

Once Upon a Time

The Storytelling Card Game



Once Upon A Time The Storytelling Card Game

**Rebecca Rouse, Hartmut Koenitz, Mads
Haahr**

Once Upon A Time The Storytelling Card Game:

Once Upon a Time Richard Lambert, Andrew Rilstone, James Wallis, 1995-11-01 **Once Upon a Time** Atlas Games (Firm), 1995 *PBS KIDS Once Upon A Time*. . . Early Childhood Experts at PBS KIDS, Sarah Parvis, 2023-08-22 Once Upon a Time is a magical book that will turn anyone who reads it into a brilliant storyteller Gather round it s story time Developed in collaboration with the early childhood experts at PBS KIDS Once Upon a Time is packed with games prompts silly scenarios and creativity boosting illustrations to get kids as young as 3 or 4 comfortable and confident telling stories The book is sure to jumpstart the imagination and get the whole family sharing amazing tales about a grumpy bear a ticklish pirate a goofy astronaut and anyone or anything else that they can dream up Designed to be read by a grownup anyone who is old enough to talk can learn how to invent zany characters describe fantastical settings and create exciting plots Research shows that storytelling is a wonderful activity for kids and adults of all ages It Boosts creativity Increases focus Sharpens memory Enhances verbal skills Builds confidence Once Upon a Time will hone these important skills and provide endless entertainment **The Complete Home Learning Sourcebook** Rebecca Rupp, 1998 Lists all the resources needed to create a balanced curriculum for homeschooling from preschool to high school level **Board Games in the CLIL Classroom** Thomai Alexiou, Athanasios Karasimos, 2023-12-18 The present book explores how modern board gaming and language teaching can be beneficially combined to achieve optimal impact Modern board games have a lot to offer language learners and teachers and they should play a much more significant role in what has been labelled Content and Language Integrated Learning or CLIL Modern board games require cooperation problem solving active discovery interpretation and analysis Most importantly modern board games allow students to explore a hypothetical environment without the risk of language errors The key ingredient of the present book is game based learning and teaching theory or GBLTT a theoretical framework which measures learning outcomes based on gaming and learning procedures GBLTT is focused on balancing information and gameplay as well as putting a focus on the ability of each learner to retain language competence and to put their subject to realistic situations Your Turn! Scott Rogers, 2023-09-27 Whether you are a novice or experienced pro this easy to follow guide to designing board games is for you In Your Turn The Guide to Great Tabletop Game Design veteran game designer Scott Rogers creator of tabletop games including Rayguns and Rocketships Pantone the Game and ALIEN Fate of the Nostromo delivers a practical walkthrough to help YOU create over a half dozen game prototypes including dice card euro miniature and party games The book is packed with easy to follow instructions charming illustrations and hands on lessons based on the author s proven knowledge and experience And once you ve made your game Your Turn will teach you how to prepare pitch and sell it whether through crowdfunding or a publisher You ll also learn how to Write and create elegant and crystal clear rules of play Playtest your games to improve quality fix problems and gather feedback Learn what players want and how to design for it Learn the secrets of the Six Zones of Play and why they are so important to your game

design Your Turn is the essential guide for practicing and aspiring tabletop game designers everywhere Why wait to make the tabletop game of your dreams Grab this book and prepare to take Your Turn

Emerging Research and Trends in Interactivity and the Human-Computer Interface Blashki, Katherine,Isaias, Pedro,2013-10-31 With a variety of emerging and innovative technologies combined with the active participation of the human element as the major connection between the end user and the digital realm the pervasiveness of human computer interfaces is at an all time high Emerging Research and Trends in Interactivity and the Human Computer Interface addresses the main issues of interest within the culture and design of interaction between humans and computers By exploring the emerging aspects of design development and implementation of interfaces this book will be beneficial for academics HCI developers HCI enterprise managers and researchers interested in the progressive relationship of humans and technology

Interactive Storytelling Frank Nack,Andrew S. Gordon,2016-11-08 This book constitutes the refereed proceedings of the 9th International Conference on Interactive Digital Storytelling ICIDS 2016 held in Los Angeles CA USA in November 2016 The 26 revised full papers and 8 short papers presented together with 9 posters 4 workshop and 3 demonstration papers were carefully reviewed and selected from 88 submissions The papers are organized in topical sections on analyses and evaluation systems brave new ideas intelligent narrative technologies theoretical foundations and usage scenarios and applications

Interactive Storytelling Ido A Iurgel,Nelson Zagalo,Paolo Petta,2009-11-24 The rich programme of ICIDS 2009 comprising invited talks technical presentations and posters demonstrations and co located post conference workshops clearly underscores the event s status as premier international meeting in the domain It thereby confirms the decision taken by the Constituting Committee of the conference series to take the step forward out of the national cocoons of its precursors ICVS and TIDSE and towards an itinerant platform reflecting its global constituency This move reflects the desire and the will to take on the challenge to stay on the lookout critically reflect upon and integrate views and ideas findings and experiences and to promote interdisciplinary exchange while ensuring overall coherence and maintaining a sense of direction This is a significant enterprise The challenges sought are multifarious and must be addressed consistently at all levels The desire to involve all research communities and stakeholders must be matched by acknowledging the differences in established practises and by providing suitable means of guidance and introduction exposition and direct interaction at the event itself and of lasting and increasingly living documentation of which the present proceedings are but an important part

