

More Game Wap Site

The Internet is just the beginning: in the next few years, computers will become part of a worldwide network connecting everything from mobile phones to TV sets. In this book, best-selling e-business consultant Daniel Amor identifies the revolutionary technologies and architectures -- and the new business models -- that will enable breakthrough success in the next Internet revolution. In this book, best-selling author Daniel Amor shows how to lay the groundwork for competitive advantage in the new extended Internet. Amor covers key applications ranging from mobile commerce to home automation to next-generation Internet services. Amor introduces the key technologies of the pervasive Internet, including WAP, UMTS, XML, Jini, Bluetooth, and Microsoft .NET, and presents eight pervasive computing "vignettes," complete with technical solutions and business cases. For all e-business decision-makers and implementers - technical and non-technical - seeking new opportunities for competitive advantage.

The start-to-finish guide to Android application development: massively updated for the newest SDKs and developer techniques! This book delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcy and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. The authors introduce the Android platform, explain the principles of effective Android application design, and present today's best practices for crafting effective user interfaces. Next, they offer detailed coverage of each key Android API, including data storage, networking, telephony, location-based services, multimedia, 3D graphics, and hardware. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. This new edition also adds Nine new chapters covering web APIs, the Android NDK, extending application reach, managing users, data synchronization, backups, advanced user input, and more Greatly expanded coverage of Android manifest files, content providers, app design, and testing New coverage of hot topics like Bluetooth, gestures, voice recognition, App Widgets, live folders, live wallpapers, and global search Updated 3D graphics programming coverage reflecting OpenGL ES 2.0 An all-new chapter on tackling cross-device compatibility issues, from designing for the smallest phones to the big new tablets hitting the market Even more tips and tricks to help you design, develop, and test applications for different devices A new appendix full of Eclipse tips and tricks This book is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers.

"Redefines games and game culture from south to north, analyzing the social impact of video games, the growth of game development and the vitality of game cultures across Africa, the Middle East, Central and South America, the Indian subcontinent, Oceania and Asia."--Back cover.

EZ Guides: Online Gambling provides overviews of the top gambling websites, covering sports betting, poker, casino and bingo. All the biggest and best sites are covered, considering factors such as ease of use, game selection & quality and special offers. If you want to find out which sites you can trust, as well as who has the best casino games or sporting odds, EZ Guides: Online Gambling can help. The book also provides beginner's guides to the top gambling games - Betting odds, Roulette and Texas Hold 'Em Poker. It also covers support articles and details for those affected by gambling problems.

Introduction to Android Application Development

ICOPE 2020

Unwired Business: Cases in Mobile Business

E-Content

PC Mag

Que's Official Internet Yellow Pages

Compiles top research from the world's leading experts on many topics related to electronic commerce. Covers topics including mobile commerce, virtual enterprises, business-to-business applications, Web services, and enterprise methodologies.

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcy and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcy and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.

E-commerce and V-business examines the impact of the Internet and associated technologies on two related aspects of business: electronic commerce and virtual organization. Using a combination of recent theory and empirical evidence it demonstrates how forward thinking organizations are reaping considerable advantages from exciting new business models in these areas. Such models require radical rethinking of many aspects of traditional business. The book covers many of the critical and contemporary issues stemming from these important new developments. The collected papers in this book illustrate the wide variety of business opportunities afforded by e-commerce and virtual business. They describe and discuss the important issues that follow in the wake of an organization deciding to pursue consumers electronically and organize its operations virtually. It brings a good balance of theory and practical issues from different perspectives from different parts of the globe

The Digital Gaming Handbook covers the state-of-the-art in video and digital game research and development, from traditional to emerging elements of gaming across multiple disciplines. Chapters are presented with applicability across all gaming platforms over a broad range of topics, from game content creation through gameplay at a level accessible for the professional game developer while being deep enough to provide a valuable reference of the state-of-the-art research in this field. Key Features: International experts share their research and experience in game development and design Provides readers with inside perspectives on the cross-disciplinary aspects of the industry Includes retrospective and forward-looking examinations of gaming Editor: Dr. Roberto Dillon is a leading game studies educator with more than 15 years of experience in the field of game design and development.

