

La Storia Di Nintendo 1980 1981 La Straordinaria Invenzione Di Game Watch 2

Nel vastissimo panorama dei videogiochi che rappresentano e incentrano la loro narrazione sulla guerra, sono inizialmente pochi quelli che trattano il contesto della Prima Guerra Mondiale, emblema di un conflitto tragico e senza senso: la dura condizione delle trincee, inoltre, mal si presta a sviluppare un videogioco che possa intrattenere con sfide dinamiche e colpi di scena. Eppure, le celebrazioni del centenario dallo scoppio della Grande Guerra hanno portato in risalto nuove possibilità e un nuovo interesse verso la rappresentazione degli avvenimenti accaduti tra il 1914 e il 1918. Questo saggio ripercorre la storia del videogioco e, insieme, i catastrofici eventi che hanno segnato il XX secolo nascente, offrendo un quadro chiarissimo e interessante di come le due dimensioni, ludica e storica, si fondano insieme, regalando tanto agli amanti del joystick quanto agli studiosi del Novecento una lettura inedita e originale.
Pietro Ronchi, nato a Schio (VI) il 31 agosto 1993, appassionato di storia e videogiochi. Laureato in Storia nel 2020 all'Università degli Studi di Padova. Questa è la sua tesi di laurea.

Atari Inc. - Business is Fun, the book that goes behind the company that was synonymous with the popularization of "video games." Nearly 8 years in the making, Atari Inc. - Business is Fun is comprised of thousands of researched documents, hundreds of interviews, and access to materials never before available. An amazing 800 pages (including nearly 300 pages of rare, never before seen photos, memos and court documents), this book details Atari's genesis from an idea between an engineer and a visionary in 1969 to a nearly \$2 billion dollar juggernaut, and ending with a \$538 million death spiral during 1984. A testament to the people that worked at this beloved company, the book is full of their personal stories and insights. Learn about topics like:
* All the behind the scenes stories surrounding the creation of the company's now iconic games and products.
* The amazing story of Atari's very own "Xerox PARC" research facility up in the foothills of the Sierra Mountains
* The full recounting of Steve Jobs's time at Atari, with comments from the people he worked with on projects and the detailed story of the creation of Atari Breakout, including input by Steve Wozniak on his development of the prototype, and how it couldn't be used and another Atari engineer to make the final production Breakout arcade game instead.
* The creation of "Risk Ras Big Cheese Restaurant" which later became "Chuck E. Cheese"
* How Atari Inc. faltered and took down an entire industry with it before being put on the shopping block. If you've ever wanted to learn about the truth behind the creation of this iconic company told directly by the people who made FUN for a living, then this is the book for you!

Exploring the often-overlooked history and technological innovations of the world's first true multimedia computer. Long ago, in 1985, personal computers came in two general categories: the friendly, childish game machine used for fun (exemplified by Atari and Commodore products); and the boring, beige adult box used for business (exemplified by products from IBM). The game machines became fascinating technical and artistic platforms that were of limited real-world utility. The IBM products were all utility, with little emphasis on aesthetics and no emphasis on fun. Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was, Jimmy Maher writes in The Future Was Here, the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional tools), and use recordings of real-world sound were the seeds of the digital media future: digital cameras, Photoshop, MP3 players, and even YouTube, Flickr, and the blogosphere. He examines different facets of the platform—from Deluxe Paint to AmigaOS to CinemaSaw—in each chapter, creating a portrait of the platform and the communities of practice that surrounded it. Of course, Maher acknowledges, the Amiga was not perfect: the DOS component of the operating systems was clunky and ill-matched, for example, and crashes often accompanied multitasking attempts. And Commodore went bankrupt in 1994. But for a few years, the Amiga's technical qualities were harnessed by engineers, programmers, artists, and others to push back boundaries and transform the culture of computing.

