

multiplas na betfair - Taxa de crescimento das apostas desportivas

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1. multiplas na betfair :Taxa de crescimento das apostas desportivas

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Video game that permits only one player

A single-player video game is a video game where input from only one player is expected throughout the course of the gaming session. A single-player game is usually a game that can only be played by one person, while "single-player mode" is usually a game mode designed to be played by a single player, though the game also contains multi-player modes.[1]

Most modern console games and arcade games are designed so that they can be played by a single player; although many of these games have modes that allow two or more players to play (not necessarily simultaneously), very few actually require more than one player for the game to be played. The Unreal Tournament series is one example of such.[2]

History [edit]

The earliest video games, such as Tennis for Two (1958), Spacewar! (1962), and Pong (1972), were symmetrical games designed to be played by two players. Single-player games gained popularity only after this, with early titles such as Speed Race (1974)[3] and Space Invaders (1978).

The reason for this, according to Raph Koster, is down to a combination of several factors: increasingly sophisticated computers and interfaces that enabled asymmetric gameplay, cooperative gameplay and story delivery within a gaming framework, coupled with the fact that the majority of early games players had introverted personality types (according to the Myers-Briggs personality type indicator).[4]

Although most modern games incorporate a single-player element either as the core or as one of several game modes, single-player gaming is currently viewed by the video game industry as peripheral to the future of gaming, with Electronic Arts vice president Frank Gibeau stating in 2012 that he had not approved one game to be developed as a single-player experience.[5]

The question of the financial viability of single-player AAA games was raised following the closure of Visceral Games by Electronic Arts (EA) in October 2024. Visceral had been a studio that established itself on a strong narrative single-player focus with Dead Space, and had been working on a single-player, linear narrative Star Wars game at the time of the closure; EA announced following this that they would be taking the game in a different direction, specifically "a broader experience that allows for more variety and player agency".[6] Many commentators felt

that EA made the change as they did not have confidence that a studio with an AAA-scale budget could produce a viable single-player game based on the popular Star Wars franchise. Alongside this, as well as relatively poor sales of games in the year prior that were principally AAA single-player games (Resident Evil 7, Prey, Dishonored 2, and Deus Ex: Mankind Divided) against financially successful multiplayer games and those offer a games-as-a-service model (Overwatch, Destiny 2, and Star Wars Battlefront 2), were indicators to many that the single-player model for AAA was waning.[7][8][9][10] Manveer Heir, who had left EA after finishing his gameplay design work for Mass Effect Andromeda, acknowledged that the culture within EA was against the development of single-player games, and with Visceral's closure, "that the linear single-player triple-A game at EA is dead for the time being".[11] Bethesda on December 7, 2024, decided to collaborate with Lynda Carter to launch a Public Safety Announcement to save single-player gaming.[12]

A few years later in 2024, EA was reported to have revived interest in single-player games, following the successful launch of Star Wars Jedi: Fallen Order in 2024. The company still planned on releasing live service games with multiplayer components, but began evaluating its IP catalog for more single-player titles to revive, such as a remake of the Dead Space franchise.[13] Around the same time, head of Xbox Game Studios Phil Spencer said that they still see a place for narrative-driven single-player games even though the financial drivers of the market tended to be live service games. Spencer said that developing such games with AAA-scale budgets can be risky, but with availability of services like cloud gaming and subscription services, they can gauge audience reaction to these games early on and reduce the risk involved before releases.[14]

Game elements [edit]

As the narrative and conflict in single-player gameplay is created by a computer rather than a human opponent, single-player games are able to deliver certain gaming experiences that are typically absent—or de-emphasised—in multiplayer games.[15]

Story [edit]

Single-player games rely more heavily on compelling stories to draw the player into the experience and to create a sense of investment. Humans are unpredictable, so human players - allies or enemies - cannot be relied upon to carry a narrative in a particular direction, and so multiplayer games tend not to focus heavily on a linear narrative. By contrast, many single-player games are built around a compelling story.[16]

Characters [edit]

While a multi-player game relies upon human-human interaction for its conflict, and often for its sense of camaraderie, a single-player game must build these things artificially. As such, single-player games require deeper characterisation of their non-player characters in order to create connections between the player and the sympathetic characters and to develop deeper antipathy towards the game's antagonists. This is typically true of role-playing games (RPGs), such as Dragon Quest and the Final Fantasy, which are primarily character-driven and have a different setting.

Exceptions [edit]

These game elements are not firm, fixed rules; single-player puzzle games such as Tetris or racing games focus squarely on gameplay.

See also [edit]

References [edit]

2. multiplas na betfair :grupo telegram de apostas esportivas

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3. multiplas na betfair :far between

Activistas climáticos alemanes acuden a los tribunales por la "política climática inconstitucional" del gobierno

Los activistas climáticos alemanes están demandando al gobierno por su "política climática inconstitucional", buscando construir sobre una victoria histórica de hace tres años que esperaban obligaría al mayor contaminador de Europa a limpiar rápidamente.

