



Los Videojuegos Los Videojuegos

WJ Hussar



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El siglo de los videojuegos Jorge Morla, Borja Vaz, 2023-05-03 Un ensayo perspicaz y convincente que acerca tanto a gamers como a analíticos al medio cultural que más impacto económico y social tiene en el mundo los videojuegos. A qué se debe el magnetismo que los videojuegos ejercen sobre los jóvenes. Existen razones objetivas para mirar con condescendencia al entretenimiento digital. Ha desplazado irremediabilmente a otras formas de cultura. Es quizás el arte más importante de nuestro tiempo. Nos guste o no hay un hachazo generacional que separa a quienes han recibido impactos culturales casi de forma hegemónica del mundo digital y quienes anclados en estereotipos superados y sin una prensa que les traduzca la idiosincrasia de los videojuegos van quedándose rezagados en el ecosistema cultural que se va imponiendo. Borja Vaz y Jorge Morla, periodistas expertos en el mundo digital establecen con este libro un doble diálogo. Por un lado con las nuevas generaciones para reivindicar y fiscalizar el potencial artístico de los videojuegos por otro con las generaciones desconectadas del medio interactivo para revelar su potencial creativo y el modo en que está cambiando sus vidas. El futuro se parecer a un videojuego y lo mejor es tener las claves para ganar la partida. La crítica ha dicho. Un estupendo mapa del medio más pujante y ambicioso de nuestro tiempo. Imprescindible para todo aquel que quiera saber por dónde van los tiros de la cultura actual. Juan Gómez Jurado. Un libro necesario orientador claro y objetivo. Si la cultura es el conjunto de marcas antropológicas que nos ocultan lo inherente de la realidad el arte es la parte de la cultura que oculta la realidad fingiéndola. Hoy en la vanguardia de este fingimiento se encuentran los videojuegos. Y este libro explica el porqué. Gregorio Luri. Mi completa admiración por este libro y este arte ultratemporal para todas las edades. Me parece que es un campo magnético ideal para la experimentación de lenguajes y una llave maestra para el cerebro del futuro. Alfonso Armada. **Los videojuegos como cultura** Daniel Muriel, Garry Crawford, 2023-12-01 Los videojuegos se han convertido en un componente importante de nuestro paisaje cultural y como ya ocurrió con el cine la música y la televisión su amalgamamiento con la vida cotidiana crece día a día. Por lo tanto hablar sobre una cultura de los videojuegos en singular puede resultar problemático pero es justamente en esa articulación donde se revela su complejidad y su carácter cambiante. Daniel Muriel y Garry Crawford proponen aquí una perspectiva crucial para la comprensión de los videojuegos como experiencia al mismo tiempo que proporcionan un análisis profundo de cómo ellos pueden ayudarnos a comprender aspectos de la vida social tales como el trabajo la educación el poder la empatía y la identidad en el mundo contemporáneo. De esta manera a partir de testimonios de jugadores diseñadores periodistas y académicos este trabajo conduce los estudios de juegos game studies a una serie de áreas apenas exploradas y establece nuevos marcos teóricos y metodológicos para el análisis de los videojuegos y su cultura. **Los videojuegos. Aprender en mundos reales y virtuales** Pilar Lacasa Díaz, 2012-07-04 Esta propuesta nace de una estrecha interacción entre la práctica y la teoría buscando contribuir a que los videojuegos comerciales se conviertan en un instrumento educativo. Con ellos se puede pensar apasionadamente. El libro es el resultado de casi diez años explorando estos

objetos digitales aprendiendo a jugar conversando con sus diseñadores y distribuidores y además trabajando fuera y dentro de las aulas con familias niños y niñas y el profesorado Se ha buscado ir más allá de algunos estereotipos El primero los videojuegos son una pérdida de tiempo y además son violentos No porque los objetos como tales no son ni buenos ni malos depende del modo en que se utilizan El segundo es difícil saber qué juego elegir Son grandes desconocidos y seleccionar uno u otro es importante para tener experiencias gratificantes para ello esta obra aporta información sobre ellos pero también incluye cómo acceder a vídeos de presentación blogs foros y más lugares relacionados con cada videojuego El tercero los videojuegos son demasiado absorbentes Solo son sin duda como también sucede con la ciencia o la literatura Como siempre en la vida la pasión y el pensamiento interactúan y modulan nuestras actividades y por qué no también las relaciones con los videojuegos