I videogiochi tra cultura e design

The Third Industrial Revolution
azioni, interazioni, esplorazioni

The Semiotics of Architecture in Video Games

Back to the 80s

Politica ed economia

Poverty, Survival & Hope in an American City (Pulitzer Prize Winner)

The definitive behind-the-scenes history of video games' exploration into the twenty-first century and the war for industry power
"A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, RePlay Magazine
*As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of The Ultimate History of Video Games, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f**k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, The Ultimate History of Video Games: Volume 2 explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.*

Video games are considered by many to be just entertainment-essentially void of skillful, artistic intervention. But as any gamer knows, there's incredible technical and graphic talent behind even a flickering Gameboy screen. You may have never heard Shigeru Miyamoto's name, but you've probably spent many a lazy afternoon absorbed in his work. Joining Nintendo as a video game designer in the late 1970s, Miyamoto created the powerhouse franchises Super Mario Bros., The Legend of Zelda, and Donkey Kong-games so ubiquitous that Miyamoto was named one of TIME's 100 Most Influential People in 2007. Combining critical essays with interviews, bibliographies, and striking visuals, Shigeru Miyamoto unveils the artist behind thousands of glowing gaming screens, tracing out his design decisions, aesthetic preferences, and the material conditions that shaped his work. With this incredible (and incredibly unknown) figure, series editors Jennifer DeWinter and Carly Kocurek launch the Influential Video Game Designers series, at last giving these artists the recognition they deserve.

Video games are among the most popular media on the planet, and billions of people inhabit these virtual worlds on a daily basis. This book investigates the architecture of video games, the buildings, roads and cities in which gamers play out their roles. Examining both the aesthetic aspects and symbolic roles of video game architecture as they relate to gameplay, Gabriele Aroni tackles a number of questions, including - How digital architecture relates to real architecture - Where the inspiration for digital gaming architecture comes from, and how it moves into new directions - How the design of virtual architecture influences gameplay and storytelling. Looking at how architecture in video games communicates and interacts with players, this book combines semiotics and architecture theory to display how architecture is used in a variety of situations, with different aims and results. Using case studies from NaissanceE, Assassin's Creed II and Final Fantasy XV, The Semiotics of Architecture in Video Games discusses the techniques used to create successful virtual spaces and proposes a framework to analyse video game architecture, ultimately explaining how to employ architectural solutions in video games in a systematic and effective way.

War Games. Da Pong a Super Mario

End of History and the Last Man

Super Mario Bros., Donkey Kong, The Legend of Zelda

IN-LUSIO. Il gioco come formazione estetica

Il mondo dell'infanzia

Media, new media, postmedia

Irrationality

How Nintendo Mario-ified an existing Japanese NES game to create Super Mario Bros. 2

A beautiful celebration of the life and imagery of Japan's master of fantasy and science fiction art! This handsome, landscape-style hardback contains nearly 400 illustrations and photos from the incredible career of Final Fantasy designer Yoshitaka Amano. But Beyond the Fantasy covers far more than just the famous game series. Amano's artistic journey goes back to his first job in 1967--age 15, working on Speed Racer! From animator, to illustrator, to internationally exhibited painter, this biography is a look not only at Amano's life, but the influences, techniques, philosophy, and family that have nurtured it.

PULITZER PRIZE WINNER • A “vivid and devastating” (The New York Times) portrait of an indomitable girl—from acclaimed journalist Andrea Elliott “From its first indelible pages to its rich and startling conclusion, Invisible Child had me, by turns, stricken, inspired, outraged, illuminated, in tears, and hungering for reimmersion in its Dickensian depths.”—Ayad Akhtar, author of Homeland
Elegies ONE OF THE TEN BEST BOOKS OF THE YEAR: The New York Times • ONE OF THE BEST BOOKS OF THE YEAR: The Atlantic. The New York Times Book Review, Time, NPR, Library Journal
In Invisible Child, Pulitzer Prize winner Andrea Elliott follows eight dramatic years in the life of Dasani, a girl whose imagination is as soaring as the skyscrapers near her Brooklyn shelter. In this sweeping narrative, Elliott weaves the story of Dasani's childhood with the history of her ancestors, tracing their passage from slavery to the Great Migration north. As Dasani comes of age, New York City's homeless crisis has exploded, deepening the chasm between rich poor. She must guide her siblings through a world riddled by hunger, violence, racism, drug addiction, and the threat of foster care. Out on the street, Dasani becomes a fierce fighter “to protect those who I love.” When she finally escapes city life to enroll in a boarding school, she faces an impossible question: What if leaving poverty means abandoning your family, and yourself? A work of luminous and riveting prose, Elliott's Invisible Child reads like a page-turning novel. It is an astonishing story about the power of resilience, the importance of family and the cost of inequality—told through the crucible of one remarkable girl. Winner of the J. Anthony Lukas Book Prize • Finalist for the Bernstein Award and the PEN/John Kenneth Galbraith Award

