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KEY=MANUAL - PONCE JONAS

THE ULTIMATE PLAYER'S GUIDE TO MINECRAFT

Pearson Education **Provides readers with tips, techniques, and strategies for Minecraft, including how to register for the game, customize the experience, and create new worlds.**

SONY A200

Taylor & Francis **Focal Digital Camera Guides: Sony A200 Just bought a Sony A200 and looking to combine practical know-how with inspiration? This one-stop, easy-to-read guide covers all the basic functions of the camera, and everything beyond. For the basics, turn to the quick start guide, which will get you up and running in five minutes. For an understanding of your camera's many controls and features, check out the section called "The Camera." If all you need is a quick explanation, you'll find it. If you're looking for the whole story, you'll find that, too. Settings that affect how your pictures look are accompanied by full-color examples that show you exactly what you can expect. This section also covers the camera's menus, playback features, memory, and power sources. The section called "Software" shows you how to get the most out of your camera's software. It covers RAW conversion, storing your images, managing your library, and backup strategies. Ultimately, this book's greatest strength isn't its focus on the camera or the software; it's the detailed, easy-to-follow instruction it offers on using your camera to take truly superior photographs. Sections devoted to lenses, subject matter, and light cover these variables in depth, always presenting the most effective techniques in the context of the Sony A200. Written by an experienced photographer, The Sony A200 Digital Camera Guide shows you how to get the shots you can see in your head but have never been able to capture with a camera. * The quick start guide will have you taking great photos in ten minutes. * In-depth coverage of every feature and control ensures that you have access to the tools you need for every shot. * Full-color examples demonstrate how different settings affect your photos. * Expert coverage of lenses, lighting, and subject matter gives you the practical knowledge you need to go after any shot. * Step-by-step instructions on photo editing and image management help you get the most out of your camera's software. * A detailed review of accessories for your camera explains which of these add-ons offer the most value for your needs. * Several tips and tricks prepare you for every situation you're likely to encounter - in the field, at the studio, or at your next wedding or family reunion.**

OFFICIAL FINAL FANTASY VII STRATEGY GUIDE

BradyGames **With this guide, gamers can save the world from an evil corporation which is siphoning off energy from the planet. Complete walkthroughs and all the maps help players navigate the game. Character descriptions, and complete lists of items, monsters and magic are included.**

ADVANCED BASH SCRIPTING GUIDE

Рипол Классик

DARK SOULS - THE OFFICIAL GUIDE (HARDCOVER)

Future Press Verlag Und Marketing Gmbh **Prepare To Die Less with this Hardback Guide to Dark Souls !!Going into Dark Souls unaided will get you killed. A lot. Even armed with the complete knowledge of the game that this guide will provide, you're still certain to die at least a few times. But when a gigantic demon takes you by surprise you'll at least have a chance to not lose everything. This is a true survival guide for a game that's almost impossible to survive.Area Guide WalkthroughThe Walkthrough makes use of detailed maps to guide you in exploring every inch of the game's huge world. Learn the most useful shortcuts and find all of the hidden areas.Enemy EncyclopediaEverything you need to know to tackle the game's army of lethal foes is contained in one easy-to-use reference chapter. Tactics, data and attack details for all enemies will prove an invaluable resource.Weapons & EquipmentWeapons, Armor and Magic are all covered in exhaustive detail. Full stats, locations, upgrade paths and usage strategies are provided so you can easily compare all of the options when choosing your equipment.All ItemsThe complete item lists reveal every last consumable, accessory, upgrading material and offensive item. Quickly discover where to find each one and how to make the most of them.Character BuildingPlan your character perfectly with our guide to choosing classes, building your character for specific roles and selecting optimal equipment.Everything UncoveredDiscover how to unlock every Achievement or Trophy and learn the secrets of Dark Souls' unique online multiplayer mode.**

PARENTOLOGY

EVERYTHING YOU WANTED TO KNOW ABOUT THE SCIENCE OF RAISING CHILDREN BUT WERE TOO EXHAUSTED TO ASK

Simon and Schuster **An award-winning scientist offers his unorthodox approach to childrearing: "Parentology is brilliant, jaw-droppingly funny, and full of wisdom…bound to change your thinking about parenting and its conventions" (Amy Chua, author of Battle Hymn of the Tiger Mother). If you're like many parents, you might ask family and friends for advice when faced with important choices about how to raise your kids. You might turn to parenting books or simply rely on timeworn religious or cultural traditions. But when Dalton Conley, a dual-doctorate scientist and full-blown nerd, needed childrearing advice, he turned to scientific research to make the big decisions. In Parentology, Conley hilariously reports the results of those experiments, from bribing his kids to do math (since studies show conditional cash transfers improved educational and health outcomes for kids) to teaching them impulse control by giving them weird names (because evidence shows kids with unique names learn not to react when their peers tease them) to getting a vasectomy (because fewer kids in a family mean smarter kids). Conley encourages parents to draw on the latest data to rear children, if only because that level of engagement with kids will produce solid and happy ones. Ultimately these experiments are very loving, and the outcomes are redemptive—even when Conley's sassy kids show him the limits of his profession. Parentology teaches you everything you need to know about the latest literature on parenting—with lessons that go down easy. You'll be laughing and learning at the same time.**

