

World Of Warcraft® 2016 Wall Calendar

Walls Without CinemaState Security and Subjective Embodiment in Twenty-First-Century US FilmmakingBloomsbury Publishing USA

A guide to successful community moderation exploring everything from the trenches of Reddit to your neighborhood Facebook page. Don’ t read the comments. Old advice, yet more relevant than ever. The tools we once hailed for their power to connect people and spark creativity can also be hotbeds of hate, harassment, and political division. Platforms like Facebook, YouTube, and Twitter are under fire for either too much or too little moderation. Creating and maintaining healthy online communities isn’ t easy. Over the course of two years of graduate research at MIT, former tech journalist and current product manager Anika Gupta interviewed moderators who’ d worked on the sidelines of gamer forums and in the quagmires of online news comments sections. She’ s spoken with professional and volunteer moderators for communities like Pantsuit Nation, Nextdoor, World of Warcraft guilds, Reddit, and FetLife. In How to Handle a Crowd, she shares what makes successful communities tick – and what you can learn from them about the delicate balance of community moderation. Topics include: -Building creative communities in online spaces -Bridging political division—and creating new alliances -Encouraging freedom of expression while ensuring safety and trolling -Ensuring safety for all participants -Motivating community members to action How to Handle a Crowd is the perfect book for anyone looking to take their small community group to the next level, start a career in online moderation, or ‘tackle their own business’ s comments section.

NATIONAL BESTSELLER • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft’ s most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The true consequences of her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer’ s side and to reveal her truest self to her greatest rival. Here, Sylvanas’ s complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that’ s hers to make.

This book explores the human rights consequences of the new mercenarism, as channeled through so-called private military and security companies (PMSCs), and offers an overview of the evolution and status quo of both non-legal (soft law and self-regulation) and legal initiatives seeking to limit them. It addresses various topics, including the impact of the presence of non-state actors on human security using the cases of Afghanistan and Syria; research on PMSCs’ impact on human rights in specific cases; the insufficiency and ineffectiveness of existing direct and indirect legal prohibitions on the use of mercenaries; various aspects of international human rights law and international humanitarian law related to the conduct of PMSCs; soft-law and self-regulation mechanisms; and the international minimum standard in general international law regarding the privatization, export, import, and contracting of PMSCs.

"A fast-paced and gripping near-future science fiction debut about the gritty world of competitive gaming... Every week, Kai Ling fights to the death on national TV. She's died hundreds of times. And it never gets easier... The RAGE tournaments--the Virtual Gaming League's elite competition where the best gamers in the world compete in a no-holds-barred fight to the digital death. Every bloody kill is broadcast to millions. Every player is a modern gladiator--leading a life of ultimate fame, responsible only for entertaining the masses. And though their weapons and armor are digital, the pain is real. Chosen to be the first female captain in RAGE tournament history, Kall Ling is at the top of the world--until one of her teammates overdoes. Now, she must confront the truth about the tournament. Because it is much more than a game--and even in the real world, not everything is as it seems. The VGL hides dark secrets. And the only way to change the rules is to fight from the inside..."--

World of Warcraft: New Flavors of Azeroth

An Interdisciplinary Perspective

World of Warcraft: Night of the Dragon

State Security and Subjective Embodiment in Twenty-First-Century US Filmmaking

Transcultural Images in Hollywood Cinema

How to Handle a Crowd

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game’s evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

Grim Batol: Its dark legacy stretches back into the mists of Azeroth’s past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT but now Krasus -- known to some as the red dragon Korlaistrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

How can we as parents, educators, and members of the business community prepare students to be successful leaders in today’s global environment? It’s a critically important question. Gloria Cordes Larson, president of Bentley University, explains why today’s practices in higher education are inadequate preparation for our rapidly evolving innovation economy. Instead, she passionately advocates for a hybrid-learning model that integrates business education with traditional liberal arts courses. Today’s businesses demand a new kind of hybrid graduate, possessed of both hard and soft skills, with the courage to take risks, the creativity to innovate, and the savvy to excel in a turbulent competitive climate. This book is a valuable resource for participants in every learning community: our homes, schools, and businesses. It will change the way you think about what excellence in education means in today’s business environment as you develop strategies that will move our children, students, and future employees forward in a rapidly changing and very challenging world. Prepared with that training and knowledge, they will find greater fulfillment and make their own mark on the future.

