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GAME DEVELOPMENT WITH LUA

complex GUIs and artificial intelligence. If you're a developer just starting to use Lua, or you're considering using it, Game Development with Lua will teach you everything you need to know. And if you're new to scripting languages altogether, this book will also teach you how they can be used in game development effectively. Written by practicing Lua game developers, the book teaches how to use Lua for commercial game development. It begins with a brief history of Lua and explains how to incorporate Lua into a C++ project. It details the key features and advantages of Lua and then takes you through the development of a "rapid prototype" game called Take Away. This game provides the context with which to explore the foundational C++ approaches and the Lua scripting approaches to saving and loading game data, building a modular and flexible GUI system, managing a game's real-time events through Lua scripts, and using Lua to define and control game AI. There are also several smaller games along with a full technology base, so even non-programmers can look under the hood to see what makes a game tick. If you're looking for an efficient, affordable, and easy-to-learn language for your games, Lua is the right choice and this book will teach you how to use it effectively.

GAME PROGRAMMING IN C++

Game Programming in C++: Start to Finish takes current game programming information and filters it down to a practical level for aspiring game developers. The book is written for the hobbyist interested in making their own games, beginning Independent developers interested in starting their own small game company, students, or software developers considering making a transition into the game industry. Throughout the book, programmers work through exercises to build their own complete 3D asteroid game called SuperAsteroidArena. Beginning with engine creation and 3D programming with SDL and OpenGL, the book then moves to animation effects, audio, collision detection, networking, and finalizing the game. A variety of tools are used throughout, including VisualStudio.NET and OpenGL, Paintshop Pro, 3DS max, and the Audacity sound tool. The book does assume an understanding of C/C++ experience and focuses on programming on the Windows platform. The companion CD-ROM includes libraries and tools, including the SDL libraries, trial versions of Paintshop Pro Plus, Audacity, 3D Studio Max 7, InnoSetup, the source code from the book, and the complete game from the book.

GAME DESIGN

A PRACTICAL APPROACH

The author teaches game design from concept to delivery through the creation of a sample game using a simple scripting language called Lua and a DX9 game shell. Techniques covered are applicable across the PC and game console platforms. Game design industry veterans reveal their secrets in sidebars throughout the book, and techniques are illustrated with b&w screen shots. The accompanying CD-ROM contains the demo game, a 2D game engine, Lua scripts, and other tools.

PROGRAMMING IN LUA

Roberto Ierusalimschy Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

GAME CODING COMPLETE

Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technolog

GAME PROGRAMMING ALGORITHMS AND TECHNIQUES

A PLATFORM-AGNOSTIC APPROACH

Pearson Education Game Programming Algorithms and Techniques is a detailed overview of many of the important algorithms and techniques used in video game programming today. Designed for programmers who are familiar with object-oriented programming and basic data structures, this book focuses on practical concepts that see actual use in the game industry. Sanjay Madhav takes a unique platform- and framework-agnostic approach that will help develop virtually any game, in any genre, with any language or framework. He presents the fundamental techniques for working with 2D and 3D graphics, physics, artificial intelligence, cameras, and much more. Each concept is illuminated with pseudocode that will be intuitive to any C#, Java, or C++ programmer, and has been refined and proven in Madhav's game programming courses at the University of Southern California. Review questions after each chapter help solidify the most important concepts before moving on. Madhav concludes with a detailed analysis of two complete games: a 2D iOS side-scroller (written in Objective-C using cocos2d) and a 3D PC/Mac/Linux tower defense game (written in C# using XNA/ MonoGame). These games illustrate many of the algorithms and techniques covered in the earlier chapters, and the full source code is available at gamealgorithms.net. Coverage includes Game time management, speed control, and ensuring consistency on diverse hardware Essential 2D graphics techniques for modern mobile gaming Vectors, matrices, and linear algebra for 3D games 3D graphics including coordinate spaces, lighting and shading, z-buffering, and quaternions Handling today's wide array of digital and analog inputs Sound systems including sound events, 3D audio, and digital signal processing Fundamentals of game physics, including collision detection and numeric integration Cameras: first-person, follow, spline, and more Artificial intelligence: pathfinding, state-based behaviors, and strategy/planning User interfaces including menu systems and heads-up displays Scripting and text-based data files: when, how, and where to use them Basics of networked games including protocols and network topology

