

Applying Native Device APIs
My 1st Book of Comprehension & Composition

Society in Focus
Electronic Commerce

An Attempt to Classify Every Word Found Therein According to Its Signification
The Playful Undead and Video Games

This book explores the central role of the zombie in contemporary popular culture as they appear in video games. Moving beyond traditional explanations of their enduring appeal – that they embody an aesthetic that combines horror with a mindless target; that lower age ratings for zombie games widen the market; or that Artificial Intelligence routines for zombies are easier to develop – the book provides a multidisciplinary and comprehensive look at this cultural phenomenon. Drawing on detailed case studies from across the genre, contributors from a variety of backgrounds offer insights into how the study of zombies in the context of video games informs an analysis of their impact on contemporary popular culture. Issues such as gender, politics, intellectual property law, queer theory, narrative storytelling and worldbuilding, videogame techniques and technology, and man's relation to monsters are closely examined in their relation to zombie video games. Breaking new ground in the study of video games and popular culture, this volume will be of interest to researchers in a broad range of areas including media, popular culture, video games, and media psychology.

Madhubun Comprehension and Composition, for Classes 1 through 8, is a graded practice course aimed at strengthening learners' reading and writing skills

M-Libraries 5
From devices to people

A Year of Listening to Birds
Hanger Stout, Awake!: 50th Anniversary Edition