The medieval in the modern world is here explored in a variety of media, from film and book to gaming. Noted Pandaren chef Nomi is your guide through the culinary world of Azeroth in this follow-up to World of Warcraft: The Official Cookbook. Journey through Azeroth and prepare to feast on new culinary delights inspired by this officially-licensed World of Warcraft cookbook. In this cookbook, Pandaren chef Nomi has collected the best recipes gathered during his travels and will instruct you in everything you need to know as you feast your way through Azeroth. As a young boy in Pandaria, Nomi answered the beckoning call of the Cooking School Bell and quickly grew into a promising chef. Through the years, this intrepid cook has traveled across Azeroth, learning countless regional recipes and techniques from Pandaria, the Broken Isles, and even the mysterious Shadowlands. Each chapter features easy-to-follow dishes, as well as numerous tips on how to not burn your food. Let culinary expert Nomi be your guide in World of Warcraft: New Flavors of Azeroth.

Warcraft Official Movie Novelization

Foreign Partners in Chinese Media

Strategies for Investors and Producers

A novel

Blood Plagues and Endless Raids

Weapons and Warcraft

In this second edition of Investing in Movies, industry veteran Joseph N. Cohen provides investors and producers with an analytical framework to assess the opportunities and pitfalls of film investments. The book traces macroeconomic trends and the globalization of the business, including the rise of streamers, as well as the impact these have on potential returns. It offers a broad range of guidelines on how to source interesting projects and advice on what kinds of projects to avoid, as well as numerous ways to maximize risk-adjusted returns. While focusing primarily on investments in independent films, Cohen also provides valuable insights into the studio and independent slate deals that have been marketed to the institutional investment community. As well, this new edition has been updated to fully optimize the current film industry climate including brand new chapters on the Chinese film market, new media/streaming services, and the effects of COVID-19 on the global film market. Written in a detailed and approachable manner, this book is essential for students and aspiring professionals looking to gain an insider perspective against the minefield of film investing.

As China looks to reinvigorate its soft power by drawing on the creative inputs of foreign media producers and technical expertise, this book explores how and why creative workers are moving to the Mainland from East Asia, and how they are navigating the challenges of producing creative and critical content in a politically constrained environment.

Taking as its point of departure the fundamental observation that games are both technical and symbolic, this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing. Divided into five parts, Computer Games and Technical Communication engages with questions related to workplace communities and gamic simulations; industry documentation; manuals, gameplay, and strategy; training and the use of games in gamifying work. In that computer games rely on a complex combination of written, verbal, visual, algorithmic, audio, and kinesthetic means to convey information, technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex. The contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication, production, and consumption in this increasingly ubiquitous technical and symbolic medium.

This volume closely examines the near-ubiquitous images of state security walls, domes, and other such defense enclosures flashing across movie screens since 2006, the year of the ratification of George W. Bush’s Secure Fence Act. This study shows that many of the films of this era enable us to imaginatively test the effects of these security mechanisms on citizens, immigrants, refugees, and other sovereign states, challenging our commitment to constructing them, maintaining them, staffing them, and subsidizing their enormous overheads. With case studies ranging from Atomic Blonde and Ready Player One to Black Panther and Elysium; Walls without Cinema serves as a timely counterpoint to the xenophobic rhetoric and abusive, carceral security conditions that characterize the Trump administration’s management of the Mexico-U.S. border situation.

The aging orc shaman Ner’zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarfen allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner’zhul’s dark schemes, the Alliance must now invade the orcs’ ruined homeland of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

Public International Law and Human Rights Violations by Private Military and Security Companies

Confessions of a Teenage Gamer

Willing Collaborators

The Official Cookbook

A Critical Lexicon

Surveillance, Race, Culture

Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

When people think of World of Warcraft, they think of a socially awkward, acne-faced teenager with "no life." Confessions of a Teenage Gamer challenges those stereotypes and shows how a kid from a wealthy family with every opportunity at his fingertips ended up finding himself in a video game. Confessions of a Teenage Gamer is funny in its honest retellings of teenage puberty, witty in its commentary on rich suburban life, and thought provoking in a way that questions the meaning behind success and happiness. This true story draws parallels between sports, music, and video games-and shows how, at the core, they teach many of the same lessons. With a successful spine surgeon for a father, a music teacher for a mother, and a house full of driven, high-achieving siblings, Nicolas Cole's Confessions of a Teenage Gamer shows how far one boy will go to chase his dream of becoming a professional gamer.