Essays in Social Transformation

Social Media Marketing

Technologies and Perspectives for the European Market

Online Game Pioneers at Work

Collaborative Social Play with Online and Location-Based Media

History • Business • Technology

[Administration (réf rence  lectronique)].

Practical Java ME Game Projects with MIDP is or will likely be the first Java games book for the newly updated and now open source Java Micro Edition (ME). And it will be first and possibly only that covers all MIDP versions 1-3. Online updates and discussions are available through the author's well-known blog site. From a basic game to professional game projects, this book has what you need to be a mobile Java game developer (and player).

Design for Emergence investigates spontaneous, unpredictable uses of technology that are driven by social contexts and collaborative processes, based on our ability to communicate our presence, both virtual and physical, in symbolic ways. In light of the fact that social dynamics and unexpected uses of technology can inspire innovation, this book proposes a research model of design for emergence, focusing on emergent phenomena as part of an iterative design process. By providing playful, technology-mediated experiences with minimal structure, unpredictable user behaviours can emerge through exploration, resulting in a richer and more complex, social experience. The research methodology is practice-based; two interactive prototypes were designed, implemented and evaluated in different contexts: an online multiplayer BumperCar game and a wireless, location-based urban game of "tag", called CitiTag. User studies showed that collaborative, spontaneous play can enhance the sense of social participation in a group activity. Collective and individual behaviours and creative uses of technology emerged from a simply designed application based on symbolic presence, both in the virtual and the physical world. CitiTag experiments showed that virtual elements in a mixed reality game can instigate novel experiences in the context of our everyday physical and social environment, with often unexpected results. The observed emergent behaviours are personal and collective extensions of the virtual experience in the real world. The book concludes with a positive view of ubiquitous and social computing, in which the virtual world becomes a "first class citizen" rather than a substitute for the real world, creating new situations and engaging experiences in the setting of our daily life that were not possible before.

Wireless Internet Applications and Architecture is a comprehensive technical overview of wireless Internet technology, applications, and content issues. The wireless Internet of the future will be able to serve large, specialized market segments with new devices, services, and content through wide bandwidth (MMS, GPRS) and always-on capability, offering people the freedom to communicate in ways they never have before.

HNM

Proceedings of the 2nd International Conference on Progressive Education, ICOPE 2020, 16-17 October 2020, Universitas Lampung, Bandar Lampung, Indonesia

Android Essentials

Android Wireless Application Development Volume I

Intelligent Information Technologies: Concepts, Methodologies, Tools, and Applications

Connected Marketing

The Video Games Textbook takes the history of video games to another level, with visually-stimulating, comprehensive, and chronological chapters that are relevant and easy to read for a variety of students. Every chapter is a journey into a different era or area of gaming, where readers emerge with a strong sense of how video games evolved, why they succeeded or failed, and the impact they had on the industry and human culture. Written to capture the attention and interest of both domestic and international college students, each chapter contains a list of objectives and key terms, illustrative timelines, arcade summaries, images and technical specifications of all major consoles.

The book is updated and rich hurraise levels of velocity but quality E-Content and innovative applications lag behind. This book addresses the question how content industries change within a digital environment and what role information and communication technologies play in transforming the competitive landscape. The authors argue that post-industrial societies tend to pay substantial amounts for equipment and gadgets but invest far too little in the quality of the content. As a result, much effort is and has to be spent on the enhancement of E-Content. The contributions give an elaborate overview of: - the specifics, challenges and prospects of content in the network economy; - market developments of digital media services; - paid content business models; - impacts on scientific publishing; - developments in the field of E-Learning; - the interplay between technology and content with the example of interactive digital TV; - the mobile games market; - emerging new cross media markets; - the need to enhance the usability of websites and mobile applications; - how digital applications might be used to capture and store our personal experiences. A final chapter shows the prospects of the European E-Content market and gives an overview of valuable initiatives and resources dealing with the topic of E-Content.