HCI in Games Xiaowen Fang,2020-07-10 This book constitutes the refereed proceedings of the Second International Conference on HCI in Games HCI Games 2020 held in July 2020 as part of HCI International 2020 in Copenhagen Denmark HCII 2020 received a total of 6326 submissions of which 1439 papers and 238 posters were accepted for publication after a careful reviewing process The 38 papers presented in this volume are organized in topical sections named designing games and gamified interactions user engagement and game impact and serious games The conference was held virtually due to the COVID 19 pandemic

An

Introduction to Dyslexia for Parents and Professionals Alan M. Hultquist, 2006 Provides basic information for parents and professionals about dyslexia The book has a strong US focus

Monsters, Aliens, and Holes in the Ground, Deluxe Edition Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play The deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition

Exploding the Castle Michael F. Young, Stephen T. Slota, 2017-07-01 Lacking a digital crystal ball we cannot predict the future of education or the precise instructional role games will have going forward Yet we can safely say that games will play some role in the future of K 12 and higher education and members of the games community will have to choose between being passive observers or active progressive contributors to the complex and often political process of weaving together pedagogy technology and culture This will involve agreeing that games or more specifically game mechanics and the engagement in joyful learning that they engender are not only critical for shaping online and classroom instruction but also the evolution of schooling as a whole Likewise it will involve a hard push beyond questions like Are video games good or bad for education and Are games better for all students than traditional face to face teaching to unpack how game experiences vary with individual learner goals as an interaction with the parameters of an educational environment Simply put we need to form a cohesive compelling argument in support of the notion that games are entire learning ecologies in and of themselves This edited volume is designed to anchor collective thinking with respect to the value added nature of games for learning and the complexities involved in player experience narrative context and environmental player interactions As could be expected we are not interested in debates about gamification game violence individual game quality and other topics that have become standard fare in extant games literature Instead we seek to emphasize issues of scalability the induction of player goal adoption affordances of game based instructional environments relationships between play and transfer and the value of games as part of an ecopsychological worldview As long time contributors in a field that has made a habit of playing it safe pun intended we seek to bring the dialogue in a more nuanced and meaningful direction

that will reach teachers researchers designers and players alike Gamification: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources,2015-03-31 Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty first century Gamification Concepts Methodologies Tools and Applications investigates the use of games in education both inside and outside of the classroom and how this field once thought to be detrimental to student learning can be used to augment more formal models This four volume reference work is a premier source for educators administrators software designers and all stakeholders in all levels of education **Geek**

Mom Kathy Ceceri,Corrina Lawson,Jenny Williams,2012 The editors of GeekMom sister site to Wired s GeekDad blog offer a range of cool projects and parenting advice centered around raising kids in the tech age **Librarian's Guide to Games and Gamers** Michelle Goodridge,Matthew J. Rohweder,2021-11-15 Helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users As games grow ever more ubiquitous in our culture and communities they have become popular staples in public library collections and are increasing in prominence in academic ones Many librarians especially those who are not themselves gamers or are only acquainted with a handful of games are ill prepared to successfully advise patrons who use games This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games whether they are new to gaming or seasoned players through advisory services This book maps all types of games board roleplaying digital and virtual reality providing all the information needed to understand and appropriately recommend games to library users Organized by game type hundreds of descriptions offer not only bibliographic information title publication date series and format platform but genre classifications target age ranges for players notes on gameplay and user behavior type and short descriptions of the game s basic premise and appeals

Interactive Storytelling Rebecca Rouse,Hartmut Koenitz,Mads Haahr,2018-11-26 This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling ICIDS 2018 held in Dublin Ireland in December 2018 The 20 revised full papers and 16 short papers presented together with 17 posters 11 demos and 4 workshops were carefully reviewed and selected from 56 respectively 29 submissions The papers are organized in the following topical sections the future of the discipline theory and analysis practices and games virtual reality theater and performance generative and assistive tools and techniques development and analysis of authoring tools and impact in culture and society **The Advanced Game Narrative Toolbox** Tobias Heussner,2019-02-18 The Advanced Game Narrative Toolbox continues where the Game Narrative Toolbox ended While the later covered the basics of writing for games the Advanced Game Narrative Toolbox will cover techniques for the intermediate and professional writer The book will cover topics such as how to adapt a novel to a game how to revive IPs and how to construct transmedia worlds Each chapter will be

written by a professional with exceptional experience in the field of the chapter Key Features Learn from industry experts how to tackle today's challenges in storytelling for games A learn by example and exercise approach which was praised in the Game Narrative Toolbox An in depth view on advanced storytelling techniques and topics as they are currently discussed and used in the gaming industry Expand your knowledge in game writing as you learn and try yourself to design quests write romances and build worlds as you would as a writer in a game studio Improve your own stories by learning and trying the techniques used by the professionals of game writing **Teaching with Harry Potter** Valerie Estelle Frankel,2013-03-07 The Harry Potter phenomenon created a surge in reading with a lasting effect on all areas of culture especially education Today teachers across the world are harnessing the power of the series to teach history gender studies chemistry religion philosophy sociology architecture Latin medieval studies astronomy SAT skills and much more These essays discuss the diverse educational possibilities of J K Rowling's books Teachers of younger students use Harry and Hermione to encourage kids with disabilities or show girls the power of being brainy scientists Students are reading fanfiction splicing video clips or exploring Rowling's new website Pottermore Harry Potter continues to open new doors to learning Monsters, Aliens, and Holes in the Ground Stu Horvath,2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play

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