The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people and their home. So begins a spectacular saga of power and sacrifice in which war has many faces, and everyone fights for something.

Within the rapidly-growing arena of 'virtual worlds', such as Massively Multiplayer Online Games (MMOs), individuals behave in particular ways, influence one another, and develop complex relationships. This setting can be a useful tool for modeling complex social systems, cognitive factors, and interactions between groups and within organizations. To study these worlds effectively requires a cross-disciplinary approach that integrates social science theories with big data analytics. This broad-based book offers a comprehensive and holistic perspective on the field. It brings together research findings from an international team of experts in computer science (artificial intelligence, game design, and social computing), psychology, and the social sciences to help researchers and practitioners better understand the fundamental processes underpinning social behavior in virtual worlds such as World of Warcraft, Rift, Eve Online, and Travian.

The national bestseller and direct tie-in to the new game expansion pack Warlords of Draenor–a thrilling novel set in the universe of the record-breaking, internationally bestselling video game World of Warcraft! The brutal siege of Orgrimmar is over. Alliance and Horde forces have stripped Garrosh Hellscream, one of the most reviled figures on Azeroth, of his title as warchief. His thirst for conquest devastated cities, nearly tore the Horde apart, and destroyed countless lives. Now, on the legendary continent of Pandaria, he will stand trial for his transgressions. Renowned leaders from across the world have gathered to witness this historic event. As the trial unfolds, aspects of the bronze dragonflight present shocking visions of Garrosh’s atrocities. For many of those in attendance, these glimpses into history force them to relive painful memories and even question their own innocence or guilt. For others, the chilling details stoke the flames of their hatred. Unbeknownst to anyone, shadowy forces are at work on Azeroth, threatening not only the court’s ability to mete out justice…but also the lives of everyone at the trial. © 2015 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries.

The Cyber Effect

Debates on Migration, Identity, and Finance

Arena

Key Terms in the Field

Traveler

The launch title of an epic action-adventure series set in Blizzard’s popular World of Warcraft game franchise that features a young cast of characters discovering the mysteries and majesty of the world around them.

One hundred million people have played World of Warcraft in the 12 years since its inception. Those people did more than play they worked, they fought, they triumphed, they held entire game servers hostage, they even married each other in real life. They developed new identities, swapping their workaday selves for warriors, mages, assassins, and healers. Blood Plagues and Endless Raids explores a wild, incredibly complex culture partly through the author’s engaging personal story but also through the stories of other players and developers. It represents the definitive (and only) account of one of the world’s biggest pop culture phenomena.

This key textbook provides a comprehensive and up-to-date account of developments in international communication worldwide. Taking a comparative approach to the major theories of global media, Terry Flew looks at the rise of global media production networks and the emergence of ‘media cities’, multiculturalism, and the question of a global media culture. This engaging book raises the question of whether we are now in a ‘post-global’ age, and discusses whether there is a stable global communications order, or instead a stage of increased competition among digital and traditional media, and between the US and emergent powers such as China. Drawing on a wide range of perspectives, and written by a renowned author, this is an essential introduction for undergraduate and postgraduate students of media studies, communication studies and cultural studies, and anyone interested in the study of media and globalization.

It’s been years since twelve-year-old Aram Aram Thorne, a clever boy who is never without his precious sketchbook, has seen his father. So when Captain Greydon Thorne comes ashore and asks his son to join him at sea, it feels as if someone has redrawn Aram’s entire world. At sea, Aram struggles to get along with the Wavestrider’s crew--especially second mate Makasa, a tough teenaged girl. Just as Aram starts to get his head above water, a band of vicious pirates attack the Wavestrider, turning his world upside down once again. As Aram and Makasa try to find their way home, they encounter creatures both terrible and wondrous, and Aram will seek to understand Azeroth’s denizens as he draws them in his sketchbook. But the journey is hindered by Greydon’s compass, which never points north. If the compass isn’t leading Aram and Makasa home--to safety--to what destiny is it leading? Includes twenty illustrations from the acclaimed Blizzard artist, Samwise Didier.