DEAD ISLAND OFFICIAL STRATEGY GUIDE

Brady **Welcome to Dead Island … a paradise to die for.The Island of Banoi has turned into chaos after a mysterious zombie outbreak. Cut off from the rest of the world, the Dead Island Official Strategy Guide is your chance to get out alive. Packed with maps, weapon and items stats and a spoiler-free walkthrough of the entire game, you'll discover how to escape the horrors on the island.This first person action game is fast and fun, and there's only one guide to take you through the game - Dead Island Official Strategy Guide from Bradygames. Can you survive this deadly apocalypse of gruesome zombies?**

GAME ENGINE ARCHITECTURE, SECOND EDITION

CRC Press **Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.**

GOD OF WAR III ULTIMATE EDITION

Brady

PROGRAMMING THE CELL PROCESSOR

FOR GAMES, GRAPHICS, AND COMPUTATION

Pearson Education **Make the Most of IBM's Breakthrough Cell Processor in Any Gaming, Graphics, or Scientific Application IBM's Cell processor delivers truly stunning computational power: enough to satisfy even the most demanding gamers and graphics developers. That's why Sony chose the Cell to drive its breakthrough PlayStation 3 and why Cell processors are at the heart of today's most powerful supercomputers. But many developers have struggled to create high-performance Cell applications: the practical, coherent information they need simply hasn't existed. Programming the Cell Processor solves that problem once and for all. Whether you're a game developer, graphics programmer, or engineer, Matthew Scarpino shows you how to create applications that leverage all the Cell's extraordinary power. Scarpino covers everything from the Cell's advanced architecture to its powerful tools and libraries, presenting realistic code examples that help you gain an increasingly deep and intuitive understanding of Cell development. Scarpino illuminates each of the Cell's most important technical innovations, introduces the commands needed to access its power, and walks you through the entire development process, including compiling, linking, debugging, and simulating code. He also offers start-to-finish case studies for three especially important Cell applications: games, graphics, and scientific computing. The Cell platform offers unprecedented potential, and this book will help you make the most of it.**

ARDUINO: A QUICK-START GUIDE

Pragmatic Bookshelf **Presents an introduction to the open-source electronics prototyping platform.**

WHITE KNIGHT CHRONICLES II

OFFICIAL STRATEGY GUIDE

Bradygames **BradyGames' White Knight Chronicles 2 Official Strategy Guide includes the following: Torn by Civil War While Balandor celebrates the return of its princess, Grazel turns his nefarious gaze westward, backing the traitorous red army in the Farian civil war. With the tide of battle turning against him, Faria's rightful ruler Lorias commands his trusted general Scardigne to spirit away his mysterious ward. Comprehensive Walkthrough - We lead you step-by-step through the entire game from start to finish—Make your way across the world with familiar friends and new allies. Highly Detailed Maps - Our maps show you just where to find important places, items, and resources for every location you visit. ALL-Encompassing Armory- Complete armor sets, categorized items, weapon lists, and comprehensive Georama pieces. Complete Quest Guide - Discover just where to go and what you need to do to acquire and complete every quest, errand, and bounty. Expert Boss & Enemy Strategies - All the tactics and tips you need to defeat each and every foe you face. FREE E-GUIDE - Check inside for details on how to download your free e-guide for White Knight Chronicles.**

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

LITTLEBIGPLANET SUPER BOOK

OFFICIAL STRATEGY GUIDE

Brady **A guide to the video game covers basic controls along with uncovering secrets from each level.**

STEEL BATTALION

OFFICIAL STRATEGY GUIDE

Brady **A prime feature of this game guide is a detailed walkthrough for all 12 levels. Expert tactics for each challenging mission are also included. Complete Vertical Tank and weapon coverage is given, along with comprehensive coverage of the 40+ button simulation controller, packaged with the game. Game secrets, including hidden missions and enemy robots, are revealed.**