This book is not available as a print inspection copy. To download an e-version click here or for more information contact your local sales representative. The Second Edition of this text maintains a scholarly approach, providing students with an up-to-date understanding of both the theory and practice of social media marketing, whilst taking a thorough refreshment of the cases, examples and the literature. It offers a critical evaluation of the theoretical frameworks that can be used to explain and utilise social media, providing discussion questions and further reading throughout. Readers are invited to think about the different types of social media users and explore topics such as brand loyalty, co-creation, marketing strategy, measurement, mobile platforms, privacy and ethics. As well as tracing the emergence and trends of Web 2.0 and what they mean for marketing, the author also considers the future for social media marketing. The book is supported by real-life examples and case studies from a range of industries, companies and countries such as China, Canada, Sweden and Singapore. They include DHL (Germany), Dubai Foundation for Women and Children, Google (Taiwan), Addict Aide (France) Canada (opera Vancouver), Britain (British Tourism), Procter & Gamble (Global), Maggi (India), McDonalds (Global), eBags (US/Global), Vodafone (Romania).

Online resources for this book are available here Suitable for Marketing, Advertising or Media studies taking classes on social media or digital marketing at upper undergraduate, Masters or Doctoral level.

During a career spanning more than 50 years, J.H. Blackburne (1841-1924) won the British Chess Championship and several international tournaments, at his peak becoming one of the world's top three chess masters. A professional player who derived his livelihood from annual tours of chess clubs in England and other countries, entertaining and teaching amateur players, he astonished his contemporaries by the ease with which he played the game without sight of the chessboard. At 21, he set a world record for such exhibitions, competing against 12 club players simultaneously, and he continued to perform blindfold into his sixties. This first comprehensive biography of Britain's greatest chess player of the 19th and early 20th centuries presents more than 1,000 of Blackburne's games chronologically, including all his surviving games from serious competition, annotated in varying detail. Many are masterpieces containing beautiful combinations and instructive endgame play. Blackburne's unusual family and social background are fully explored.

Online Gambling

Video Games and the Global South

Building Professional Wireless Applications Worldwide

Android Wireless Application Development, Portable Documents

Mobile Marketing For Dummies

Joseph Henry Blackburne

"This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

Connected Marketing is a business book about the state of the art in viral, buzz and word-of-mouth marketing. Written by 17 experts working at the cutting edge of viral, buzz and word-of-mouth marketing, Connected Marketing introduces the range of scalable, predictable and measurable solutions for driving business growth by stimulating positive brand talk between clients, customers and consumers. Edited by marketing consultants Justin Kirby (Digital Media Communications) and Dr. Paul Marsden (Sphेरis/London School of Economics), and with a foreword by Emanuel Rosen (author of the bestselling 'Anatomy of Buzz') Connected Marketing is a collaborative work written by 17 opinion-leading consultants and practitioners working at the cutting edge of viral, buzz and word of mouth marketing. Contributing authors to Connected Marketing are St phane Allard (Sphेरis), Schuyler Brown (Buzz@Euro RSCG), Idil Cakim (Burson-Marsteller (Lincoln Business School), Steve Curran, (Pod Digital), Brad Ferguson (Informative), Justin Foxton (CommentUK), Graham Goodkind (Frank PR), Justin Kirby (Digital Media Communications), Paul Marsden (Sphेरis), Liam Mulhall (Brewtopia), Greg Nylasy (University of Georgia), Martin Oetting (ESCP-EAP European School of Management), Bernd R thlingsh fer (Independent), Sven Rusticus (Icemedi), Pete Snyder (New Media Strategies) and Thomas Zorbach (vm-people). Connected Marketing shows how businesses can harness connectivity between clients, customers and consumers as powerful marketing media for driving demand.

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Mobile commerce is based on the rapidly growing applications of wireless technologies and mobile communications. This study collects holistic perspectives to explore strategic considerations regarding potential opportunities and issues in mobile commerce.