El uso del color en los videojuegos Emiliano Labrador, 2020-09-09 El color es algo fascinante Y los videojuegos también Juntos consiguen hacernos vivir experiencias memorables que elevan a este medio de entretenimiento a la categoría de arte Sin embargo a pesar de que es una de las fuentes de información más poderosas con la que cuenta el ser humano el color es un gran desconocido Hoy en día hay procesos físicos y biológicos de sobra conocidos sobre la percepción del color pero hay otros que aún guardan misterios para la ciencia Y si la percepción del color es algo tan complejo su uso no lo es menos Podríamos pensar que el color sirve para mejorar la estética del videojuego pero esa es solo la punta del iceberg El color es útil para mejorar el game design la curva de aprendizaje la usabilidad para regular la dificultad y en general influye en todos los procesos que incrementan la jugabilidad Más allá el color sirve para identificar una poca contribuye a modificar nuestras emociones a identificarnos con los géneros e incluso a definir los roles de género Este libro hace un recorrido por todos los aspectos necesarios para entender qué es el color cómo se ha de usar y cómo podemos examinar si el color de un videojuego propio o que queramos analizar está usado de forma adecuada

La diferencia sexual en el análisis de los videojuegos, 2004

Para leer los videojuegos David Cuenca, 2020-04-28 Los videojuegos son una de las industrias audiovisuales más importantes alrededor del mundo Se consideran valiosos porque además de generar dividendos económicos que superan a los sectores del cine y la música juntos también son herramientas útiles para distintos sectores de la sociedad como la educación la política el arte la medicina y la cultura entre otros En esta obra se explican por un lado las claves que permiten entender la manera en que los videojuegos han pasado de ser dispositivos de entretenimiento a medios expresivos Es decir se deja en claro que son realmente los videojuegos a partir de las mismas herramientas comunicativas que poseen Por otro lado se desarrolla un panorama conceptual capaz de ayudar a entender cómo la tecnología del juego digital ha implementado novedosas prácticas socioculturales a escala global Concretamente se conceptualizan los Serious Games y se establece cuál es su importancia dentro de la sociedad actual El lector podrá obtener a través del presente texto una perspectiva novedosa sobre el videojuego la cual va más allá de una clásica revisión histórica que culmina en la identificación del videojuego como responsable directo de múltiples problemáticas sociales Con esto se puede determinar que el videojuego es

una tecnología importante para la comunicación digital lo cual le permitir estimarlo como un medio de expresión con características particulares

Los videojuegos en la escuela, la universidad y los contextos sociocomunitarios Silvia López Gómez, Jesús Rodríguez Rodríguez, 2021-12-16 Este libro presenta una muestra de experiencias relacionadas con el uso educativo de los videojuegos que pueden resultar de interés para el conjunto de los miembros de la comunidad educativa profesorado de Infantil Primaria Secundaria Bachillerato Formación Profesional y Universidades profesionales de instituciones sociocomunitarias familias y empresas relacionadas con el sector de los videojuegos Asimismo uno de los propósitos clave de la publicación es favorecer un intercambio entre docentes y otros profesionales que ayude a poner en marcha iniciativas caracterizadas por la utilización pedagógica adecuada de los videojuegos Los criterios adoptados para la selección de las experiencias han sido fundamentalmente su grado de significatividad y el hecho de que se tratase de propuestas que pudiesen ser transferidas a diferentes contextos y realidades En este volumen hemos procurado incluir experiencias llevadas a cabo en los últimos años en el contexto español e iberoamericano y que muestran las posibilidades que proporcionan los videojuegos en la educación que van desde el aprendizaje de procedimientos y estrategias hasta la motivación la toma de decisiones la resolución de problemas y el desarrollo del pensamiento computacional entre otras Igualmente en la concreción de las experiencias hemos escogido aquellas que destacan las razones por las que los videojuegos pueden ser excelentes recursos para estimular los procesos de enseñanza y aprendizaje La obra ofrece trabajos pertenecientes al ámbito escolar y universitario y a los contextos sociocomunitarios

Videojuegos: generadores de actitudes ludópatas y violentas en los jugadores aquí , **Revista Videojuegos Mana Crítica** , 2022-02-01 Mana Crítica es una revista de videojuegos creada y pensada por y para jugadores Podrás encontrar reseñas artísticos de investigación de opinión y muchas cosas más Se parte de nuestro camino como medio de la Industria

