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NSCA's Essentials of Sport Science

Match Annual 2017

Broadening Critical Boundaries in Children's and Young Adult Literature and Culture

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Ask a Manager

Encyclopedia of Video Games [3 volumes]

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## Videogames and Agency

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#### **NSCA's Essentials of Sport Science** Taylor & Francis

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#### **Match Annual 2017**

Ballantine Books  
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#### **Broadening Critical Boundaries in Children's and Young Adult Literature and Culture** Routledge

From the global authority in record-breaking comes the 11th edition of the world's best-selling videogames annual. Packed with the latest records, coolest stars and

the biggest games, the Guinness World Records Gamer's Edition is the go-to bible for every gaming fan. Just ask the five million readers who've made it an international sensation! Inside you'll find amazing stats, thrilling facts, inspirational tales, lightning-quick speed-runs and dazzling photos. Read about the records behind your favorite games including Mario, Overwatch, FIFA, WWE and Rocket League, plus recap on a year of crazy Pokémon GO stories. Go behind the scenes of the world's longest-running eSports organizer. Spook yourself silly with real-life videogame mysteries. Check out the fastest videogame completions. And gaze in envy at the world's largest Zelda and Tomb Raider collections! You'll also meet gaming heroes such as the world's oldest games YouTuber at 81, a man with a real-life cyborg arm that was inspired by Deus Ex, and the kingpin of eSports fighting games. But the videogame stars don't get much bigger than DanTDM, whose Minecraft channel has been watched nearly 10 billion times! So we're

thrilled he's written a special intro just for the Guinness World Records Gamer's Edition. Speaking of heroes...grab your cape and turn to this year's special chapter featuring superhero games. It hard to believe it's been nearly 40 years since Superman first exploded onto our consoles! So, we're celebrating with your favorite costumed crime-battlers. From Spider-Man's web-crawling to Batman's gadgetry, they're just as powerful in pixels as they are in the movies. So, whether you want to know who scored the fastest goal in FIFA or achieved the fastest speed-run of Final Fantasy XV, or just want to see the world's biggest Game Boy, this is the book for you!

#### [The Cornell Alumni News](#) Routledge

This collection of essays explores a wealth of topics in children's and young adult (YA) literature and culture. The contributions include an examination of the Watchbird cartoons by Munro Leaf and their attempts to teach morals and manners; an ethnographic study about the role of public youth librarians; and an

exploration of the role popular video games can play in the secondary classroom. Other topics investigated here encompass the presentation of environmentalism in Hayao Miyazaki's films, psychological analyses, and the role of race, gender, and culture in children's and YA literature.

*PC Mag* Cambridge Scholars 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.

*PC Mag* Bloomsbury Publishing USA  
From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office

because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party  
Praise for Ask a Manager  
"A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work."—Booklist (starred review)  
"The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers' lives.

Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience.”—Library Journal (starred review) “I am a huge fan of Alison Green’s Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of *The No Asshole Rule* and *The Asshole Survival Guide* “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of *Broke Millennial: Stop Scraping By and Get Your Financial Life Together*

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**International Year Book** Bloomsbury Publishing USA  
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**PC Mag** Frontiers Media

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 As we celebrate one year since the launch of *Frontiers in Sports and Active Living*, in this anniversary edition we wish to showcase a collection of selected articles published across both the natural and social science specialty sections. Led by Gregoire Millet (University of Lausanne) and Richard Giulianotti (Loughborough University), *Frontiers in Sports in Active Living* provides a multidisciplinary platform to examine sports, physical activity, exercise training and active living from all perspectives and, as a journal, we would like to thank all our editors and authors for their contributions and support.

[Sports Law in New Zealand](#) PediaPress  
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*The Scroll of Phi Delta Theta* Casemate Publishers  
*Videogames and Agency* explores the trend in videogames and their

marketing to offer a player higher volumes, or even more distinct kinds, of player freedom. The book offers a new conceptual framework that helps us understand how this freedom to act is discussed by designers, and how that in turn reflects in their design principles. What can we learn from existing theories around agency? How do paratextual materials reflect design intention with regards to what the player can and cannot do in a videogame? How does game design shape the possibility space for player action? Through these questions and selected case studies that include AAA and independent games alike, the book presents a unique approach to studying agency that combines game design, game studies, and game developer discourse. By doing so, the book examines what discourses around player action, as well as a game’s design can reveal about the nature of agency and videogame aesthetics. This book will appeal to readers specifically interested in videogames, such as game studies scholars or game designers, but also to