THE GOLDEN AGE OF VIDEO GAMES

THE BIRTH OF A MULTIBILLION DOLLAR INDUSTRY

CRC Press **This book focuses on the history of video games, consoles, and home computers from the very beginning until the mid-nineties, which started a new era in digital entertainment. The text features the most innovative games and introduces the pioneers who developed them. It offers brief analyses of the most relevant games from each time period. An epilogue covers the events and systems that followed this golden age while the appendices include a history of handheld games and an overview of the retro-gaming scene.**

GOD OF WAR

PRIMA OFFICIAL GUIDE

Prima Games **Detailed maps that reveal key locations, crucial items, and hidden secrets--never lose your way! We show you how to master vicious physical combat to vanquish every foe. Complete analysis of how to upgrade Kratos' Leviathan Axe and Atrebus' bow & arrow along with details on how to battle the hordes of Norse creatures they encounter.**

LEVEL UP!

THE GUIDE TO GREAT VIDEO GAME DESIGN

John Wiley & Sons **Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!**

THE SECOND MACHINE AGE: WORK, PROGRESS, AND PROSPERITY IN A TIME OF BRILLIANT TECHNOLOGIES

W. W. Norton & Company **A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.**

RETAIL MARKETING AND BRANDING

A DEFINITIVE GUIDE TO MAXIMIZING ROI

John Wiley & Sons **Retail Marketing and Branding, 2nd Edition looks at how retailers can make more out of their marketing money with retail best practices in branding and marketing spend optimization. The second edition of Retail Marketing and Branding includes the following updates: * New and updated case examples * Updated figures and examples throughout * New interviewers with recent experiences * Additional chapters**

MARKETING RESEARCH

Nirali Prakashan

VIDEO GAME AUDIO

A HISTORY, 1972-2020

McFarland **From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others.**

PETER JACKSON'S KING KONG

THE OFFICIAL GAME OF THE MOVIE

Brady **Provides information on missions, skills, equipment, characters, strategy, and tactics.**

MASTERING OPENFRAMEWORKS: CREATIVE CODING DEMYSTIFIED

Packt Publishing Ltd **This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it,This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc.**

GRAND THEFT AUTO V

Bradygames **The best-selling game of all time is coming to PS4, Xbox One and PC. BradyGames covers it all plus exclusive GTA Online coverage. BradyGames has teamed up with Rockstar Games to bring you Grand Theft Auto V Signature Series Strategy Guide: Updated and Expanded. Whether you're playing on PS4, Xbox One or PC you'll have complete coverage of all additions and enhancements to GTA V including planning and execution of all heists, maximising the strengths of all three characters and the most effective weapon for each scenario to win the Gold Medal. Set in the sprawling, sun-soaked metropolis of Los Santos, Grand Theft Auto V centres around three very different criminals all plotting and scheming for their own chance of survival and success. Running out of options, Franklin, Michael and Trevor risk everything in a series of dangerous heists that could set them up for life or send them straight to the slammer. Check out the newest additions in the comprehensive Vehicle Showroom, find out how to earn and spend money and tips for gaining Reputation points and ranking up. BradyGames has explored every square mile of land and sea in Los Santos and Blaine County to find every collectible and complete all activities enabling you to get the most out of GTA V.**

RED DEAD REDEMPTION 2

THE COMPLETE OFFICIAL GUIDE STANDARD EDITION

Piggyback **Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of Red Dead Redemption 2. GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD: All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story CHARTING THE WILDS: Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks… they're all here 100% COMPLETION: Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion VISUAL SOLUTIONS: Supported by annotated 4K screenshots COMPLETION ROADMAPS: Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables EXPERT ANALYSIS: All key systems and parameters fully documented, with exhaustive appraisals of all**

weapons, items, horse breeds, animals – and so much more EASE OF USE: Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

DIGITAL VIDEO AND HD

ALGORITHMS AND INTERFACES

Elsevier Rapidly evolving computer and communications technologies have achieved data transmission rates and data storage capacities high enough for digital video. But video involves much more than just pushing bits! Achieving the best possible image quality, accurate color, and smooth motion requires understanding many aspects of image acquisition, coding, processing, and display that are outside the usual realm of computer graphics. At the same time, video system designers are facing new demands to interface with film and computer system that require techniques outside conventional video engineering. Charles Poynton's 1996 book A Technical Introduction to Digital Video became an industry favorite for its succinct, accurate, and accessible treatment of standard definition television (SDTV). In Digital Video and HDTV, Poynton augments that book with coverage of high definition television (HDTV) and compression systems. For more information on HDTV Retail markets, go to: http://www.insightmedia.info/newsletters.php#hdtv With the help of hundreds of high quality technical illustrations, this book presents the following topics: * Basic concepts of digitization, sampling, quantization, gamma, and filtering * Principles of color science as applied to image capture and display * Scanning and coding of SDTV and HDTV * Video color coding: luma, chroma (4:2:2 component video, 4fSC composite video) * Analog NTSC and PAL * Studio systems and interfaces * Compression technology, including M-JPEG and MPEG-2 * Broadcast standards and consumer video equipment