The History of Nintendo

Street Fighter Swimsuit Special Collection

The History of Nintendo, 1980-1991

Invisible Child

Playthings in Early Modernity

Il bambino e i videogiochi. Implicazioni psicologiche ed educative

Party Games, World Games, Mind Games

Come uno Sherlock Holmes dei giorni nostri, Martin Lindstrom sfrutta il potere degli small data per andare alla ricerca delle prossime grandi innovazioni. Reclutato dai brand più famosi del mondo per indagare sulla loro clientela, Martin Lindstrom passa trecento serate l'anno in casa di estranei, osservando attentamente ogni dettaglio per scoprire cosa vogliono davvero i consumatori e qual è il segreto per creare un brand o un prodotto di successo. Lindstrom ci accompagna in un viaggio intorno al mondo che affascinerà i marketer più intraprendenti e chiunque voglia saperne di più sull'infinita varietà del comportamento umano. In questo libro scoprirete che... Una vecchia scarpa da ginnastica trovata in casa di un undicenne tedesco ha condotto alla straordinaria trasformazione di LEGO. Una calamita trovata su un frigorifero in Siberia ha innescato una rivoluzione nei supermercati americani. Un paio di cuffie antirumore usato a diecimila metri da terra ha portato alla creazione del nuovo jingle ufficiale di Pepsi. Il modo in cui fedeli e turisti entrano in una chiesa di Roma ha contribuito a rivitalizzare i parchi divertimento Disney. L'orsacchiotto di una bambina austriaca ha rivoluzionato un brand di abbigliamento con mille punti vendita in venti paesi. Un semplice braccialetto ha aiutato Jenny Craig a incrementare la fidelizzazione della clientela del 15% in meno di un anno. L'ergonomia del cruscotto di un'auto ha ispirato la riprogettazione dell'aspirapolvere Roomba. Partite con Lindstrom per questo viaggio e scoprirete come gli indizi più piccoli e insospettabili possano rivelare grandi verità sul comportamento dei consumatori e degli esseri umani.

This volume covers the Nintendo "Game & Watch" games, which were a collection of single game, self-contained electronic hand-held gaming devices with LCD screens.

Perché nei prodotti dell'industria culturale di oggi l'archetipo del fanciullo e l'ambientazione degli anni Ottanta spesso coincidono? Quali metafore esprime l'immaginario rappresentato in questi prodotti? C'è un fil lo conduttore tra quel decennio e i giorni nostri? E se ne può parlare in termini di durata (breve? media? lunga?) di un processo storico e culturale? Lo scopo principale di questo libro è cercare di rispondere a queste domande. Per fare ciò si tornerà virtualmente indietro nell'Italia degli anni Ottanta: l'unica potenza industriale occidentale che fa il suo ingresso nella videovisa - l'era della tv a colori secondo Régis Debray - contemporaneamente all'avvento della società dell'informazione, caratterizzata, secondo Manuel Castells, dall'abilità tecnologica nell'impiegare come forza produttiva diretta la superiorità della specie umana nella capacità di elaborare simboli. È la ragione per cui l'Italia è il laboratorio mediale ideale per capire cosa sta accadendo nella mediasfera occidentale di quel decennio. Decennio in cui si acuisce la competizione tra le più disparate forme di comunicazione (i media-linguaggio: cinema, televisione, videogame etc.), alimentata dal fi orire di nuovi dispositivi tecnologici (i media-oggetto) sempre più all'avanguardia.