Design for Emergence

A Chess Biography

The Video Games Textbook

Using Java ME Platform to Put the Fun into Your Mobile Device and Cell Phone

Electronic Commerce: Concepts, Methodologies, Tools, and Applications

Creating Mobile Games

Straightforward advice on building and launching a mobile marketing plan Mobile communication is hot, and so is marketing on mobile devices. Mobile Marketing For Dummies provides a clear and easy path for creating, launching, and making the most of a mobile marketing program. Designed for marketing professionals and other business people who may have little experience with the medium, it explains mobile marketing and how to convert a traditional marketing plan to mobile. Topics include assembling resources and budget, creating a plan, following best practices, building mobile sites, and much more. Explains what mobile marketing is, how you can adapt a traditional marketing plan for mobile, and how to create and launch a mobile marketing plan from scratch Covers activating a plan using voice, text, e-mail, and social media campaigns Explores the nuts and bolts of building mobile sites, apps, monetizing mobile, and advertising on other mobile properties Mobile Marketing For Dummies gives you the tools to succeed in this exciting environment.

*This book provides practical case studies of the planning, implementation and use of mobile and wireless data solutions in modern business"--Provided by publisher.

Bonus KitKat material is available for download at www.informit.com/title/9780321940261 What Every Android™ App Developer Should Know Today: Android Tools, App/UI Design, Testing, Publishing, And More This fully reworked edition of a proven title is the most useful real-world guide to building robust, commercial-grade Android™ apps. The content is revised and updated for the latest Android 4.3 SDK and the newest development best practices.

Introduction to Android™ Application Development: Android Essentials, Fourth Edition, covers all you need to quickly start developing professional apps for today's Android devices. Three expert developers guide you through setting up your development environment, designing user interfaces, developing for diverse devices, and optimizing your entire app-development process--from design through publication. Updated throughout, this title includes

extensive coverage of the most useful new Android tools and utilities. It adds an all-new chapter on planning an amazing Android app user experience, plus extensive new coverage of unit testing, dialogs, preferences, and app publishing. Throughout, key concepts are taught through clear, up-to-date example code. This edition offers Fully updated introductions to the latest Android 4.3 APIs, tools, utilities, and best practices Up-to-date strategies for leveraging new APIs while preserving compatibility Navigation patterns and code samples for delivering more intuitive user experiences Example-based explanations of ActionBar, DialogFragments, and other key concepts Expert automated testing techniques to quickly improve code quality New Google Play Developer Console app publishing techniques that also offer more control For Android developers at all levels of experience, this reference is now more valuable than ever. Students, instructors, and self-learners will especially appreciate new chapter-ending questions and exercises, carefully designed to test knowledge and deepen mastery. Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: <http://introductiontoandroid.blogspot.com/> Note: This revamped, newly titled edition is a complete update of

Android™ Wireless Application Development, Volume I: Android Essentials, Third Edition

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.

J2ME Games with MIDP2

Wireless Internet Applications and Architecture

Theories and Applications
Mobile Computing: Concepts, Methodologies, Tools, and Applications
GameAxis Unwired

New Approaches in Multimedia Content and Design

There are many challenges to Web site management: collecting and collating information, developing a design style, managing updates, and ensuring a consistently interesting, topical and informative site are just some of them. Whether working as a team or individually, Web site managers must frequently develop skills, solutions and services in relative isolation. This book acts as an invisible support team, with acknowledged experts sharing their experiences in specific areas of site development. As well as the expert contributions, this book includes a wealth of advice from the information community, with timely tips submitted by Web and information professionals. Contents: Introduction; Content gathering; Design and style; Structure and navigation; Accessibility and interoperability; Databases and directories; Intranet; Security; Team management; Managing copyright; Maintenance and updating; Promotion and marketing; Appendix; Index.

*The first part of this book discusses the mobile games industry, and includes analysis of why the mobile industry differs from other sectors of the games market, a discussion of the sales of mobile games, their types, the gamers who play them, and how the games are sold. The second part describes key aspects of writing games for Symbian smartphones using Symbian C++ and native APIs. The chapters cover the use of graphics and audio, multiplayer game design, the basics of writing a game loop using Symbian OS active objects, and general good practice. There is also a chapter covering the use of hardware APIs, such as the camera and vibra. Part Three covers porting games to Symbian OS using Cor C++ , and discusses the standards support that Symbian OS provides, and some of the middleware solutions available. A chapter about the N-Gage platform discusses how Nokia is pioneering the next generation of mobile games, by providing a platform SDK for professional games developers to port games rapidly and effectively. The final part of the book discusses how to create mobile games for Symbian smartphones using Java ME, Dtojo (for Japan) or Flash Lite 2. This book will help you if you are: * a C++ developer familiar with the mobile development tool * a professional games developer wishing to port your games to run on Symbian OS platforms such as S60 and UIQ * someone who is interested in creating C++ , Java ME or Flash Lite games for Symbian smartphones. This book shows how to create mobile games for Symbian smartphones such as S60 3rd Edition, UIQ3 or FOMA devices. It includes contributions from a number of experts in the mobile games industry, including Nokia's N-gage team, Ideaworks3D, and ZingMagic, as well as academics leading the field of innovative mobile experiences.*

