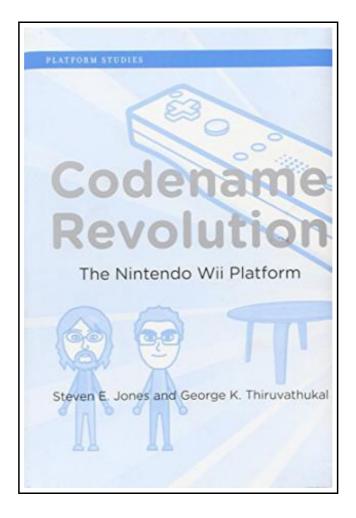
# Codename Revolution: The Nintendo Wii Platform (Hardback)



Filesize: 6.55 MB

#### Reviews

A brand new eBook with a brand new standpoint. It can be rally fascinating through reading through time. I am happy to let you know that this is the greatest ebook i have go through within my very own daily life and can be he best book for at any time.

(Leanne Cremin)

# CODENAME REVOLUTION: THE NINTENDO WII PLATFORM (HARDBACK)



MIT Press Ltd, United States, 2012. Hardback. Book Condition: New. 229 x 155 mm. Language: English . Brand New Book. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or Wiimote ) play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what s on the screen to what s happening in physical space. This book describes the Wii s impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii s revolution in mimetic interface gaming -- which eventually led to the release of Sony s Move and Microsoft s Kinect -- to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.



Read Codename Revolution: The Nintendo Wii Platform (Hardback) Online Download PDF Codename Revolution: The Nintendo Wii Platform (Hardback)

#### You May Also Like



#### The Story of Patsy (Illustrated Edition) (Dodo Press) (Paperback)

Dodo Press, United Kingdom, 2007. Paperback. Book Condition: New. Illustrated. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. Kate Douglas Wiggin, nee Smith (1856-1923) was an American children s...

Save ePub »



## Talking Digital: A Parent's Guide for Teaching Kids to Share Smart and Stay Safe Online (Paperback)

Createspace, United States, 2014. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book. It is time for the digital talk. Today, kids are growing up in a wired world. Their...

Save ePub »



### Learn em Good: Improve Your Child s Math Skills: Simple and Effective Ways to Become Your Child s Free Tutor Without Opening a Textbook (Paperback)

Createspace, United States, 2010. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. From a certified teacher and founder of an online tutoring website-a simple and...

Save ePub »



#### No Friends?: How to Make Friends Fast and Keep Them (Paperback)

Createspace, United States, 2014. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. Do You Have NO Friends? Are you tired of not having any...

Save ePub »



#### Penelope s Postscripts (Dodo Press) (Paperback)

Dodo Press, United Kingdom, 2007. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Kate Douglas Wiggin, nee Smith (1856-1923) was an American children s author...

Save ePub »