Offering a brief, accessible, and timely introduction, Policing: The Essentials, hones in on core concepts and provides strong coverage on the foundations of policing. Authors Carol A. Archbold, Carol M. Huynh, and Thomas Mrozko use contemporary scholarship to focus on the current climate of policing and criminal justice, crafting one of the most diverse and inclusive books for the policing course. With a unique chapter on police effectiveness and community policing, plus ample opportunities for critical thinking and inquiry by reader, Policing: The Essentials offers a close examination of what matters in policing today and provides students with the key information they need to understand modern policing practices in our society. This title is accompanied by a complete teaching and learning package. Contact your SAGE representative to request a demo. Digital Option: This digital platform that delivers this text’s content and course materials in a learning experience that offers auto-graded assignments and interactive media tools, all carefully designed to ignite student engagement and drive critical thinking. Built with you and your students in mind, it offers simple course set-up and enables students to better prepare for class. Assignable Video with Assessment Assignable video (available with SAGE Vantage) is tied to learning objectives and curated exclusively for this text to bring concepts to life. Watch a sample video now. LMS Cartridge: Import this title’s instructor resources into your school’s learning management system (LMS) and save time. Don’t use an LMS? You can still access all of the same online resources for this title via the password-protected Instructor Resource Site. Learn more.

Sylvanas (World of Warcraft)

The Art of Creating Healthy and Dynamic Online Communities

Walls Without Cinema

Social Interactions in Virtual Worlds

Selected Writings from Contemporary Cinema 2

Understanding Global Media

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul’dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan’s chieftain, must make an impossible decision: abandon the territory, pride and traditions of his people, or lead them into the unknown. An original tale of survival, conflict and magic that leads directly into the events of Warcraft, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment’s global phenomenon.

Behind the legend stands a being hungry for justice and vengeance as the adventure, intrigue, and heroism of World of Warcraft, the global phenomenon, rise to a new level. You are not prepared. Illidan Stormrage is one of the most powerful beings ever to walk the lands of Azeroth. He is also one of the least understood. Behind his legend, beneath his enigmatic mission, lies a brilliant mind whose machinations are comprehended by few—and trusted by even fewer. Illidan’s righteous reign of justice and vengeance has begun. Long ago, the night elf sorcerer Illidan infiltrated the demonic Burning Legion to ward off its invasion of Azeroth. Instead of halting him as a hero, his own kind branded him the Betrayer, questioning his intentions after he appeared to aid the demon forces. For ten thousand years, he languished in prison—villified, isolated, but never forgetting his purpose. Now the Legion has returned, and there is only one champion who can truly stand against it. Released from his bonds, Illidan prepares for the final confrontation in the alien realm of Outland, gathering an army of grotesque fel orcs, serpentine naga, cunning blood elves, and twisted demon hunters to his side. He alone knows what deeply hidden motives guide his hand; he alone understands the price that must be paid to defeat the enemies of creation. Yet as before, he is assailed by those who see his schemes as a cynical quest for power, including the night elf Malev Shadowson, his former jailor. Warden Shadowson and her Watchers have pursued the Betrayer to Outland to exact retribution for his crimes, and she will not rest until Illidan is in her custody . . . or in his grave. Praise for Illidan “William King kicks off a great story with Illidan.”—BlizzPro “For many people, new and old players alike, this book will be an eye-opening journey.”—All Things Azeroth “I enjoyed World of Warcraft: Illidan a great deal.”—BlizzPlanet “Damn fun . . . There’s virtually never a dull moment in Illidan.”—CineLinx

Successful media in the Hollywood system: the transnational characteristics of Hollywood cinema. The narrative, cinematographic, and aesthetic structures of Hollywood cinema are lumped upstaged as chapters analyze gender, social, cultural, and economic-political contexts. Film Studies in China 2 is a collection of selected articles chosen from issues of the Journal Contemporary Cinema published throughout the year and translated for an English-speaking audience. As one of the most prestigious academic film studies journals in China, Contemporary Cinema has been active not only in publishing Chinese scholarship for Chinese readers but also in reaching out to academics from across the globe. This anthology hopes to encourage a cross-cultural academic conversation on the fields of Chinese cinema and media studies. Following the successful release of the first volume this is the second collection to be released in the Film Studies in China series.