I piccoli indizi che svelano i grandi trend. Capire i desideri nascosti dei tuoi clienti

An Informal History of the Family Road Trip

Shigeru Miyamoto

Catalogo dei libri in commercio

Yoshitaka Amano: The Illustrated Biography-Beyond the Fantasy

Don't Make Me Pull Over!

Small data

Lontano dalla retorica del visionario che vuole cambiare i destini del mondo, si trova un'industria che prima e più profondamente di Apple e di Steve Jobs ha condotto l'umanità tra le braccia della rivoluzione digitale: l'industria dei videogame. In quei luoghi malfamati che erano le sale giochi, si poteva fare una partita a PONG senza troppe difficoltà già dieci anni prima che il PC diventasse di uso comune. Con il preciso intento di divertire ma anche di fare soldi (e tanti), aziende come Atari, Nintendo, Midway, Williams, Taito, Namco, Mattel, SEGA hanno messo in contatto masse di ragazzini con la logica binaria e i frame buffer molto prima che i personal computer divenissero un fenomeno osservabile e di massa. Questo libro racconta quarant'anni di battaglie senza esclusione di colpi, spesso oltre il limite della correttezza e delle regole ammesse, per il predominio in un mercato che vale oggi oltre 100 miliardi di dollari, passando attraverso i geniali e spregiudicati protagonisti di un'industria in cui la sfrontatezza vale almeno quanto la tanto celebrata creatività.

Quanto è rivoluzionaria la cosiddetta "rivoluzione digitale"? E quanto, invece, il digitale affonda le proprie radici nei vecchi media analogici dell'Otto-Neovecento? Partendo da questi interrogativi, Gabriele Balbi e Paolo Magaudda ci guidano in un originale viaggio attraverso la storia dei media digitali, dalla prima metà del Novecento ai giorni nostri. Con un'ottica globale, gli autori ripercorrono le tappe principali della storia del computer, di internet, del telefono cellulare e della digitalizzazione di alcuni settori dell'industria culturale quali musica, stampa, cinema, fotografia e radiotelevisione. Tra rotture rivoluzionarie e sorprendenti continuità, Storia dei media digitali getta uno sguardo disincantato su una delle mitologie del nostro tempo.

The lovely ladies and lads of Street Fighter take a break from fist fights and tournaments to hit up the world's hottest beaches, pools, volleyball courts, and more! Everyone from Chun-Li to Poison to Guile shows off their favorite swimwear, plus guest appearances from the cast of Darkstalkers, Rival Schools, and Final Fight! This beautiful hardcover tome gathers four years of UDON's Street Fighter Swimsuit and Pin-up specials in an over-sized art book format, including rare covers and never-before-seen rough concepts.

Comunicazione non convenzionale

STORIA A STELLE E PIXEL 13

Allgemeines Künstlerlexikon

Il viaggio

I mondi di Super Mario

Critical Companion to Contemporary Marxism

"What every leader needs to know about dignity and how to create a culture in which everyone thrives. This landmark book from an expert in dignity studies explores the essential but under-recognized role of dignity as part of good leadership. Extending the reach of her award-winning book Dignity: Its Essential Role in Resolving Conflict, Donna Hicks now contributes a specific, practical guide to achieving a culture of dignity. Most people know very little about dignity, the author has found, and when leaders fail to respect the dignity of others, conflict and distrust ensue. She highlights three components of leading with dignity: what one must know in order to honor dignity and avoid violating it; what one must do to lead with dignity; and how one can create a culture of dignity in any organization, whether corporate, religious, governmental, healthcare, or beyond. Brimming with key research findings, real-life case studies, and workable recommendations, this book fills an important gap in our understanding of how best to be together in a conflict-ridden world."--

La storia di Nintendo 1980-1981. La straordinaria invenzione di gameswatchLa storia di Nintendo 1889-1980. Dalla carta da gioco ai gameswatchBack to the 80s!Immaginario degli anni Ottanta nell'era digitaleMimesis

