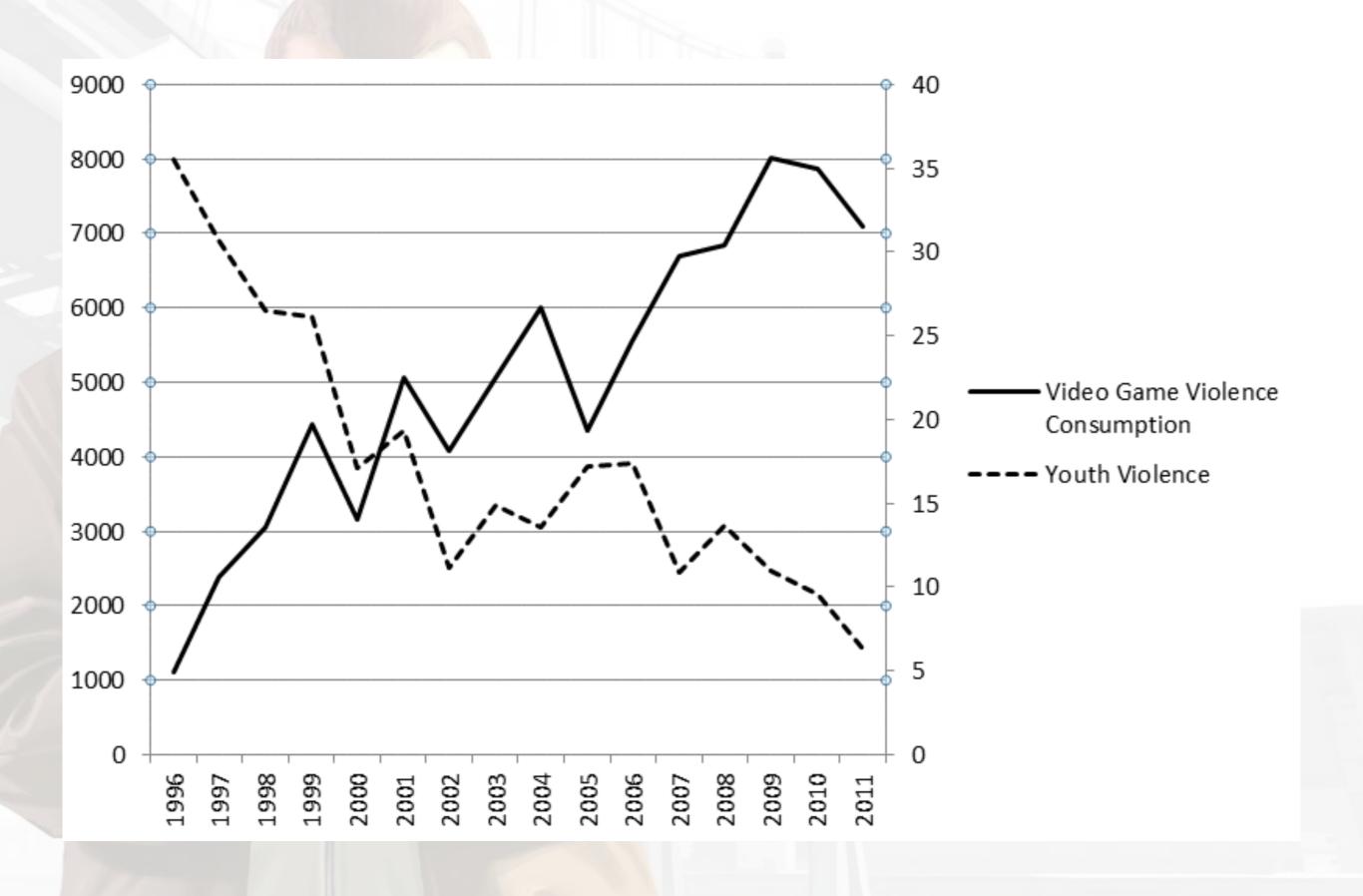
2000 - PC Games

The kids are doing stuff we don't understand ...in their rooms with the lights off

... and it's American!!!