Serious Games and Edutainment Applications Minhua Ma, Andreas Oikonomou, 2017-03-03 With the continued application of gaming for training and education which has seen exponential growth over the past two decades this book offers an insightful introduction to the current developments and applications of game technologies within educational settings with cutting edge academic research and industry insights providing a greater understanding into current and future developments and advances within this field Following on from the success of the first volume in 2011 researchers from around the world presents up to date research on a broad range of new and emerging topics such as serious games and emotion games for music education and games for medical training to gamification bespoke serious games and adaptation of commercial off the shelf games for education and narrative design giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education This second volume of Serious Games and Edutainment Applications offers further insights for researchers designers and educators who are interested in using serious games for training and educational purposes and gives game developers with detailed information on current topics and developments within this growing area

Translation and Localisation in Video Games Miguel Á. Bernal-Merino, 2014-09-19 This book is a multidisciplinary study of the translation and localisation of video games It offers a descriptive analysis of the industry understood as a global phenomenon in entertainment and aims to explain the norms governing present industry practices as well as game localisation processes Additionally it discusses particular translation issues that are unique to the multichannel nature of video games in which verbal and nonverbal signs must be cohesively combined with interactivity to achieve maximum playability and immerse players in the game's virtual world Although positioned within the theoretical framework of descriptive translation studies Bernal Merino incorporates research from audiovisual translation software localisation computer assisted translation comparative literature and video game production Moving beyond this framework Translation and Localisation in Video Games challenges some of the basic tenets of translation studies and proposes changes to established and unsatisfactory processes in the video game and language services industries

100 Greatest Video Game Franchises Robert Mejia, Jaime Banks, Aubrie Adams, 2017-08-17 Video games take players on a trip through ancient battlefields to mythic worlds and across galaxies They provide players with a way to try on new identities and acquire vast superpowers Video games also give people the chance to hit reset to play again and again until they achieve a desired outcome Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture from comic books and graphic novels to films and television programs Video games are universal In 100 Greatest Video Game Franchises editors Robert Mejia Jaime Banks and Aubrie Adams have assembled essays that identify assess and reveal the most important video games of all time Each entry makes a case for the game's cultural significance and why it deserves to be on the list from its influence on other games to its impact on an international scale In addition to providing information about the game developer and when the franchise was established these entries explore the connections between the different video games examining them across genre theme and content This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created Whether casually looking up information on these games or eager to learn how franchises evolved over the years readers will enjoy this entertaining and informative volume Comprehensive and engaging 100 Greatest Video Game Franchises will appeal to fans and scholars alike

Organizing and Learning Through Gaming and Simulation, 2007 45 edited articles originally presented at the 38th edition of the International Simulation and Gaming Association conference

Research Anthology on Developments in Gamification and Game-Based Learning Management Association, Information Resources, 2021-11-26 Technology has increasingly become utilized in classroom settings in order to allow students to enhance their experiences and understanding Among such technologies that are being implemented into course work are game based learning programs Introducing game based learning into the classroom can help to improve students communication and teamwork skills and build more meaningful connections to the subject matter

While this growing field has numerous benefits for education at all levels it is important to understand and acknowledge the current best practices of gamification and game based learning and better learn how they are correctly implemented in all areas of education The Research Anthology on Developments in Gamification and Game Based Learning is a comprehensive reference source that considers all aspects of gamification and game based learning in an educational context including the benefits difficulties opportunities and future directions Covering a wide range of topics including game concepts mobile learning educational games and learning processes it is an ideal resource for academicians researchers curricula developers instructional designers technologists IT specialists education professionals administrators software designers students and stakeholders in all levels of education *Aprendizaje lúdico: Los videojuegos* Alfonso Chaves-Montero, José Antonio Gabelas Barroso, Ana Isabel Cid Cid, Belén Puebla-Martínez, Sheila Peñalva, Daniel Rodríguez Vicente, Antonio Méndez Montiel, Enrique Morales Corral, Leticia Rodas Alfaya, Rocío Guede Cid, Piedad Tolmos Rodríguez-Piñero, María Luisa Calatayud Estrada, 2018-05-17

Los videojuegos representan en la actualidad una de las vías más directas de los niños a la cultura informática sin embargo son muy criticados por sus contenidos y muy poco utilizados por los educadores Creemos firmemente que es necesario un compromiso social para impulsar un sistema educativo que se asiente en bases sólidas y permita ganar el futuro

