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Significant Zero: Heroes, Villains, and the Fight for Art ...
SIGNIFICANT ZERO is the story by Walt Williams of what it's like to be a professional game designer on some of the more important AAA games of the past decade.

Significant Zero: Heroes, Villains, and the Fight for Art ...
[Significant Zero] has a bright Hero's Journey arc (complete with setbacks, small deaths) and the winning of boons through cleverness and combat." (Jason Sheehan , NPR) "Fascinating and compelling, Walt Williams' memoir is an incredibly human account of what it takes to survive in today's video game industry.

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Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games by Williams, Walt at AbeBooks.co.uk - ISBN 10: 1501129961 - ISBN 13: 9781501129964 - Atria Books - 2018 - Softcover

9781501129964: Significant Zero: Heroes, Villains, and the ...

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Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games Kindle Edition by Walt Williams (Author) Format: Kindle Edition 4.5 out of 5 stars 29 ratings

Significant Zero: Heroes, Villains, and the Fight for Art ...

Significant Zero offers a rare look inside this fascinating, billion-dollar industry and a path forward for its talented men and women—gamers and nongamers alike—that imagines how video games might

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inspire the best in all of us. It's really good. But hey, don't take my word for it.

Significant Zero – Walt Williams

Significant Zero is a rare and illuminating look inside “the video gaming industry in all its lucrative shine and questionable morality...[and] provides a refreshing and realistic portrayal of succeeding at attaining a dream via an unforeseen career trajectory” (Booklist).

Significant Zero | Book by Walt Williams | Official ...

Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games Audible Audiobook – Unabridged Walt Williams (Author), Kevin T. Collins (Narrator), Tantor Audio (Publisher) & 0 more

From the award-winning video game writer of such hits as Star Wars Battlefront and BioShock comes an exclusive “compelling look into a world that doesn't like to spill its secrets to outsiders” (NPR): the video game industry. When his satirical musings in a college newspaper got him discharged from the Air Force, it became clear to Walt Williams that his destiny in life was to be a writer—he just never thought he'd end up writing video games, including some of the biggest franchises today. A veteran video game narrative designer, Williams pulls back the curtain on an astonishingly profitable industry that has put its stamp on pop culture and yet is little known to those outside its walls. As Williams walks you through his unlikely and at times inglorious rise within one of the world's top gaming companies, he exposes an industry abundant in brain power and out-sized egos, but struggling to stay innovative. Significant Zero also provides clear-eyed criticism of the industry's addiction to violence and explains how the role of the narrative designer is crucial for expanding the scope of video games into more immersive and emotional experiences. Significant Zero is a rare and illuminating look inside “the video gaming industry in all its lucrative shine and questionable morality...[and] provides a refreshing and realistic portrayal of succeeding at attaining a dream via an unforeseen career trajectory” (Booklist).

"An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere toys into meaningful, artistic experiences"--

A deep dive into the groundbreaking and bestselling video game series The critically acclaimed first-person shooter franchise Borderlands knows it's ridiculous. It's a badge of pride. After all, Borderlands 2 was promoted with the tagline "87 bazillion guns just got

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bazillionder." These space-western games encourage you to shoot a lot of enemies and monsters, loot their corpses, and have a few chuckles while chasing down those bazillion guns. As Kaitlin Tremblay explores in *Ain't No Place for a Hero*, the *Borderlands* video game series satirizes its own genre, exposing and addressing the ways first-person shooter video games have tended to exclude women, queer people, and people of colour, as well as contribute to a hostile playing environment. Tremblay also digs in to the way the *Borderlands* game franchise -- which has sold more than 26 million copies -- disrupts traditional notions of heroism, creating nuanced and compelling storytelling that highlights the strengths and possibilities of this relatively new narrative medium. The latest entry in the acclaimed *Pop Classics* series, *Ain't No Place for a Hero* is a fascinating read for *Borderlands* devotees as well as the uninitiated.

Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as *Far Cry 2*, *Left 4 Dead*, *BioShock*, and *Oblivion* for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. *Extra Lives* is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of *Grand Theft Auto IV*, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, *Extra Lives* is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, *Extra Lives* is required reading.

Heroes and Villains is a unique collaboration with the caricaturist Gerald Scarfe, which will also be the subject of a documentary on BBC Four. In the book, portraits of well-known figures, selected from the National Portrait Gallery's collections, are quirkily juxtaposed with caricatures that depict their villainous side. Gerald Scarfe, Britain's best-known caricaturist, provides these artful, glib

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distortions, many of which have been specially commissioned. They reveal the wit and vision of an exceptional draughtsman at work. who argue their views for and against, on subjects as wide ranging as Henry VIII, Oswald Mosley, Virginia Woolf, Princess Diana and David and Victoria Beckham.

Once Upon a Pixel examines the increasing sophistication of storytelling and worldbuilding in modern video games. Drawing on some of gaming's most popular titles, including Red Dead Redemption 2, The Last of Us, Horizon Zero Dawn, and the long-running Metal Gear Solid series, it is a pioneering exploration into narrative in games from the perspective of the creative writer. With interviews and insights from across the industry, it provides a complete account of how Triple-A, independent, and even virtual reality games are changing the way we tell stories. Key Features A fresh perspective on video games as a whole new form of creative writing. Interviews with a range of leading industry figures, from critics to creators. Professional analysis of modern video game script excerpts. Insights into emerging technologies and the future of interactive storytelling.

The Superhero Multiverse focuses on the evolving meanings of the superhero icon in 21st-century film and popular media, with an emphasis on re-adapting, re-imagining, and re-making. With its focus on multimedia and transmedia transformations, The Superhero Multiverse pivots on two important points: firstly, it reflects on the core concerns of the superhero narrative--including the relationship between 'superhero comics' and 'superhero films', the comics roots of superhero media, matters of canon and hybridity, and issues of recycling and stereotyping in superhero films and media texts. Secondly, it considers how these intersecting textual and cultural preoccupations are intrinsic to the process of remaking and re-adapting superheroes, and brings attention to multiple ways of materializing these iconic figures in our contemporary context.

Understanding Media Psychology is the perfect introductory textbook to the growing field of media psychology and its importance in society, summarizing key concepts and theories to provide an overview of topics in the field. Media is present in almost every area of life today, and is an area of study that will only increase in importance as the world becomes ever more interconnected. Written by a team of expert authors, this book will help readers to understand the structures, influences, and theories around media psychology. Covering core areas such as positive media psychology, the effects of gaming, violence, advertising, and pornography, the authors critically engage with contemporary discussions around propaganda, fake news, deepfakes, and the ways media have informed the COVID-19 pandemic. Particular care is also given to addressing the interaction between issues of social justice and the media, as well as the effects media has on both the members of marginalized groups and the

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way those groups are perceived. A final chapter addresses the nature of the field moving forward, and how it will continue to interact with closely related areas of study. Containing a range of pedagogical features throughout to aid teaching and student learning, including vocabulary and key terms, discussion questions, and boxed examples, this is an essential resource for media psychology courses at the undergraduate and introductory master's level globally.

THE STORY: BOB chronicles the highly unusual life of Bob and his lifelong quest to become a Great Man. Born and abandoned in the bathroom of a fast food restaurant, Bob energetically embarks on an epic journey across America and encounters inspir

NATIONAL BESTSELLER Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In *Blood, Sweat, and Pixels*, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, *Blood, Sweat, and Pixels* reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build *Dragon Age: Inquisition*; indie developer Eric Barone's single-handed efforts to grow country-life RPG *Stardew Valley* from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create *Destiny*, a brand new universe that they hoped would become as iconic as *Star Wars* and *Lord of the Rings*—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, *Blood, Sweat, and Pixels* is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

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