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as, JavaScript, C#, PHP or Ruby, guidebooks and more, and hence is known among developers or tech geeks and is especially useful for those preparing for engineering.

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Classical culture belongs to us all: whether as academic subject or as entertainment, it constantly stimulates new ideas. In recent years, following *Gladiator's* successful revival of the 'toga epic', studies of the

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ancient world in cinema have  
drawn increasing attention  
from authors and readers.

This collection builds on  
current interest in this  
topic, taking its readers  
past the usual boundaries of  
classical reception studies



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into less familiar—and even uncharted—areas of ancient Greece and Rome in mass popular culture.

Contributors discuss the uses of antiquity in television programmes, computer games, journalism,

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Hollywood blockbusters, B-movies, pornography, Web 2.0, radio drama, and children's literature. Its diverse contents celebrate the continuing influence of Classics on modern life: from controversies within

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academia to ephemeral pop culture, from the traditional to the cutting-edge. The reader will find both new voices and those of more established commentators, including broadcaster and historian

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Bettany Hughes, Latinist  
Paula James, and Gideon  
Nisbet, author of Ancient  
Greece in Film and Popular  
Culture. Together they  
demonstrate that rich  
rewards await anyone with an  
interest in our classical

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Heritage, when they embrace  
the diversity and complexity  
of mass popular culture as a  
whole.

This lecture introduces  
fundamental principles of  
online multiplayer games,

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primarily massively multiplayer online role-playing games (MMORPGs), suitable for students and faculty interested both in designing games and in doing research on them. The general focus is human-

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centered computing, which includes many human-computer interaction issues and emphasizes social computing, but also, looks at how the design of socio-economic interactions extends our traditional notions of

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Computer programming to  
cover human beings as well  
as machines. In addition, it  
demonstrates a range of  
social science research  
methodologies, both  
quantitative and  
qualitative, that could be



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used by students for term papers, or by their professors for publications. In addition to drawing upon a rich literature about these games, this lecture is based on thousands of hours of first-hand research

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experience inside many  
classic examples, including  
World of Warcraft, The  
Matrix Online, Anarchy  
Online, Tabula Rasa,  
Entropia Universe, Dark Age  
of Camelot, Age of Conan,  
Lord of the Rings Online,

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Tale in the Desert, EVE  
Online, Star Wars Galaxies,  
Pirates of the Burning Sea,  
and the non-game virtual  
world Second Life. Among the  
topics covered are  
historical-cultural origins  
of leading games, technical

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constraints that shape the experience, rolecoding and social control, player personality and motivation, relationships with avatars and characters, virtual professions and economies, social relations inside

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games, and the implications  
for the external society.

Table of Contents:

Introduction / Historical-  
Cultural Origins / Technical  
Constraints / Rolecoding and  
Social Control / Personality  
and Motivation / Avatars and

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Characterum / Virtual Fandom  
Professions and Economies /  
Social Relations Inside  
Games / Implications for  
External Society

Justin's Epitome is a  
fundamental source for

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Carthage and is the only surviving continuous narrative for the Hellenistic period. This volume is the first English translation of Justin's history to appear in over 140 years.

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The volume examines imperial rule in the Middle Ages. It asks for the characteristics of imperial leadership as well as the reasons why some rulers strove for imperial titles such as emperor



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whereas others voluntarily  
shrank from them. Thus, the  
authors adopt a  
transcultural perspective,  
covering Europe, Byzantium  
and the Islamic Middle East.

This work has been selected

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by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations.

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relevant.  
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Game designers, authors,  
artists, and scholars  
discuss how roles are played  
and how stories are created  
in role-playing games, board  
games, computer games,

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interactive fictions,  
massively multiplayer games,  
improvisational theater, and  
other "playable media."

Games and other playable  
forms, from interactive  
fictions to improvisational  
theater, involve role

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played and something told.

In Second Person, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-



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playing games (RPGs),  
computer games, board games,  
card games, electronic  
literature, political  
simulations, locative media,  
massively multiplayer games,  
and other forms that invite  
and structure play. Second

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Person--so called because in these games and playable media it is "you" who plays the roles, "you" for whom the story is being told--first considers tabletop games ranging from Dungeons & Dragons and other

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RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure-style novel Life's Lottery and its more traditional author-reader interaction. Contributors then examine computer-based playable

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structures that are designed  
for solo interaction--for  
the singular

"you"--including the  
mainstream hit Prince of  
Persia: The Sands of Time  
and the genre-defining  
independent production

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Façade. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such Massively Multiplayer Online

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Role Playing Games (MMORPGs) as World of Warcraft and the political uses of digital gaming and role-playing techniques (as in The Howard Dean for Iowa Game, the first U.S. presidential campaign game). In engaging

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essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R.

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Martin's Wild Cards series and the classic Infocom game Planetfall. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.



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Roman identity is one of the most interesting cases of social identity because in the course of time, it could mean so many different things: for instance, Greek-speaking subjects of the

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Byzantine empire, inhabitants of the city of Rome, autonomous civic or regional groups, Latin speakers under 'barbarian' rule in the West or, increasingly, representatives of the

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Church of Rome. Eventually, the Christian dimension of Roman identity gained ground. The shifting concepts of Romanness represent a methodological challenge for studies of ethnicity because, depending

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on its uses, Roman identity may be regarded as 'ethnic' in a broad sense, but under most criteria, it is not. Romanness is indeed a test case how an established and prestigious social identity can acquire many different

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shades of meaning, which we would class as civic, political, imperial, ethnic, cultural, legal, religious, regional or as status groups. This book offers comprehensive overviews of the meaning of Romanness in

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most (former) Roman  
provinces, complemented by a  
number of comparative and  
thematic studies. A  
similarly wide-ranging  
overview has not been  
available so far.

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Examines how the army developed as an engine of socio-economic and cultural integration in Egypt under Greco-Macedonian rule.

Roman law is widely considered to be the

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Foundation of European legal culture and an inherent source of unity within European law. Roman Law and the Idea of Europe explores the emergence of this idea of Roman law as an idealized shared heritage, tracing its



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Origins among exiled German scholars in Britain during the Nazi regime. The book follows the spread and influence of these ideas in Europe after the war as part of the larger enthusiasm for European unity. It argues

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that the rise of the importance of Roman law was a reaction against the crisis of jurisprudence in the face of Nazi ideas of racial and ultranationalistic law, leading to the establishment

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of the idea of Europe  
founded on shared legal  
principles. With  
contributions from leading  
academics in the field as  
well as established younger  
scholars, this volume will  
be of immense interests to

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anyone studying intellectual history, legal history, political history and Roman law in the context of Europe. Available via Open Access on Bloomsbury Collections (<https://www.bloomsburycollections.com/>).

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This companion provides an extensive account of the Roman army, exploring its role in Roman politics and society as well as the reasons for its effectiveness as a fighting

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force. An extensive account of the Roman army, from its beginnings to its transformation in the later Roman Empire Examines the army as a military machine - its recruitment, training, organization, tactics and

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weaponry Explores the relationship of the army to Roman politics, economics and society more broadly Considers the geography and climate of the lands in which the Romans fought Each chapter is written by a

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leading expert in a particular subfield and takes account of the latest scholarly and archaeological research in that area

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