LUA 5.1 REFERENCE MANUAL

Roberto Ierusalimschy What is it like to drive a Challenger tank over desert terrain for six days in a row? Or hover an Apache AH1 attack helicopter a hundred meters above enemy ground? How quickly can a Sapper clear a field of unexploded devices, or build a bridge—or blow one up? What is it like to fix bayonets, and engage in hand to hand combat, or train a 5.56 mm SA80 sniper sight on an enemy soldier, and pull the trigger? How do you find out what a soldier must learn on his way to war? Ask him. In this extraordinary book, Danny Danziger interviews the people who fight our wars for us, providing a unique insight into the reality of what we ask of our armed forces. Groundbreaking and utterly compelling, We Are Soldiers takes the reader to the heart of the 21st century soldier's experience.

ARTIFICIAL INTELLIGENCE AND GAMES

Springer This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

ADVANCED 2D GAME DEVELOPMENT

Course Technology Ptr Provides information on designing and building 2D game engines using DirectX in the C++ programming language.

CONCEPTS OF PROGRAMMING LANGUAGES

Pearson Education India

LUA PROGRAMMING GEMS

Lua.Org This collection of articles record some of the existing wisdom and practice on how to program well in Lua. In well-written articles that go much beyond the brief informal exchange of tips in the mailing list or the wiki, the authors share their mastery of all aspects of Lua programming, elementary and advanced. The articles cover a wide spectrum of areas and approaches, with authors from both the industry and academia and titles about game programming, programming techniques, embedding and extending, algorithms and data structures, and design techniques.

GAME PROGRAMMING GEMS 5

Presents articles that cover a variety of topics in the field of game programming, including artificial intelligence, graphics, and mathematics.

REAL TIME CAMERAS

A GUIDE FOR GAME DESIGNERS AND DEVELOPERS

CRC Press The control of cameras is as important in games as it is in cinema. How the camera tracks and moves determines our point of view and influences our attitude towards the content. A poorly designed camera system in a game can disrupt a users experience, while a well-designed one can make a good game into a great one. The challenge in games is that th

CHRIS CRAWFORD ON GAME DESIGN

New Riders A pioneer in the field of game design and development draws on his own experiences to present a useful collection of insider tips, wisdom, advice, skills, and techniques, along with an overview of the history of fame programming, low and high interactivity designs, the importance of storytelling, and more. Original. (Intermediate)

PRINCIPLES OF INFRASTRUCTURE

CASE STUDIES AND BEST PRACTICES

Infrastructure is a priority around the world for all stakeholders. Infrastructure projects can continue for several years, from planning and construction to the provision of services. As development in Asia and the Pacific accelerates, governments must invest more in infrastructure to ensure continued economic growth. This book draws on lessons and case studies from Japan and worldwide, covering broad and long-term infrastructure projects. It describes the principles of developing quality infrastructure and focuses on the various steps of a project--from design, planning, and construction to operation and management. It also discusses overseas development assistance, taking examples from Asian Development Bank and World Bank projects. This book is an important reference tool for policy makers in Asia who are planning and implementing large-scale public infrastructure.