This highly detailed publication delves into the rich and varied (and often forgotten) 120-year history of the world's leading video game company. For the very first time, Nintendo's historical product portfolio is catalogued in painstaking and loving detail, with over 500 card games, tabletop games, toys, electronic, and arcade games, all compiled into one superbly crafted book. This book details Nintendo's humble beginnings as a playing card manufacturer, charting progress through the entire range of toys and games, including such legendary products as Love Tester, Ten Billion, Ultra Hand, Custom Gunman, and hundreds more, progressing up to the first video arcade games, home consoles, and Game & Watch series.

How Lateral Power Is Transforming Energy, the Economy, and the World

L'espresso

Come il videogioco reinterpreta il Novecento americano 14

The Commodore Amiga

L'immaginario degli anni Ottanta nell'era digitale

La storia di Nintendo 1889-1980. Dalla carta da gioco ai gameswatch

Boss Fight Books #6

Ever since its first publication in 1992, The End of History and the Last Man has provoked controversy and debate. Francis Fukuyama's prescient analysis of religious fundamentalism, politics, scientific progress, ethical codes, and war is as essential for a world fighting fundamentalist terrorists as it was for the end of the Cold War. Now updated with a new afterword, The End of History and the Last Man is a modern classic.

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 "playing" 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.

L'educazione dei bambini e ragazzi sono due forti temi che oggi vengono trattati e discussi molto. Cosa può essere considerato utile se si cerca di discernere materiale e supporti educativi adatti? I videogiochi possono essere un importante mezzo educativo per i bambini: vengono tutti usati a tale scopo, o spesso sono solo uno strumento atto al lucro che non può veicolare alcun insegnamento? Quali videogiochi si salvano e perché? In che modo possono rappresentare un supporto per l'educazione infantile? È possibile educare ed interagire con bambini e ragazzi anche attraverso supporti alternativi e più concreti?

die bildenden Künstler aller Zeiten und Völker

Volume 1, 1889-1980 From playing-cards to Game & Watch

Storia e testi della letteratura italiana: Verso una civiltà planetaria (1968-2005)

Storia dei media digitali

Nintendo, Sony, Microsoft, and the Billion-Dollar Battle to Shape Modern Gaming

Baudolino

Atari Inc

"A lighthearted, entertaining trip down Memory Lane" (Kirkus Reviews), Don't Make Me Pull Over! offers a nostalgic look at the golden age of family road trips—before portable DVD players, smartphones, and Google Maps. The birth of America's first interstate highways in the 1950s hit the gas pedal on the road trip phenomenon and families were soon streaming—sans seatbelts!—to a range of sometimes stirring, sometimes wacky locations. In the days before cheap air travel, families didn't so much take vacations as survive them. Between home and destination lay thousands of miles and dozens of annoyances, and with his family Richard Ratay experienced all of them—from being crowded into the backseat with noogie-happy older brothers, to picking out a souvenir only to find that a better one might have been had at the next attraction, to dealing with a dad who didn't believe in bathroom breaks. Now, decades later, Ratay offers "an amiable guide...fun and informative" (New York Newsday) that "goes down like a cold lemonade on a hot summer's day" (The Wall Street Journal). In hundreds of amusing ways, he reminds us of what once made the Great American Family Road Trip so great, including twenty-foot "land yachts," oasis-like Holiday Inn "Holidomes," "Smokey"-spotting Fuzzbusters, twenty-eight glorious flavors of Howard Johnson's ice cream, and the thrill of finding a "good buddy" on the CB radio. An "informative, often hilarious family narrative [that] perfectly captures the love-hate relationship many have with road trips" (Publishers Weekly).

Don't Make Me Pull Over! reveals how the family road trip came to be, how its evolution mirrored the country's, and why those magical journeys that once brought families together—for better and worse—have largely disappeared.

"The book is about (New) Media Art, the current usefulness of the term. Its deep and recent history, its positioning in the contemporary art world, new critical and curatorial perspectives."-- Author website.

