



Los Videojuegos Los Videojuegos

**Silvia López Gómez, Jesús Rodríguez
Rodríguez**



Los Videojuegos Los Videojuegos:

El siglo de los videojuegos Jorge Morla, Borja Vaz, 2023-05-03 Un ensayo perspicaz y convincente que acerca tanto a gamers como a anal gicos al medio cultural que m s impacto econ mico y social tiene en el mundo los videojuegos A qu se debe el magnetismo que los videojuegos ejercen sobre los j venes Existen razones objetivas para mirar con condescendencia al entretenimiento digital Ha desplazado irremediamente a otras formas de cultura Es quiz s el arte m s importante de nuestro tiempo Nos guste o no hay un hachazo generacional que separa a quienes han recibido impactos culturales casi de forma hegem nica del mundo digital y quienes anclados en estereotipos superados y sin una prensa que les traduzca la idiosincrasia de los videojuegos van qued ndose 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 di logo Por un lado con las nuevas generaciones para reivindicar y fiscalizar el potencial art stico de los videojuegos por otro con las generaciones desconectadas del medio interactivo para revelar su potencial creativo y el modo en que est cambiando sus vidas El futuro se parecer a un videojuego y lo mejor es tener las claves para ganar la partida La cr tica ha dicho Un estupendo mapa del medio m s pujante y ambicioso de nuestro tiempo Imprescindible para todo aquel que quiera saber por d nde van los tiros de la cultura actual Juan G mez Jurado Un libro necesario orientador claro y objetivo Si la cultura es el conjunto de mara as antropol gicas que nos ocultan lo inh spito de la realidad el arte es la parte de la cultura que oculta la realidad fingi ndola Hoy en la vanguardia de este fingimiento se encuentran los videojuegos Y este libro explica el porqu Gregorio Luri Mi completa admiraci n por este libro y este arte ultracontempor neo para todas las edades Me parece que es un campo magn tico id neo para la experimentaci n de lenguajes y una llave maestra para el cerebro del futuro Alfonso Armada *El uso del color en los videojuegos* Emiliano Labrador, 2020-09-09 El color es algo fascinante Y los videojuegos tambi n Juntos consiguen hacernos vivir experiencias memorables que elevan a este medio de entretenimiento a la categor a de arte Sin embargo a pesar de que es una de las fuentes de informaci n m s poderosas con la que cuenta el ser humano el color es un gran desconocido Hoy en d a hay procesos f sicos y biol gicos de sobra conocidos sobre la percepci n del color pero hay otros que a n guardan misterios para la ciencia Y si la percepci n del color es algo tan complejo su uso no lo es menos Podr amos pensar que el color sirve para mejorar la est tica del videojuego pero esa es solo la punta del iceberg El color es til 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 M s all el color sirve para identificar una poca contribuye a modificar nuestras emociones a identificarnos con los g neros e incluso a definir los roles de g nero Este libro hace un recorrido por todos los aspectos necesarios para entender qu es el color c mo se ha de usar y c mo podemos examinar si el color de un videojuego propio o que queramos analizar est usado de forma adecuada 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

ocurri con el cine la m sica y la televisi n su amalgamiento con la vida cotidiana crece d a a d a Por lo tanto hablar sobre una cultura de los videojuegos en singular puede resultar problem tico pero es justamente en esa articulaci n donde se revela su complejidad y su car cter cambiante Daniel Muriel y Garry Crawford proponen aqu una perspectiva crucial para la comprensi n de los videojuegos como experiencia al mismo tiempo que proporcionan un an lisis profundo de c mo ellos pueden ayudarnos a comprender aspectos de la vida social tales como el trabajo la educaci n el poder la empat a y la identidad en el mundo contempor neo De esta manera a partir de testimonios de jugadores dise adores periodistas y acad micos este trabajo conduce los estudios de juegos game studies a una serie de reas apenas exploradas y establece nuevos marcos te ricos y metodol gicos para el an lisis 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 interacci n entre la pr ctica y la teor a 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 a os explorando estos objetos digitales aprendiendo a jugar conversando con sus dise adores y distribuidores y adem s trabajando fuera y dentro de las aulas con familias ni os ni as j venes y el profesorado Se ha buscado ir m s all de algunos estereotipos El primero los videojuegos son una p rdida de tiempo y adem s son violentos No porque los objetos como tales no son ni buenos ni malos depende del modo en que se utilizan El segundo es dif cil saber qu juego elegir S son grandes desconocidos y seleccionar uno u otro es importante para tener experiencias gratificantes para ello esta obra aporta informaci n sobre ellos pero tambi n incluye c mo acceder a v deos de presentaci n blogs foros y m s lugares relacionados con cada videojuego El tercero los videojuegos son demasiado absorbentes S lo son sin duda como tambi n sucede con la ciencia o la literatura Como siempre en la vida la pasi n y el pensamiento interact an y modulan nuestras actividades y por qu no tambi n las relaciones con los videojuegos

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 m s importantes alrededor del mundo Se consideran valiosos porque adem s de generar dividendos econ micos que superan a los sectores del cine y la m sica juntos tambi n son herramientas tiles para distintos sectores de la sociedad como la educaci n la pol tica 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 qu 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 c mo la tecnolog a del juego digital ha implementado novedosas pr cticas socioculturales a escala global Concretamente se conceptualizan los Serious Games y se establece cu l es su importancia dentro de la sociedad actual El lector podr obtener a trav s del presente texto una perspectiva novedosa sobre el videojuego la cual va m s all de una cl sica revisi n hist rica que culmina en la identificaci n del videojuego como responsable directo de m ltiples problem ticas sociales

Con esto se puede determinar que el videojuego es una tecnología importante para la comunicación digital lo cual le permite estimarlo como un medio de expresión con características particulares Diseño de Videojuegos. 2ª Edición. Daniel González Jiménez, Adentrarse en un mundo tan fascinante como el de los videojuegos requiere tener una buena guía de juegos y unas cuantas partidas extras La expansión que ha sufrido la industria de los videojuegos en los últimos años ha sido increíble llegando a millones de personas y creando nuevas plataformas y revolucionarios sistemas de juego Pero el mundo de los videojuegos como casi todos los procesos artísticos parte de una idea que gracias a un exhaustivo trabajo se convierte en realidad Este libro es un manual para poder convertir esa idea que tenemos en la cabeza en un producto A través de estas páginas conocerás cómo se trabaja en la realización del guion los personajes escenarios mecánicas de juego inteligencia artificial una pequeña ayuda para todos los futuros diseñadores que quieren embarcarse en la gran aventura de crear videojuegos Daniel González Combina su trabajo de publicidad con el desarrollo de videojuegos Está al cargo de los cursos de videojuegos que imparte Gametopia colaborando con diversas universidades *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 artísticas 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 2007 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 y nuevos 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 Jos Mart 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 integración de marcas productos en videojuegos Medición 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 Pasión Mario Valle Reyes, 2013-03-31 ,

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Los Videojuegos Los Videojuegos Introduction

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