The Android Developer's Collection includes two highly successful Android application development eBooks: " The Android Developer's Cookbook: Building Applications with the Android SDK " " Android Wireless Application Development." Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook" is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development, " Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcy and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and testes on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0

We are delighted to introduce the Proceedings of the Second International Conference on Progressive Education (ICOPE) 2020 hosted by the Faculty of Teacher Training and Education, Universitas Lampung, Indonesia, in the heart of the city Bandar Lampung on 16 and 17 October 2020. Due to the COVID-19 pandemic, we took a model of an online organised event via Zoom. The theme of the 2nd ICOPE 2020 was "Exploring the New Era of Education", with various related topics including Science Education, Technology and Learning Innovation, Social and Humanities Education, Education Management, Early Childhood Education, Primary Education, Teacher Professional Development, Curriculum and Instructions, Assessment and Evaluation, and Environmental Education. This conference has invited academics, researchers, teachers, practitioners, and students worldwide to participate and exchange ideas, experiences, and research findings in the field of education to make a better, more efficient, and impactful teaching and learning. This conference was attended by 190 participants and 160 presenters. Four keynote papers were delivered at the conference; the first two papers were delivered by Prof Emeritus Stephen D. Krashen from the University of Southern California, the USA and Prof Dr Bujang Rahman, M.Si, from Universitas Lampung, Indonesia. The second two papers were presented by Prof Dr Habi Andra Bencsik from the University of Pannonia, Hungary and Dr Hisham bin Duakriya from Universiti Utara Malaysia, Malaysia. In addition, a total of 160 papers were also presented by registered presenters in the parallel sessions of the conference. The conference represents the efforts of many individuals. Coordination with the steering chairs was essential for the success of the conference. We sincerely appreciate their constant support and guidance. We would also like to express our gratitude to the organising committee members for putting much effort into ensuring the success of the day-to-day operation of the conference and the reviewers for their hard work in reviewing submissions. We also thank the four invited keynote speakers for sharing their insights. Finally, the conference would not be possible without the excellent papers contributed by authors. We thank all authors for their contributions and participation in the 2nd ICOPE 2020. We strongly believe that the 2nd ICOPE 2020 has provided a good forum for academics, researchers, teachers, practitioners, and students to address all aspects of education-related issues in the current educational situation. We feel honoured to serve the best recent scientific knowledge and development in education and hope that these proceedings will furnish scholars from all over the world with an excellent reference book. We also expect that the future ICOPE conference will be more successful and stimulating. Finally, it was with great pleasure that we had the opportunity to host such a conference.

Sports Betting/Casino / Poker / Bingo

E-Commerce and V-Business

Interactive Dramaturgies

The Cell Phone Reader

Screen Digest

Internet Future Strategies

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market. Original.

The Cell Phone Reader offers a diverse, eclectic set of essays that examines how this rapidly evolving technology is shaping new media cultures, new forms of identity, and media-centered relationships. The contributors focus on a range of topics, from horror films to hip-hop, from religion to race, and draw examples from across the globe. The Cell Phone Reader provides a road map for both scholars and beginning students to examine the profound social, cultural and international impact of this small device.