The Routledge Handbook of Reenactment Studies provides the first overview of significant concepts within reenactment studies. The volume includes a co-authored critical introduction and a comprehensive compilation of key term entries contributed by leading reenactment scholars from Europe, North America, and Australia. Well into the future, this wide-ranging reference work will inform and shape the thinking of researchers, teachers, and students of history and heritage and memory studies, as well as cultural studies, film, theater and performance studies, dance, art history, museum studies, literary criticism, musicology, and anthropology.

The Art of World of Warcraft

From Tolkien to Game of Thrones

Warcraft: Bonds of Brotherhood

Critical Methods and Applications at the Intersection

The Nix

Neomedievalism, Popular Culture, and the Academy

Discover how three of Azeroth’s greatest champions forged their first alliance, in the official graphic prequel to the Warcraft movie from Legendary, Universal Pictures and Blizzard Entertainment. In a fantasy action epic set decades before the film, the young and headstrong Llana, Lothar, and Medivh embark on a mission of vengeance that will forge them into heroes... the kind of heroes Azeroth will need in its darkest hour.

Beyond the chivalry and adventure often presented in fictional works, the medieval era was marked by frequent military conflict. The tools for war employed by soldiers, knights, archers, and other combatants on the battlefield and in bloody sieges are richly rendered in this book. This title explores the use of cavalry, castle fortifications, and military tactics, and it is illustrated with imagery sure to underscore the immediacy and harshness of conflict. Readers will be drawn in by the romance and adventure of the era, even as the book soberly relates the very real circumstances of brutal medieval warfare.

A groundbreaking exploration of how cyberspace is changing the way we think, feel, and behave “A must-read for this moment in time.”—Steven D. Levitt, co-author of Freakonomics • One of the best books of the year—Nature Mary Aiken, the world’s leading expert in forensic cyberpsychology, offers a starting point for all future conversations about how the Internet is shaping development and behavior, societal norms and values, children, safety, privacy, and our perception of the world. Drawing on her own research and extensive experience with law enforcement, Aiken covers a wide range of subjects, from the impact of screens on the developing child to the explosion of teen sexting and the acceleration of compulsive and addictive behaviors online. Aiken provides surprising statistics and incredible-but-true case studies of hidden trends that are shaping our culture and raising troubling questions about where the digital revolution is taking us. Praise for The Cyber Effect “How to guide kids in a hyperconnected world is one of the biggest challenges for today’s parents. Mary Aiken clearly and calmly separates reality from myth. She clearly lays out the issues we really need to be concerned about and calmly instructs us on how to keep our kids safe and healthy in their digital lives.”—Peggy Orenstein, author of the New York Times bestseller Girls & Sex “[A] fresh voice and a uniquely compelling perspective that draws from the murky, fascinating depths of her criminal case file and her insight as a cyber-psychologist . . . This is Aiken’s cyber cri de coeur as a forensic scientist, and she warrants even on the case.”—The Washington Post “Fascinating . . . If you have children, stop what you are doing and pick up a copy of The Cyber Effect.”—The Times (UK) “An incisive tour of sociotechnology and its discontents.”—Nature “Just as Rachel Carson launched the modern environmental movement with her Silent Spring, Mary Aiken delivers a deeply disturbing, utterly penetrating, and urgently timed investigation into the perils of the largest unregulated social experiment of our time.”—Bob Woodward “Mary Aiken takes us on a fascinating, thought-provoking, and at times scary journey down the rabbit hole to witness how the Internet is changing the human psyche. A must-read for anyone who wants to understand the temptations and tragedies of cyberspace.”—John R. Suler, PhD, author of The Psychology of Cyberspace “Drawing on a fascinating and mind-boggling range of research and knowledge, Mary Aiken has written a great, important book that terrifies then consoles by pointing a way forward so that our experience online might not outstrip our common sense.”—Steven D. Levitt “Having worked with law enforcement groups from INTERPOL and Europol as well as the U.S. government, Aiken knows firsthand how today’s digital tools can be exploited by criminals to undermine the Internet’s Dar.”—Newsweek

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multi-part series exploring the Warcraft universe: from the distant past to the modern era.