media studies students and media and screen studies scholars less familiar with digital games. The Open Access version of this book, available at <http://www.taylorfrancis.com>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license. PC Mag Guinness World Records NSCA's Essentials of Sport Science provides the most contemporary and comprehensive overview of the field of sport science and the role of the sport scientist. It is a primary preparation resource for the Certified Performance and Sport Scientist (CPSS) certification exam. *Routledge Handbook of Football Business and Management* Book of Games PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Classical Antiquity in Video Games Random House Now in its second edition,

the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a

vital resource for scholars and video game aficionados alike. **The Delta Upsilon Quarterly** Human Kinetics Publishers The Football Manager Guide to Football Management is for anyone who has ever believed that they could do a better job than their club's manager. It's for anyone who has ever tried to prove that point by taking the hot seat in the management simulation Football Manager. Whilst most Football Manager players feel they possess innate tactical awareness, on point man-management skills and a gift for dealing with the media; even the most hardened fan would have to admit there's much to be learned from those who ply their trade in the real world. If you want to make an immediate impact on your struggling hometown club, you need to refer back to Sir Bobby Robson. If you want to lay down the law with your young players, you need to take tips from Sir Alex Ferguson. Want to avoid a financial catastrophe? Then learn from Leeds United! So if, at any point in your life, you have imagined yourself in a tracksuit, waving your arms in the air on the

touchline, with your perfect XI scribbled on the back of a beer mat and thinking ahead to the press conference, then this book is for you. After all, you're already a football manager... you just haven't been appointed yet.

Guinness World Records 2018 Gamer's Edition

Taylor & Francis

This second volume is a compendium of video game synopses as well as a feast for the eyes with literally thousands of vivid, high-resolution screen shots; it provides a comprehensive visual tour through the world of PC and video gaming. Sorted by genre, more than 100 of the latest, most exciting software titles are reviewed with information of interest to players, parents, and industry professionals. Each game is featured in a two-page spread that includes detailed game summaries, analysis, and strategies; nine in-game screen shots; lists of games with similar skill and strategy requirements; appropriate age range notes ESRB content ratings; complete technological specifications; and more. Feature stories are included throughout the book, covering game-

related topics such as multiplayer online gaming, games in movies, and the future of gaming. The book also includes useful reference tools such as an illustrated glossary, an overview of game publishers, and information on current hardware platforms such as Sony's new PS3, Nintendo's Wii, and handheld systems, including the Nintendo DS and Sony PSP.

Dictionary Catalog of the Research Libraries of the New York Public Library, 1911-1971 Bloomsbury Publishing

From the makers of the UK's best football magazine! Year in, year out, MATCH remains the bestselling football annual and is what footy fans everywhere put at the top of their Christmas wishlist! Inside the annual, you can build your Ultimate Player, check out the wonderkids who'll rip up 2017 and find out everything you need to know about Messi, Pogba, Rashford, Aubameyang, Aguero, Di Maria and Higuain! Plus, it's packed with stars' cars, Prem club legends, Euro 2016's best moments, brain-busting quizzes, FIFA through the ages, mad pics, footy stars as emojis, crazy cartoons and loads more!

Don't miss it!

*The New Partridge Dictionary of Slang and Unconventional English* Kluwer Law International B.V.

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Ask a Manager Routledge

If there is anything close to a universal game, it is association football, also known as soccer, football, fussball, fútbol, fitba, and futebol. The game has now moved from the physical to the digital - EA's football simulation series FIFA - with profound impacts on the multibillion sports and digital game industries, their cultures and players. Throughout its development history, EA's FIFA has managed to adapt to and adopt almost all video game industry trends, becoming an assemblage of game types and technologies that is in itself a multi-faceted probe of the medium's culture, history, and technology. EA Sports FIFA: Feeling the Game is the first scholarly book to

address the importance of EA's FIFA. From looking at the cultures of fandom to analyzing the technical elements of the sports simulation, and covering the complicated relations that EA's FIFA has with gender, embodiment, and masculinity, this collection provides a comprehensive understanding of a video game series that is

changing the way the most popular sport in the world is experienced. In doing so, the book serves as a reference text for scholars in many disciplines, including game studies, sociology of sports, history of games, and sports research.

*Encyclopedia of Video Games [3 volumes]* Pan Macmillan  
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authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

**Yale Alumni Weekly**

The encyclopedia of the newspaper industry.

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