NARRATIVE AND DISCURSIVE APPROACHES IN ENTREPRENEURSHIP

A SECOND MOVEMENTS IN ENTREPRENEURSHIP BOOK

Edward Elgar Publishing . . . the four books comprising the series would certainly be a valuable addition to any entrepreneurship library. However, each book also stands alone as an individual purchase. Lorraine Warren, International Journal of Entrepreneurial Behaviour and Research The book delivers what it promises: a map of the uses of narrative methods in entrepreneurship studies. It is both an interesting contribution to the field and an important methodological handbook for all entrepreneurship researchers who are thinking of adopting qualitative methods in their inquiries. However, it may also be read with advantage by other researchers using ethnography as their main methodological approach to social studies. . . The aim of the book is to show how narratives can enrich entrepreneurship studies, a goal that in my opinion is aptly fulfilled. Monika Kostera, Scandinavian Journal of Management . . . the contributors in this text breathe fresh and imaginative linguistic resources and narrative/discursive frames of reference into the inquiry of entrepreneurial activities. The anecdote, the narrative, the metaphorical, the discursive and the dramaturgical are significant therefore, not only because they bring to the surface voices, emotions, processes and the relationality of (everyday) entrepreneurial activity that have possibly been previously silenced. But also, to paraphrase Steyaert, these approaches highlight the controversial and interactive aspects of the research process. . . The text is welcome because it treats narrative in a serious and scholarly way. Denise Fletcher, International Small Business Journal In their edited book Narrative and Discursive Approaches in Entrepreneurship, Daniel Hjorth and Chris Steyaert provide a fascinating glimpse into a perspective on entrepreneurship that will be enlightening for many readers. Entrepreneurship authors typically talk about theory, methods, and data as if a straight-forward linear process united them all, and making sense of entrepreneurship was simply a matter of knowing how to interpret one s findings . By contrast, the authors in this volume propose narrative and discursive approaches in which the contributing authors emphasize rich description, reflexive conceptualization, and interpretations offered as part of the story itself. They draw upon an international set of cases, including Russia, Sweden, Denmark, Norway, Venezuela, and North America. The cases themselves make for fascinating reading, quite apart from what we learn about the difficulties of imposing a particular interpretation on a given story. For example, taxi drivers in Caracas, management consultants in Denmark, and women entrepreneurs in northern Norway all make for fascinating narratives from which to understand the entrepreneurial process. Unlike many edited books which have no plot , the editors have included opening and closing sections that link the chapters, offer alternative readings of them, and propose new and expansive ways of thinking about entrepreneurship. Howard Aldrich, University of North Carolina at Chapel Hill, US Daniel Hjorth and Chris Steyaert set out to advance the study of entrepreneurship by refocusing the lens of discovery from economics, management and marketing to other paradigmatic stances in social sciences and humanities like anthropology and literary studies. The result is a provocative collection of chapters that inspire the reader to consider and explore new ideas and research practice that incorporate both the context and place of entrepreneurship. From the perceptive insights of the editors to the rigorous and provocative discourse of the chapters and thoughtful responses in the conclusion emerges a story, in the best of storytelling tradition, about how a linguistic turn can rouse new insights. The editors ask, how do these texts move you? they entice, provoke, challenge, stimulate and guide. Their implications should be far reaching and required reading for any student of t

AI GAME PROGRAMMING WISDOM 4

Course Technology PTR This all-new volume is filled with over 60 new, ready-to-use expert techniques, ideas, and solutions for game developers.

PARABLES FOR THE VIRTUAL

MOVEMENT, AFFECT, SENSATION

Duke University Press Since its publication twenty years ago, Brian Massumi's pioneering Parables for the Virtual has become an essential text for interdisciplinary scholars across the humanities. Massumi views the body and media such as television, film, and the internet as cultural formations that operate on multiple registers of sensation. Renewing and assessing William James's radical empiricism and Henri Bergson's philosophy of perception through the filter of the postwar French philosophy of Deleuze, Guattari, and Foucault, Massumi links a cultural logic of variation to questions of

movement, affect, and sensation. Replacing the traditional opposition of literal and figural with distinctions between stasis and motion and between actual and virtual, Massumi tackles related theoretical issues by applying them to cultural mediums as diverse as architecture, body art, the digital art of Stelarc, and Ronald Reagan's acting career. The result is an intriguing combination of cultural theory, science, and philosophy that asserts itself in a crystalline and multifaceted argument. This twentieth anniversary edition includes a new preface in which Massumi situates the book in relation to developments since its publication and outlines the evolution of its main concepts. It also includes two short texts, "Keywords for Affect" and "Missed Conceptions about Affect," in which Massumi explicates his approach to affect in ways that emphasize the book's political and philosophical stakes.

MASTERING EMBEDDED LINUX PROGRAMMING

Packt Publishing Ltd Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as `perf`, `ftrace`, and `valgrind` Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

LINGUISTICS FOR DUMMIES

John Wiley & Sons The fascinating, fun, and friendly way to understand the science behind human language Linguistics is the scientific study of human language. Linguistics students study how languages are constructed, how they function, how they affect society, and how humans learn language. From understanding other languages to teaching computers to communicate, linguistics plays a vital role in society. Linguistics For Dummies tracks to a typical college-level introductory linguistics course and arms you with the confidence, knowledge, and know-how to score your highest. Understand the science behind human language Grasp how language is constructed Score your highest in college-level linguistics If you're enrolled in an introductory linguistics course or simply have a love of human language, Linguistics For Dummies is your one-stop resource for unlocking the science of the spoken word.

