

								
Super Super Happy Face 100% 100% 154,154 89,000 95,000	Valkyrie Helm 100% 100% 154,154 160,000	Playful Vampire 100% 100% 40,000 45,000	White Sparkle Time Fedora 100% 100% 1,794,547 1,350,000	No Resellers 100% 100% 0	The Bluesteel Bethelm 100% 100% 20,000 22,000	Frozen Horns of the Frigid Plains 100% 100% 449,999 350,000	Shaggy 100% 100% 997 928	Business Cat 100% 100% 415 385

								
Dominus Empyrea 100% 100% 14,447 99,999,999 15,000,000	Dighead 100% 100% 2,400 2,282	Silver King of the Night 100% 100% 11,500 130,000	Black Iron Branches 100% 100% 350 537	Frankster 100% 100% 200,000 180,000	Dominus Aureus 100% 100% 6,969,636 2,050,000	Perfectly Legitimate 100% 100% 6,199 6,000	ROBLOX Madness Face 100% 100% 38,900 42,000	Miss Scarlet 100% 100% 34,997 35,000

								
Kuddle E. Koala 100% 100% 589 532	Back Axe Guitar 100% 100% 445 417	8-Bit Royal Crown 100% 100% 780 776	Chill Cap 100% 100% 679 535	Swordpack 100% 100% 1,190 1,044	Dominus Frigidus 100% 100% 618,033,968 19,000,000	Beautiful Hair for Beautiful Space 100% 100% 5,100 6,000	Fiery Horns of the Netherworld 100% 100% 540,000 440,000	Blackvsk 100% 100% 7,000,000 3,600,000

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Tshimanga Kongolo



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Is Justice Real When "Reality is Not? Katherine B. Forrest, Jerrold Wexler, 2023-07-06 *Is Justice Real When Reality is Not Constructing Ethical Digital Environments* examines how frameworks and concepts of justice should evolve in virtual worlds Directed at researchers working in or with an interest in virtual reality as well as those interested in the fields of artificial intelligence and justice this book covers research regarding impacts on human psychological states existing within alternative ethical frameworks With chapters dedicated to behavioral impacts of virtual events robotics and unconscious and human psychological states of role playing and existing readers will be well equipped to navigate the virtual worlds in which millions of people currently spend time Provides an introduction into virtual worlds in which humans increasingly spend significant time Analyzes the psychological impact on humans of spending time in virtual worlds Discusses ethical and justice frameworks robotics the psychology of role playing and future virtual worlds

Intellectual Property and Emerging Technologies Tshimanga Kongolo, 2024-11-15 This book evaluates issues and challenges emerging from the interaction between intellectual property IP and new technologies namely artificial intelligence AI big data social media internet of things IoT metaverse blockchain video gaming and voice cloning New technologies have not only shaken the current IP system but show the limits of a framework which was designed more than three centuries ago As technological innovations have rendered some established IP rules and principles difficult to apply new approaches are required to adequately respond to ensuing challenges This volume uses existing case studies and prevailing court decisions to underline the dynamic of the current system It proposes adjustments to accommodate new technologies within the current IP structure The book reflects on the challenges created by new technologies and explores alternative ways to respond to these issues This book will assist IP experts academics professionals and policy makers in their undertakings to understand various issues generated by new technologies It will also be of interest to researchers in the field of IP law and the law of emerging technologies

Sociological Dimensions of Platformization: Power, Culture, and Identity in the Digital Age Çelik, Nuriye, Ateşoğlu, Nadir, Güner, Şerife Sena, 2025-12-24 In the digital age the rise of platforms like social media streaming services and gig economy apps reshapes how individuals interact work and express themselves This process of platformization extends beyond technology influencing everyday life by redefining power relations cultural norms and personal and collective identities As platforms mediate communication labor and social recognition they concentrate power in the hands of a few tech corporations shaping visibility value and reward Digital platforms can structure social behavior reinforce or challenge existing inequalities and influence the ways individuals construct and perform their identities in networked public spheres Understanding these sociological dimensions is key to understanding the broader societal implications of a platform driven world *Sociological Dimensions of Platformization Power Culture and Identity in the Digital Age* explores how digital platforms mediate labor intimacy consumption education surveillance and identity Through a combination of theoretical inquiry and

empirical case studies it examines the sociotechnical transformations reshaping contemporary societies This book covers topics such as social media digital identity and artificial intelligence and is a useful resource for business owners media and communications professionals sociologists academicians researchers and scientists