MARKETING Y VIDEOJUEGOS José Martí Parreño, 2010-03 ESIC Editorial publica un libro pionero sobre el desarrollo de acciones de marketing publicidad y otras comunicaciones de marketing a través de videojuegos El libro titulado Marketing y Videojuegos product placement in game advertising y advergaming Esic 2010 analiza las principales estrategias y herramientas que se pueden utilizar para alcanzar diversos objetivos de marketing que abarcan desde el incremento de notoriedad de marca hasta el incremento del recuerdo de marca y otros efectos cognitivos afectivos y conativos El libro presenta por primera vez un marco integral de medición de la eficacia de este tipo de acciones que contempla tanto los antecedentes como el procesamiento de la información que se produce y los diferentes efectos sobre el consumidor a los que da lugar Partiendo de un sólido marco teórico se ofrece una completa visión de los videojuegos generos características tipologías de videojugadores las herramientas para alcanzar los diferentes objetivos de marketing el marco legal y las principales tendencias en el uso de los videojuegos en las comunicaciones de marketing El lector profesional encontrará numerosos casos de estudio y ejemplos prácticos de los diferentes temas analizados a lo largo del libro El lector académico encontrará un estado de la cuestión que presenta las principales líneas de investigación desarrolladas hasta el momento y que plantea prometedoras cuestiones de investigación El libro supone la culminación de tres años de investigación del autor José Martí Parreño en el campo del marketing y la publicidad mediante videojuegos en los que ha desarrollado diversos estudios empíricos que incluyen la medición de la eficacia sobre diversos parámetros recuerdo y actitudes como el papel de los diferentes antecedentes que influyen en la actitud de los videojugadores hacia este tipo de herramienta publicitaria índice Los videojuegos Los videojuegos en las comunicaciones de marketing Objetivos de las comunicaciones de marketing mediante

videojuegos Marco general para la integraci n de marcas productos en videojuegos Medici n de la efectividad Aspectos legales de la publicidad en videojuegos Otras acciones de marketing mediante videojuegos Conclusiones *Routledge Handbook of Childhood Studies and Global Development* Tatek Abebe,Anandini Dar,Karen Wells,2024-08-28 The Routledge Handbook of Childhood Studies and Global Development explores how global development agendas and processes of economic development influence children s lives It demonstrates that children are not only the frequent targets or objects of development but that they also shape and influence processes of economic political and sociocultural development The handbook makes the case for the importance of placing children at the heart of development debates and demonstrates how researchers policymakers and practitioners can engage children in development Through reports on field research as well as a critical engagement with theories in development studies and childhood studies contributors contest normative assumptions about childhood and global development They tease out and tease apart the complex social historical cultural economic epidemiological ecological geopolitical and institutional processes transforming what it means to be young in the world today Showcasing research from both established scholars and early career researchers and with particular prominence given to the work of authors from the global south this book will be an essential reference for policymakers practitioners and for researchers and students across childhood studies education geography sociology and global development **Administra Tu Pasion** Mario Valle Reyes,2013-03-31 , **Desarrollo de Un Sistema Predictivo** **Para** Teresa Pintado Blanco,2008-02-20 Se desarrolla un modelo de previsi n espec fico para productos de alta implicaci n El modelo utiliza las variables relacionadas con el comportamiento de los usuarios de consolas de videojuegos de sobremesa siendo ste el producto seleccionado para realizar la investigaci n aplicada En la tesis doctoral se analizan con profundidad todos los antecedentes relacionados con el tema de an lisis comportamiento del consumidor y de forma espec fica de los j venes que utilizan el producto analizado estudio exhaustivo de las caracter sticas de dichos j venes las consolas de videojuegos su historia modalidades ventajas e inconvenientes fundamentos de investigaci n tanto desde el punto de vista de la investigaci n cualitativa como cuantitativa la investigaci n aplicada consiste en una fase cualitativa con entrevistas en profundidad y una fase cuantitativa con encuestas realiz ndose el an lisis final con redes neuronales artificiales El tema a estudiar en la tesis doctoral tiene un elevado grado de originalidad ya que por una parte se plantea un sistema predictivo para productos de alta implicaci n cuando habitualmente este tipo de productos no son analizados de forma espec fica en los sistemas predictivos Por otra parte la aplicaci n se ha realizado sobre el mercado de las consolas de videojuegos siendo ste un mercado poco analizado desde el punto de vista del marketing y menos desde el rea de la previsi n

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Los Videojuegos Los Videojuegos Introduction

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