THE OLD VIC



ELECTRA



Gender Stereotyping





Gamersgate

"Gamers as we knew and stereotyped them—white, male nerds with deep-seeded fears of both reality and women—were going extinct"

"many people feeling upset that the video game space has been so heavily politicized with a left-leaning, feminist-driven slant."

Moral Consequences



PC DVD

BUZZ ALDRIN'S

SPACE PROGRAM MANAGER

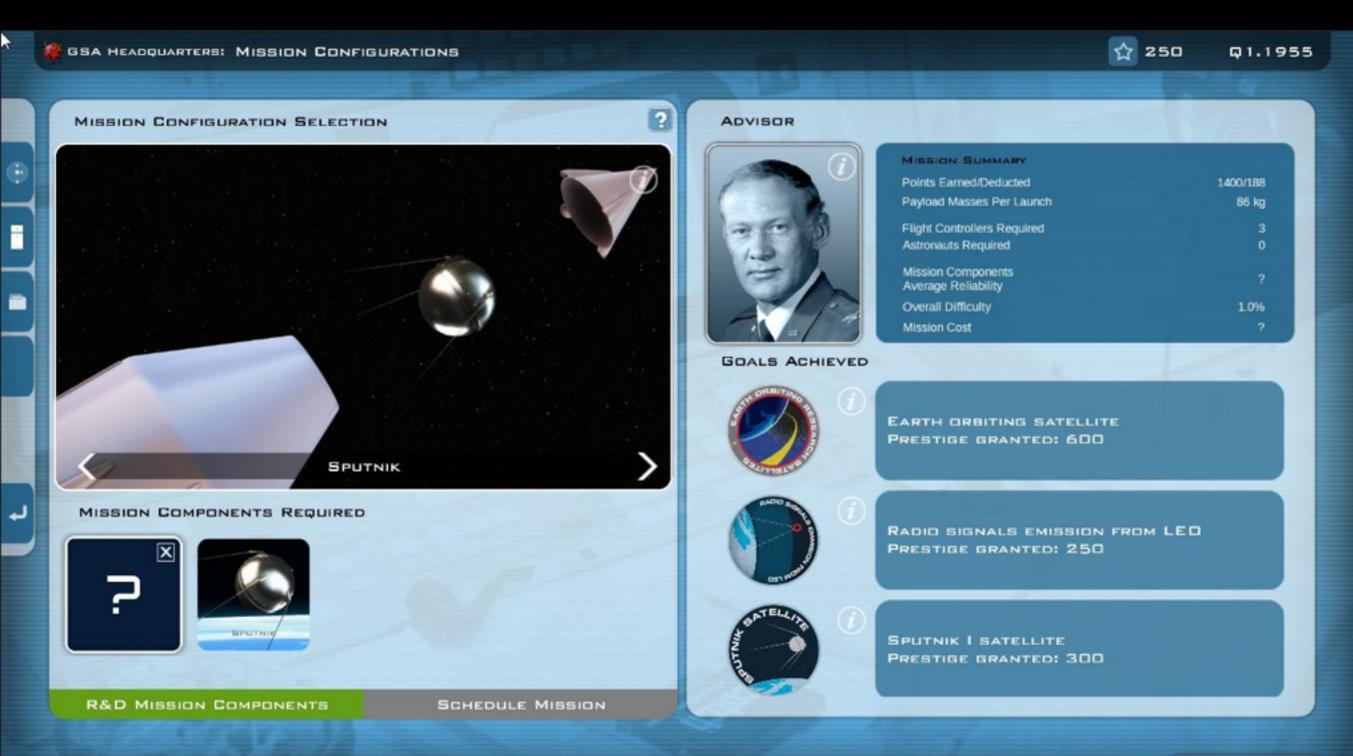
AOAO TO THE MOON





Simulation Games

Buzz Aldrin: Space Program Manager













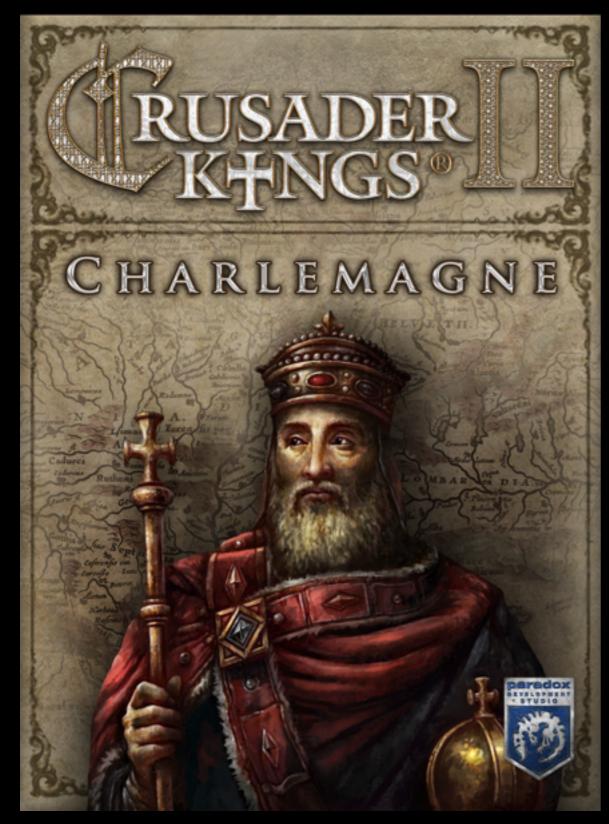


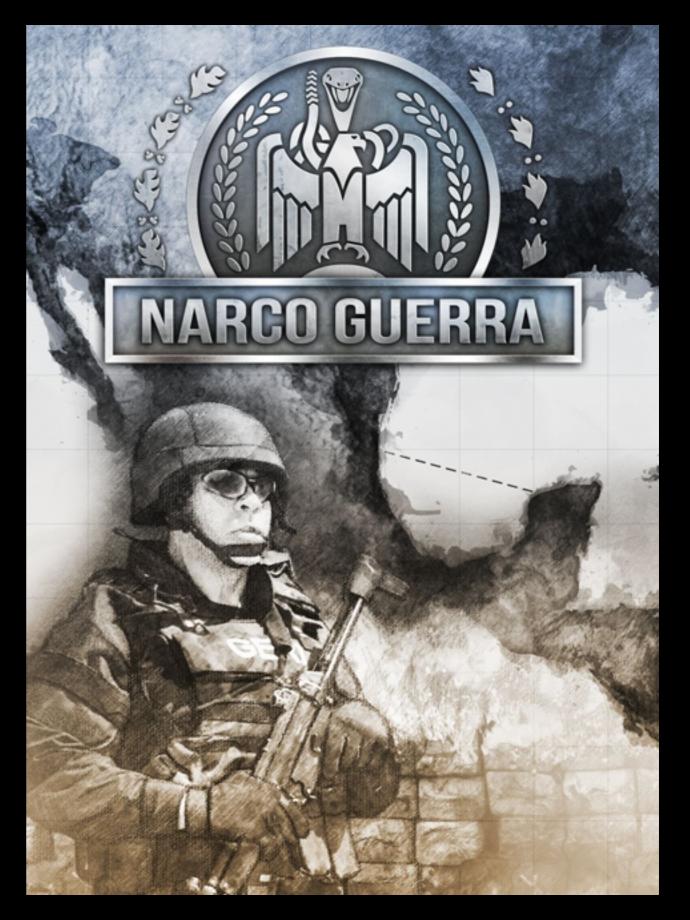














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