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Handbook of Digital Games and Entertainment Technologies

• First major reference work presenting a comprehensive overview to the field of games and entertainment technologies
• Covers many different topics in games and entertainment which are interdisciplinary, this includes technology, design/art, and sociology
• Organized to cater for students, academics and professionals from diverse scientific and engi-
Handbook of Digital Games and Entertainment Technologies
Nakatsu, R.; Rauterberg, M.; Ciancarini, P. (Eds.)
2017, XXV, 1362 p. 373 illus., 255 illus. in color. In 2 volumes, not available separately., Hardcover