CUDA APPLICATION DESIGN AND DEVELOPMENT

Elsevier Machine generated contents note: 1. How to think in CUDA 2. Tools to build, debug and profile 3. The GPU performance envelope 4. The CUDA memory subsystems 5. Exploiting the CUDA execution grid 6. MultiGPU applications and scaling 7. Numerical CUDA, libraries and high-level language bindings 8. Mixing CUDA with rendering 9. High Performance Machine Learning 10. Scientific Visualization 11. Multimedia with OpenCV 12. Ultra Low-power Devices: Tegra.

SERIOUS GAMES

JOINT INTERNATIONAL CONFERENCE, JCSG 2021, VIRTUAL EVENT, JANUARY 12-13, 2022, PROCEEDINGS

Springer Nature This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JCSG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains.

THE GAME ASSET PIPELINE

Cengage Learning Written for engine and tool programmers responsible for the development and maintenance of export tools, asset management, data pre-processing, or packaging, this book guides the production team through the daunting task of managing the vast array of game assets in a structured, practical method.

DESIGNING THE INTERNET OF THINGS

John Wiley & Sons Take your idea from concept to production with this unique guide Whether it's called physical computing, ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine hardware, embedded software, web services, electronics, and cool design to create cutting-edge devices that are fun, interactive, and practical. If you'd like to create the next must-have product, this unique book is the perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

FRICTION

AN ETHNOGRAPHY OF GLOBAL CONNECTION

Princeton University Press A wheel turns because of its encounter with the surface of the road; spinning in the air it goes nowhere. Rubbing two sticks together produces heat and light; one stick alone is just a stick. In both cases, it is friction that produces movement, action, effect. Challenging the widespread view that globalization invariably signifies a "clash" of cultures, anthropologist Anna Tsing here develops friction in its place as a metaphor for the diverse and conflicting social interactions that make up our contemporary world. She focuses on one particular "zone of awkward engagement"--the rainforests of Indonesia--where in the 1980s and the 1990s capitalist interests increasingly reshaped the landscape not so much through corporate design as through awkward chains of legal and illegal entrepreneurs that wrested the land from previous claimants, creating resources for distant markets. In response, environmental movements arose to defend the rainforests and the communities of people who live in them. Not confined to a village, a province, or a nation, the social drama of the Indonesian rainforest includes local and national environmentalists, international science, North American investors, advocates for Brazilian rubber tappers, UN funding agencies, mountaineers, village elders, and urban students, among others--all combining in unpredictable, messy misunderstandings, but misunderstandings that sometimes work out. Providing a portfolio of methods to study global interconnections, Tsing shows how curious and creative cultural differences are in the grip of worldly encounter, and how much is overlooked in contemporary theories of the global.

COMPUTATIONAL INTELLIGENCE IN MULTIMEDIA PROCESSING: RECENT ADVANCES

Springer In recent decades Multimedia processing has emerged as an important technology to generate content based on images, video, audio, graphics, and text. This book is a compilation of the latest trends and developments in the field of computational intelligence in multimedia processing. The edited book presents a large number of interesting applications to intelligent multimedia processing of various Computational Intelligence techniques including neural networks and fuzzy logic.

ENVIRONMENTAL CHANGE AND AGRICULTURAL SUSTAINABILITY IN THE MEKONG DELTA

Springer Science & Business Media The Mekong Delta of Vietnam is one of the most productive agricultural areas in the world. The Mekong River fans out over an area of about 40,000 sq kilometers and over the course of many millennia has produced a region of fertile alluvial soils and constant flows of energy. Today about a fourth of the Delta is under rice cultivation, making this area one of the premier rice granaries in the world. The Delta has always proven a difficult environment to manipulate, however, and because of population pressures, increasing acidification of soils, and changes in the Mekong's flow, environmental problems have intensified. The changing way in which the region has been linked to larger flows of commodities and capital over time has also had an impact on the region: For example, its re-emergence in recent decades as a major rice-exporting area has linked it inextricably to global markets and their vicissitudes. And most recently, the potential for sea level increases because of global warming has added a new threat. Because most of the region is on average only a few meters above sea level and because any increase of sea level will change the complex relationship between tides and down-river water flow, the Mekong Delta is one of the areas in the world most vulnerable to the effects of climate change. How governmental policy and resident populations have in the past and will in coming decades adapt to climate change as well as several other emerging or ongoing environmental and economic problems is the focus of this collection.