Immersive Technologies and Human-Centric Innovation in the Industry 5.0 Era Gupta, Brij B.,Tang, Yuk Ming,2026-02-26 The convergence of immersive technology AI and advanced connectivity infrastructures redefines how organizations create value and how consumers experience products and services In the era of Industry 5 0 emphasis has shifted from automation to a more human centric sustainable and resilient model of innovation In this new paradigm technology augments human creativity rather than replacing it Further exploration may reveal how virtual and augmented technology may create active personalized consumer experiences through improved design and data driven processes Immersive Technologies and Human Centric Innovation in the Industry 5 0 Era explores how immersive systems reshape economies and industries It examines the technological foundations of virtual and augmented reality platforms their strategic integration within Industry 5 0 environments and their transformative impact on business models and human centered development This book covers topics such as manufacturing risk management and digital technology and is a useful resource for business owners engineers academicians researchers and scientists

Creating Responsible and Inclusive Fashion Brand Narratives Emily Huggard,2025-09-05 This book introduces the theories and frameworks necessary to drive meaningful social change in fashion brand communication illustrating their applications with examples of brands that prioritize social justice decolonization and environmental sustainability in their practices and communication strategies Drawing on social consumer and cultural theories such as Indigenous dress theory circularity fat liberation and social reproduction this book encourages students to think critically about brand communication in ways that are relevant impactful and aimed at transforming discourse and ideologies rather than focusing solely on products Through case studies ranging from Polo Ralph Lauren s collaboration with Indigenous weaver Naomi Glasses to material regeneration at Veja the authors demonstrate how these narratives can be applied in practice while raising ethical questions about transparency and authenticity in fashion brand messaging Readers will not only gain an understanding of why more inclusive and equitable brand narratives are essential but also develop the knowledge and critical thinking skills needed to analyze interpret and contribute to the ongoing transformation of fashion brand storytelling Creating Responsible and Inclusive Brand Narratives will be of interest to advanced students of Fashion Communication Marketing and Brand Management

Narrative Design for Mobile and Live Games Valentina Tamer,2023-12-12 This is a comprehensive guidebook for long term storytelling in mobile games and games as a service also known as live games This book formalizes creative techniques of game writing and narrative design for a platform and revenue model that has shown drastic growth and changes over the past few years The unique challenges of mobile games and live games are also increasingly relevant across the whole games industry With hybrid consoles such as

the Nintendo Switch cloud gaming and cross platform titles the lines between mobile and console have begun to blur Additionally many games now offer live support to extend player engagement This book starts with an introduction to narrative design and the world of mobile games followed by a deep dive into open ended and seasonal storytelling Besides the creative aspect of development it covers areas of production such as documentation collaboration and monetization To illustrate its solutions it uses examples from video games and other media specifically screenwriting for TV shows This book will be of great interest to all game narrative and writing professionals working on mobile and live games *Revolutionizing Consumer Experience With Digital Twins and the Metaverse* Gupta, Brij B.,Tang, Yuk Ming,2026-02-25 Using digital twins and the metaverse to improve consumer experiences shifts how people engage with products and brands By combining real world data with virtual environments organizations can create personalized experiences that evolve in real time Digital twins enable businesses to optimize every aspect of the customer journey while the metaverse provides an interactive space where those experiences come to life Together these technologies redefine expectations empowering consumers with unprecedented control Further research may reveal new avenues to integrate virtual technologies in marketing and consumer science business applications *Revolutionizing Consumer Experience With Digital Twins and the Metaverse* explores the intersection between metaverse technology and consumer engagement and how they reshape business models This book examines the connection between theoretical advancements and real world technology policies Covering topics such as metaverse consumer engagement and digital twin technology this book is an excellent resource for academicians researchers business owners marketers and policymakers *Proceedings of TEEM 2023* José Alexandre de Carvalho Gonçalves, José Luís Sousa de Magalhães Lima, João Paulo Coelho, Francisco José García-Peñalvo, Alicia García-Holgado,2024-08-04 This proceedings volume presents outstanding advances with a multidisciplinary perspective in the technological ecosystems that support Knowledge Society building and development With its learning technology based focus using a transversal approach TEEM is divided into thematic and highly cohesive tracks each of which is oriented to a specific community of interest including researchers professionals and students Informatics and Education are the central issues in the conference tracks including broad scope research areas such as Educational Assessment and Orientation Human Computer Interaction eLearning Computers in Education Communication Media and Education Medicine and Education Learning Analytics Engineering Education Robotics in Education Mechatronics Diversity in Education Gamification and Games for Learning **Gamified Approaches to Advertising and Marketing Communication** Erdem, M. Nur,Mayadağlı, Cansu,2026-03-10 In an increasingly attention driven digital landscape gamified approaches to advertising and marketing communication have become powerful tools for engaging consumers beyond traditional techniques By integrating game elements such as challenges narratives and rewards into brand interactions marketers can create deeper emotional involvement and more memorable experiences These design strategies can translate play into persuasion and the

technological platforms can enable interactive marketing campaigns As a result gamification emerges as a critical mechanism for converting engagement into lasting consumer brand relationships Gamified Approaches to Advertising and Marketing Communication explores the relationship between games and the disciplines of advertising and marketing communication within a landscape of changing strategies It examines the role of games in the digitalization process bringing together diverse perspectives from both theoretical and practical standpoints within advertising Covering topics such as advertising communication and marketing this book is an excellent resource for business organizations marketers academicians researchers policymakers and graduate students