In this groundbreaking collection of 15 interviews, successful founders of entertainment software companies reflect on their challenges and how they survived. You will learn of the strategies, the sacrifices, the long hours, the commitment, and the dedication to quality that led to their successes but also of the toll that this incredibly competitive market has on even its most brilliant minds. For the hundreds of thousands of game developers out there, this is a must read survival guide. For those who simply enjoy games and know of some of these founders, this will be a most interesting read. Sales of video games, hardware, and accessories reach upwards of \$20 billion every year in the United States alone, and more than two-thirds of American households include video games in their daily lives. In a world that seems to be overflowing with fortune and success, the vicious truth of this booming industry is easily forgotten: failure is tradition. Video games define a cultural crossroad where business, entertainment, and technology converge, where the risks are great, cutting edge technology is vitally important and competition is intense. Here are the stories of survival from many of the industries luminaries who founded companies, created industries in their home countries, took amazing risks, innovated technologies, and invented new ways to sell. Among this outstanding group of pioneers are Richard Garriott, founder of Origin, astronaut, and the producer of the revolutionary Ultima Online, John Romero of Doom, Wolfenstein and Quake fame, and Victor Kislyi whose World of Tanks set the Guinness world record for the most people online at once with over 1.1 million people playing). You will read their stories and you will gain an understanding of how they managed in such a demanding business. There are a few game development companies that have withstood the test of time; most startups exit as quickly as they enter the scene. Many firms are outpaced by the explosive worldwide growth and economic realities of the sector. Here are enlightening the stories of entrepreneurs who found success and many who subsequently could not repeat it. They walk you through their incredible journeys of success and failure while expressing their views on development, design, hiring, finance, business models, selling their organization, the business life cycle, their frustrations and mistakes, while showing their intensity and their passion for the business along the way. Online Game Pioneers at Work: Explores the formation of entertainment software companies from the perspectives of successful founders who defied the odds Provides insight into why experienced professionals sacrifice the comfort of gainful employment for the uncertainty and risk of the startup Shares the experiences and lessons that shape the lives, decisions, and struggles of entrepreneurs in this volatile business Other books in the Apress At Work Series: Gamers at Work, Ramsay, 978-1-4302-3351-0 Coders at Work, Seibel, 978-1-4302-1948-4 Venture Capitalists at Work, Shah & Shah, 978-1-4302-3837-9 CIOs at Work, Yourdon, 978-1-4302-3554-5 CTOs at Work, Donaldson, Seigel, & Donaldson, 978-1-4302-3593-4 Founders at Work, Livingston, 978-1-4302-1078-8 European Founders at Work, Santos, 978-1-4302-3906-2 Women Leaders at Work, Ghaffari, 978-1-4302-3729-7 Advertisers at Work, Tuten, 978-1-4302-3828-7

Wireless Communications and Mobile Commerce

The Digital Gaming Handbook

Games on Symbian OS

Concepts, Methodologies, Tools, and Applications

Android Wireless Application Development: Android essentials

Encyclopedia of E-Commerce, E-Government, and Mobile Commerce

This set compiles more than 240 chapters from the world's leading experts to provide a foundational body of research to drive further evolution and innovation of these next-generation technologies and their applications, of which scientific, technological, and commercial communities have only begun to scratch the surface.

Using numerous illustrations and case studies, the author maps out the creative process involved in producing interactive media, such as CD-ROM productions and network applications. Looking at concrete outstanding examples, various contributions by international multimedia authors, designers, and artists shed light on the role and function of interactive media in the context of exhibitions, museums, cultural learning, entertainment, film, and television. The publication explores methods and strategies of interactive dramaturgy that go beyond interactive storytelling. The emphasis is on new modes of dramaturgy, where the user is actively involved, cooperation among users is supported, and repeated visits are motivated.

Micro Java Games Development explains game development for devices that support J2ME MIDP. The six parts cover a full range of topics, from a tour of all available micro-devices (Palms, cell phones and pagers), a discussion of software standards apart from J2ME (cell phones, messaging, I-mode and wireless enhancements such as Bluetooth), and available J2ME extensions (Siemens, Ericsson, Nokia), development tools and restrictions, to the creation of a meaty J2ME game!

Alphabetically lists and describes Web sites on a variety of topics, including health, culture, business, travel, and education.

The Android Developer's Collection (Collection)

How Pervasive Computing Will Change the World

Micro Java Game Development

Cases in Mobile Business

Tips and Tricks for Web Site Managers

A Handbook for Mobile Development