The Industrial Revolution, powered by oil and other fossil fuels, is spiraling into a dangerous endgame. The price of gas and food are climbing, unemployment remains high, the housing market has tanked, consumer and government debt is soaring, and the recovery is slowing. Facing the prospect of a second collapse of the global economy, humanity is desperate for a sustainable economic game plan to take us into the future. Here, Jeremy Rifkin explores how Internet technology and renewable energy are merging to create a powerful "Third Industrial Revolution." He asks us to imagine hundreds of millions of people producing their own green energy in their homes, offices, and factories, and sharing it with each other in an "energy internet." Just like we now create and share information online, Rifkin describes how the five-pillars of the Third Industrial Revolution will create thousands of businesses, millions of jobs, and usher in a fundamental reordering of human relationships, from hierarchical to lateral power, that will impact the way we conduct commerce, govern society, educate our children, and engage in civic life. Rifkin's vision is already gaining traction in the International community. The European Union Parliament has issued a formal declaration calling for its implementation, and other nations in Asia, Africa, and the Americas, are quickly preparing their own initiatives for transitioning into the new economic paradigm. The Third Industrial Revolution is an insider's account of the next great economic era, including a look

into the personalities and players — heads of state, global CEOs, social entrepreneurs, and NGOs — who are pioneering its implementation around the world.

La trincea sullo schermo

A History of the Dark Side of Reason

The Ultimate History of Video Games, Volume 2

La storia di Nintendo 1980-1981. La straordinaria invenzione di game&watch

Business is Fun

Storia, presnete e futuro dei Videogame

Contro-e-vento

In quella zona del basso Piemonte dove, anni dopo, sorgerà Alessandria, Baudolino, un piccolo contadino fantasioso e bugiardo, conquista Federico Barbarossa e ne diventa figlio adottivo. Baudolino affabula e inventa ma, quasi per miracolo, tutto quello che immagina, produce Storia. Così, tra le altre cose, costruisce la mitica lettera del Prete Gianni, che prometteva all'Occidente un regno favoloso, nel lontano Oriente, governato da un re cristiano. Avventura picaresca, romanzo storico in cui emergono in germe i problemi dell'&Talia contemporanea, storia di un delitto impossibile, racconto fantastico, teatro di invenzioni linguistiche esilaranti, questo libro celebra la forza del mito e dell'utopia.

International and interdisciplinary in range and scope, the "Critical Companion to Contemporary Marxism" provides a thorough and precise panorama of recent developments in Marxist theory in the US, Europe and beyond.

Nel superare le ampie dinamiche di gioco, con particolare attenzione alle sue applicazioni digitali, questo volume fornisce al lettore un primo strumento teorico-pratico per orientarsi nello studio e, soprattutto, nella creazione di prodotti interattivi a partire dalle loro strutture di design e dalle componenti logiche, psicologiche e culturali coinvolte nella loro progettazione. Partendo dalla storia dei videogiochi, dalla loro retorica e dalla loro presenza crescente nella letteratura, nel cinema e nelle arti visive, questo volume offre un'introduzione alle teorie di design dei giochi classici e alla loro applicazione in ambiente digitale. Vengono qui esposte le strategie più note adottate dai maggiori progettisti per realizzare buone interazioni con l'utente in base alle tecniche e agli strumenti più accreditati di game design, gli illustrati anche sul piano grafico, per illuminarne gli aspetti narrativi, emozionali e anche commerciali, a partire dai videogiochi più celebri.

Super Mario Bros. 2

La règle du jeu

Rivoluzioni e continuità

educazione attraverso strutture digitali

The Future Was Here

Das Allgemeine Künstlerlexikon (AKL) bietet in jedem Band rund 1.000 Biographien bildender Künstler aus aller Welt und allen Zeiten, von der Antike bis zur Gegenwart. Enthalten sind nicht nur Maler, Bildhauer oder Architekten, sondern auch Designer, Fotografen, Kunsthandwerker, Installationskünstler u.v.m.