Coding Roblox Games Made Easy Zander Brumbaugh, 2022-06-06 Get up and running with Roblox environment and Luau programming basics to build and share your games Includes an exclusive invite to join the online Roblox game development community Key Features Begin coding in Luau build player avatars battlefields game physics countdown timers and more Learn tips tricks best practices and advanced Roblox coding techniques to create 3D games Join the book club to discuss queries provide solutions and ask Zander for advice on your games Book Description Roblox is a huge entertainment platform like no other for both playing and creating games With over 200 million monthly active users Roblox has enabled new and experienced developers to create successful games often called experiences that can be played globally at no cost Coding Roblox Games Made Easy 2nd Edition builds a solid foundation of the concepts you need to embark on the journey of building two end to end games in Roblox in increasing order of complexity For the first game you will create obstacles and traps for an obstacle course game obby and overcome them to win the game alongside other players and earn rewards In the next game you will manage player avatars their weapons a battlefield and add programming logic for the players to find their weapons and fight with a reward for the last player standing Finally you ll delve into the logistics of game production focusing on optimizing your games performance by implementing impressive mechanics monetization and marketing practices We will also discuss how the Metaverse is set to change the dynamics of user experience and what the future holds for Roblox game developers Let s create and share experiences through play What You Will Learn Understand how to use Roblox Studio and other free resources Learn how to code in Luau basics game systems physics manipulation etc Test evaluate and redesign to create bug free and engaging games Use Roblox programming and rewards to make your first game Move from a lobby to a battleground build avatars and create weapons with which to fight Master the three Ms Mechanics Monetization Marketing Learn 50 cool things to do on Roblox who this book is for Get started with building your first game on the Roblox platform This book is for anyone interested in learning the fundamentals of Luau programming and Roblox Studio and needs direction to build and share games If you re already familiar with Roblox and are looking for tips tricks and the best Roblox and Luau practices for efficient development you ll find this book helpful The book requires no prior knowledge of game development

Coding Roblox Games Made Easy Zander Brumbaugh, 2021-01-08 Explore the capabilities of the Roblox platform to

create real world games with this book You ll follow a hands on approach to learning the implementation and associated methodologies and get up and running with Roblox Lua in no time *The Ultimate Roblox Game Building Cookbook* Taylor Field-Draper,2023-12-29 Elevate your Roblox game development skills and learn advanced techniques for creating maps props VFX lighting and more with this illustrated guide Key Features Learn Roblox Studio tools and create your own immersive games with a rich array of recipes Leverage advanced techniques for game development and implement complex game mechanics Explore tools for staying up to date with the latest trends and monetizing your gaming experience Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionRoblox is a massively popular online gaming platform but it can be challenging to maneuver for beginners who don t know where to start as well as seasoned developers who tend to struggle with limited scripting tools that make transitioning from other platforms such as Unity more difficult The Ultimate Roblox Game Building Cookbook is an invaluable asset for any Roblox developer looking to take their skills to the next level With a wide range of recipes this Roblox book covers everything from the basics of game development on the platform to advanced techniques for creating immersive experiences As you progress through the chapters you ll gain a deep understanding of the proper workflow and building methods that will enable you to create extraordinary virtual worlds You ll gain insights into creating complex game mechanics such as multiplayer games working with textures and special effects in games This cookbook will also provide you with tips from top Roblox developers as well as valuable guidance on how to monetize your games and stay up to date with the latest trends in the Roblox development community By the end of this book you ll have gained a comprehensive understanding of Roblox game development and design What you will learn Master the basics of game building using Roblox Studio tools Execute essential pre production steps such as layout and grayboxing to plan and build your map effectively Strategically place props to create immersive environments Incorporate lighting atmosphere and VFX such as particle beams trails and smoke to add visual appeal and depth to your game Prioritize optimization updates and user experience to ensure your game s success Monetize your gaming experience and learn how to earn Robux through in game purchases and other methods Who this book is for This cookbook is for game developers enthusiasts educators young players and their parents making it an ideal resource for game developers of all age groups While prior knowledge of Roblox Roblox Studio and Roblox Lua will help you follow along more easily this book is a helpful resource for anyone with a basic understanding of game engines **Roblox Ultimate Guide** ,2023-05

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