MANGROVE GUIDEBOOK FOR SOUTHEAST ASIA

THAI AGRICULTURE

GOLDEN CRADLE OF MILLENNIA

Kasetsart University The history, science, and social aspects of today's Thai agriculture is traced from hunters and gatherers through agro-cities through State-religious Empires and immigrating Tai to produce a sustainable agriculture. The wet glutinous rice culture determined administrative structures in a pragmatic society which regularly produced a saleable surplus. Continuing today, these systems consolidated the importance of rice agriculture to national security and economic well-being, as Chinese and European influence benefited agribusiness and initiated the demand which would expand agriculture through population increase until accessible land was expended. As agriculture declined in relative financial importance, it continued to provide the benefits of employment, crisis resilience, self-sufficiency, rural social support, and cultural custody. Agricultural institutions evolved from a taxation and dispute resolution base to provide research, education, and technology transfer at levels below potential as they supported commercial agriculture funded by credit. Agribusiness expanded from the 1960s and small-holders were partly viewed as a past relic which agribusiness could modernise. Unique elements of Thai agriculture include: irrigation technologies; administrative structures based on water control; global leadership in many agricultural commodities; multinational agribusiness; negotiating approaches; potential for further increases from known technologies, and an open culture which has embraced new ideas. One of the world's few major agricultural exporters, Thailand leads the world in rice, rubber, canned pineapple, and black tiger prawn production and export, the region in chicken meat export and several other commodities, and feeds more the four times its own population from less intensive agriculture than its neighbours. Poised to benefit from expansion in livestock demand, poverty reduction, and improved education, research, and legal and social systems, evident in the recent Asian financial crisis, will be considered with popular concern for socially sensitive alternatives for small-holder farmers to co-exist with commercial agriculture. Thailand will likely remain one of the world's major agricultural countries in social, environmental and economic terms for the foreseeable future, as it addresses the continuing rural issues of poverty and inequity.

TECHNOLOGICAL INNOVATION

GENERATING ECONOMIC RESULTS

Emerald Group Publishing This is the 2nd edition of Technological Innovation. Profiting from technological innovation requires scientific and engineering expertise, and an understanding of how business and legal factors facilitate commercialization. This volume presents a multidisciplinary view of issues in technology commercialization and entrepreneurship.

UBIQUITOUS COMPUTING FUNDAMENTALS

CRC Press "...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field." -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John Krumm, an original ubicomp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise. Starting with a historical introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book examines: How to build an infrastructure that supports ubiquitous computing applications Privacy protection in systems that connect personal devices and personal information Moving from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and understand other sensor measurements While we needn't become expert in every sub-discipline of ubicomp, it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives. This is important, if we are to encourage future generations to be as successfully innovative as the field's originators.

THE CHARISMA MACHINE

THE LIFE, DEATH, AND LEGACY OF ONE LAPTOP PER CHILD

MIT Press A fascinating examination of technological utopianism and its complicated consequences. In *The Charisma Machine*, Morgan Ames chronicles the life and legacy of the One Laptop per Child project and explains why—despite its failures—the same utopian visions that inspired OLPC still motivate other projects trying to use technology to “disrupt” education and development. Announced in 2005 by MIT Media Lab cofounder Nicholas Negroponte, One Laptop per Child promised to transform the lives of children across the Global South with a small, sturdy, and cheap laptop computer, powered by a hand crank. In reality, the project fell short in many ways—starting with the hand crank, which never materialized. Yet the project remained charismatic to many who were captivated by its claims of access to educational opportunities previously out of reach. Behind its promises, OLPC, like many technology projects that make similarly grand claims, had a fundamentally flawed vision of who the computer was made for and what role technology should play in learning. Drawing on fifty years of history and a seven-month study of a model OLPC project in Paraguay, Ames reveals that the laptops were not only frustrating to use, easy to break, and hard to repair, they were designed for “technically precocious boys”—idealized younger versions of the developers themselves—rather than the children who were actually using them. *The Charisma Machine* offers a cautionary tale about the allure of technology hype and the problems that result when utopian dreams drive technology development.