Winner of the Art Seidenbaum Award for First Fiction: A New York Times 2016 Notable Book Entertainment Weekly’s #1 Book of the Year A Washington Post 2016 Notable Book A Slate Top Ten Book NEW YORK TIMES BESTSELLER “The Nix is a mother-son psychodrama with ghosts and politics, but it’s also a tragicomedy about anger and sanctimony in America. . . . Nathan Hill is a maestro.”—John Irving From the suburban Midwest to New York City to the 1968 riots that rocked Chicago and beyond, The Nix explores—with sharp humor and a fierce tenderness—the resilience of love and home, even in times of radical change. It’s 2011, and Samuel Andersen-Anderson—college professor, stalled writer—has a Nix of his own: his mother, Faye. He hasn’t seen her in decades, not since she abandoned the family when he was a boy. Now she’s re-appeared, having committed an absurd crime that electrifies the nightly news, beguiles the internet, and inflames a politically divided country. The media paints Faye as a radical hippie with a sordid past, but as far as Samuel knows, his mother was an ordinary girl who married her high-school sweetheart. Which version of his mother is true? Two facts are certain: she’s facing some serious charges, and she needs Samuel’s help. To save her, Samuel will have to embark on his own journey, uncovering long-buried secrets about the woman he thought he knew, secrets that stretch across generations and have their origin all the way back in Norway, home of the mysterious Nix. As he does so, Samuel will confront not only Faye’s losses but also his own lost love, and will reclaim everything he thought he knew about his mother, and himself.

Film Studies in China 2

World of Warcraft: Traveler

World of Warcraft: War Crimes

Illidan: World of Warcraft

The Warcraft: The Last Guardian

The Routledge Handbook of Reenactment Studies

Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to “debug” the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from “Amusement Arcade” to “Embodiment” and “Game Art” to “Simulation” and “World Building.” Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical “takes” on historical topics. The majority of essays look at game history from the outside in, some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors: Marcelo Aranda, Brooke Bellise, Caitlin Benson-Alott, Stephanie Bokuk, Jennifer deVintor, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Hts, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschchenbaum, Carly A. Kocurek, Peter Orpatt, Louis Mieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Pureauil, René H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinba? Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Svalweld, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment’s next expansion to the critically acclaimed World of Warcraft videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth’s devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to discuss: are both to relinquish. As Alliance and Horde alike grasp for the Azerite’s power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for Before the Storm “This is easily the best book in the World of Warcraft series, and I don’t say that lightly. . . . It’s so much more than a tie-in novel. . . . It’s a beautiful book.”—Bizzard Watch

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you’ve never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop-Up Book brings the most well-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth!

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illuminates how China's influence is transforming the global media industries from the inside out"--Provided by publisher.

Hollywood Made in China
Before the Storm (World of Warcraft)

A Novel
Debugging Game History

Policing
Computer Games and Technical Communication

This collection of essays engages with a wide range of disciplines including art, performance, film and literature, to examine the myriad effects of contemporary surveillance on our cultural psyche. The volume expertly articulates the manner in which cultural productions have been complicit in watching, seeing and purporting to 'know' race. In our increasingly mediated world, our sense of community is becoming progressively virtual, and surveillant technologies impact upon subjectivity, resulting in multiple forms of artistic and cultural expression. As such, art, film, and literature provide a lens for the reflection of sociocultural concerns. In Surveillance, Race, Culture Flynn and Mackay skilfully draw together a diverse range of contributions to investigate the fundamental question of exactly how surveillant technologies have informed our notions of race, identity and belonging.

The Essentials

Investing in Movies

World of Warcraft: Beyond the Dark Portal

How Innovative Colleges Drive Student Success

A Hundred Million Lives in the World of Warcraft

World of Warcraft Chronicle