Los activistas argumentan que la nueva ley climática es demasiado débil, que una actualización reciente la hace más difícil de hacer cumplir y que la inacción del ministerio de transporte, que ha fallado repetidamente en cumplir sus metas de emisiones, forzará medidas difíciles a grupos pobres en el futuro.

"Nuestra última victoria dejó claro que tenemos derecho a la acción climática", dijo Luisa Neubauer, activista climática y figura destacada en el movimiento de huelga escolar Fridays for Future. "Sin embargo, tres años después, el gobierno está fallando en tomar acciones necesarias."

Alemania, un gran fabricante de automóviles que quema carbón para una cuarta parte de su electricidad, está en camino de caer justo corto de su objetivo de reducir 65% menos de contaminantes que calientan el planeta en el aire en 2030 que lo que lo hizo en 1990. Su corte supremo dictaminó una versión anterior de su ley climática parcialmente inconstitucional en 2024 cuando Neubauer y otros activistas ganaron un desafío legal.

Reprendido por el tribunal y amonestado por los activistas, el gobierno anterior actualizó la ley para reducir las emisiones más rápido e incluir metas para cada sector. Pero este año – bajo presión del Partido Democrático Libre de mercado, un socio de coalición menor que controla los ministerios de transporte y finanzas – el actual gobierno eliminó los objetivos sectoriales, debilitó los requisitos para acciones de atrapado y redujo la presión legal para planificar más allá de 2030.

Liz Hicks, investigadora legal en la Universidad de Münster, dijo que "visiones conflictivas" sobre la acción climática dentro de la coalición gobernante habían dificultado hacer cumplir la sentencia

de 2024. "La [última] enmienda la hace más difícil implementar los objetivos en la Ley de Protección Climática, incluso si existen sobre el papel."

La decisión anterior consideró que la ley climática antigua de Alemania era inconstitucional porque violaba "libertades intertemporales" – transfiriendo la carga de la acción rápida a generaciones futuras – pero se abstuvo de decir que el gobierno había fallado en sus obligaciones hasta ahora.

Desde entonces, los vigilantes científicos alemanes han documentado repetidamente brechas entre objetivos y acciones en sectores de la economía como transporte y edificios. El Consejo de Expertos sobre Cambio Climático, un cuerpo establecido por el gobierno después de que se estableció la ley climática, dijo que un plan de acción del ministerio de transporte para compensar sus deficiencias en 2024 era demasiado débil para siquiera merecer una evaluación formal.

Los activistas argumentan que el gobierno ha "desperdiciado el presupuesto de carbono" en los tres años desde el último fallo judicial. Apuntan a su rechazo de políticas baratas para reducir la contaminación, como establecer un límite de velocidad general en las autopistas, como oportunidades perdidas.

Maxim Bönnemann, editor jefe de Verfassungsblog, una publicación académica sobre derecho constitucional alemán, dijo que la demanda constitucional intenta "dar dientes" al principio de libertades intertemporales. "Alemania probablemente no cumplirá con sus objetivos climáticos para 2030, lo que significa que los jóvenes tendrán que aceptar restricciones significativas en sus libertades en el futuro si Alemania no hace su política climática más ambiciosa hoy."

Un portavoz del ministerio alemán de cambio climático y economía dijo que el gobierno federal está "convencido" de que la enmienda a la ley en abril fue constitucional. El portavoz dijo que mejoró la evaluación de la política climática introduciendo un pronóstico anual de reducciones de emisiones, permitiendo más informes del Consejo de Expertos sobre Cambio Climático y requiriendo ajustes si se perdieron objetivos dos años seguidos.

"Además, cada nuevo gobierno debe adoptar un programa integral de protección climática dentro de los primeros 12 meses de su mandato", dijo el portavoz.

Objetivo: dar dientes a la libertad intertemporal

La demanda, presentada por Fridays for Future junto con otros grupos ambientales incluyendo Greenpeace y Germanwatch, también argumenta que las personas en áreas rurales y otros grupos socialmente desfavorecidos serán golpeados más duro por medidas más difíciles necesarias para compensar la falta de acción hoy.

"La inactividad de hoy viola derechos fundamentales", dijo Roda Verheyen, abogada de los activistas. "Estamos entrando en una situación en la que la libertad es solo una cuestión de la billetera."

La demanda cita la reciente victoria en el Tribunal Europeo de Derechos Humanos de 2,400 mujeres mayores suizas que exigen que Suiza haga su parte justa para detener el cambio climático porque su demografía es más propensa a morir durante olas de calor. El tribunal dictaminó parcialmente a su favor – encontrando que el gobierno suizo había violado sus derechos humanos con políticas débiles – pero los legisladores suizos rechazaron la decisión.

Neubauer dijo que la situación en Alemania es similar a la de muchas otras democracias liberales y espera que el caso cierre la brecha entre la retórica y la acción en general.

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