THE AFRICAN FILM INDUSTRY

TRENDS, CHALLENGES AND OPPORTUNITIES FOR GROWTH

UNESCO Publishing

SILENCE

LECTURES AND WRITINGS

Wesleyan University Press John Cage is the outstanding composer of avant-garde music today. The *Saturday Review* said of him: “Cage possesses one of the rarest qualities of the true creator- that of an original mind- and whether that originality pleases, irritates, amuses or outrages is irrelevant.” “He

refuses to sermonize or pontificate. What John Cage offers is more refreshing, more spirited, much more fun—a kind of carefree skinny-dipping in the infinite. It's what's happening now." —The American Record Guide "There is no such thing as an empty space or an empty time. There is always something to see, something to hear. In fact, try as we may to make a silence, we cannot. Sounds occur whether intended or not; the psychological turning in direction of those not intended seems at first to be a giving up of everything that belongs to humanity. But one must see that humanity and nature, not separate, are in this world together, that nothing was lost when everything was given away."

DESIGN OF ASSISTIVE TECHNOLOGY FOR AGEING POPULATIONS

Springer Nature This book focuses on various aspects of research on ageing, including in relation to assistive technology; dignity of aging; how technology can support a greater understanding of the experience of physically aging and cognitive changes; mobility issues associated with the elderly; and emerging technologies. The 80+ age group represents an expanding market, with an estimated worth of £21.4 billion a year. Everyone is affected by this shift in demographics – we are getting older and may become carers – and we need to prepare ourselves and adjust our surroundings for longer life. Products, services and environments have been changing in response to the changing population. Presenting international design research to demonstrate the thinking and ideas shaping design, this book is a valuable resource for designers; product developers; employers; gerontologists; and medical, health and service providers; as well as everyone interested in aging.

WORLD MILITARY LEADERS

A BIOGRAPHICAL DICTIONARY

Infobase Publishing Articles profiling important military leaders are arranged in A to Z format.

PIRATE MODERNITY

DELHI'S MEDIA URBANISM

Routledge Using Delhi's contemporary history as a site for reflection, *Pirate Modernity* moves from a detailed discussion of the technocratic design of the city by US planners in the 1950s, to the massive expansions after 1977, culminating in the urban crisis of the 1990s. As a practice, pirate modernity is an illicit form of urban globalization. Poorer urban populations increasingly inhabit non-legal spheres: unauthorized neighborhoods, squatter camps and bypass legal technological infrastructures (media, electricity). This pirate culture produces a significant enabling resource for subaltern populations unable to enter the legal city. Equally, this is an unstable world, bringing subaltern populations into the harsh glare of permanent technological visibility, and attacks by urban elites, courts and visceral media industries. The book examines contemporary Delhi from some of these sites: the unmaking of the city's modernist planning design, new technological urban networks that bypass states and corporations, and the tragic experience of the road accident terrifyingly enhanced by technological culture. *Pirate Modernity* moves between past and present, along with debates in Asia, Africa and Latin America on urbanism, media culture, and everyday life. This pioneering book suggests cities have to be revisited afresh after proliferating media culture. *Pirate Modernity* boldly draws from urban and cultural theory to open a new agenda for a world after media urbanism.

FOOD ANXIETY IN GLOBALISING VIETNAM

Springer This open access book approaches the anxieties inherent in food consumption and production in Vietnam. The country's rapid and recent economic integration into global agro-food systems and consumer markets spurred a new quality of food safety concerns, health issues and distrust in food distribution networks that have become increasingly obscured. This edited volume further puts the eating body centre stage by following how gendered body norms, food taboos, power structures and social differentiation shape people's ambivalent relations with food. It uncovers Vietnam's trajectories of agricultural modernisation against which consumers and producers manoeuvre amongst food self-sufficiency, security and abundance. *Food Anxiety in Globalising Vietnam* is explicitly about 'dangerous' food – regarding its materiality and meaning. It provides social science perspectives on anxieties related to food and surrounding discourses that travel between the local and the global, the individual and society and into the body. Therefore, the book's lens of food anxiety matters for social theory and for understanding the embeddedness and discontinuities of food globalizations in Vietnam and beyond. Due to its rich empirical base, methodological approaches and thematic foci, it will appeal to scholars, practitioners and students alike.--

GAME SCRIPTING MASTERY

Course Technology undefined

ENCYCLOPEDIA OF COMPUTER SCIENCE AND TECHNOLOGY

Infobase Publishing Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.