DON'T JUST ROLL THE DICE

A USEFULLY SHORT GUIDE TO SOFTWARE PRICING

Red Gate Books How do you price your software? Is it art, science or magic? How much attention should you pay to your competitors? This short handbook will provide you with the theory, practical advice and case studies you need to stop yourself from reaching for the dice. Table of Contents Chapter 01: Some - but not too much - Economics Chapter 02: Pricing Psychology: What is your product worth? Chapter 03: Pricing Pitfalls Chapter 04: Advanced Pricing Chapter 05: What your price says about you (and how to change it) Why read this book? "At Business of Software 2007 Michael Pryor held an impromptu session on how to price your software. So many people turned up, and so many people kept on arriving, that by the time they d introduced themselves there was no time left to talk about software pricing. I ve had similar experiences; in fact, How do I price my software? is probably the most common question I m asked by software entrepreneurs and product managers. This handbook is an attempt to answer that question." Neil Davidson, Author. About the Author Neil Davidson is co-founder and joint CEO of Red Gate Software. Red Gate was founded in 1999 and now employs some 150 people. It was Cambridge News business of the year in 2006 and has been in the Sunday Times top 100 companies to work for three years running. It was founded with no VC money and little debt. Neil is also founder of the annual Business of Software conference and runs the Business of Software social network.

FINAL FANTASY XIII

THE COMPLETE OFFICIAL GUIDE

Piggyback At head of title: Piggybackinteractive.com

MEDIEVIL

Titan Comics The un-dead hero of MediEvil returns in this thrilling prequel from the original creators of the critically acclaimed videogame. After being swept through time and landing in his own past, Sir Daniel Fortesque finds himself teaming up with old friends – including a were-dog and cockney-fairies – in order to once again save the kingdom of Gallowmere. The evil sorcerer Zarok is raising an evil un-dead army, and Sir Dan is the only one who can ensure his cowardly former-self prevails. Delve deep into MediEivl lore as the secret history of Sir Dan is revealed, and a brand new adventure, that follows on directly from MediEvil 2, begins!

GRAND THEFT AUTO IV SIGNATURE SERIES GUIDE.

WIRELESS NETWORKING ABSOLUTE BEGINNER'S GUIDE

Que Publishing Make the most of your wireless network…without becoming a technical expert! This book is the fastest way to connect all your wireless devices, get great performance with everything from streaming media to printing, stay safe and secure, and do more with Wi-Fi than you ever thought possible! Even if you've never set up or run a network before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Wireless networking has never, ever been this simple! Who knew how simple wireless networking could be? This is today's best beginner's guide to creating, using, troubleshooting, and doing more with your wireless network…simple, practical instructions for doing everything you really want to do, at home or in your business! Here's a small sample of what you'll learn: • Buy the right equipment without overspending • Reliably connect Windows PCs, Macs, iPads, Android tablets, game consoles, Blu-ray players, smartphones, and more • Get great performance from all your networked devices • Smoothly stream media without clogging your entire network • Store music and movies so you can play them anywhere in your home • Keep neighbors and snoopers out of your network • Share the files you want to share–and keep everything else private • Automatically back up your data across the network • Print from anywhere in the house–or from anywhere on Earth • Extend your network to work reliably in larger homes or offices • Set up a "guest network" for visiting friends and family • View streaming videos and other web content on your living room TV • Control your networked devices with your smartphone or tablet • Connect to Wi-Fi hotspots and get online in your car • Find and log onto hotspots, both public and hidden • Quickly troubleshoot common wireless network problems Michael Miller is the world's #1 author of beginning computer books. He has written more than 100 best-selling books over the past two decades, earning an international reputation for his friendly and easy-to-read style, practical real-world advice, technical accuracy, and exceptional ability to demystify complex topics. His books for Que include Computer Basics Absolute Beginner's Guide; Facebook for Grown-Ups; My Pinterest; Ultimate Digital Music Guide; Speed It Up! A Non-Technical Guide for Speeding Up Slow PCs, and Googlepedia: The Ultimate Google Resource. Category: Networking Covers: Wireless Networking User Level: Beginning

THE PERFORMANCE ECONOMY

Springer This updated and revised edition outlines strategies and models for how to use technology and knowledge to improve performance, create jobs and increase income. It shows what skills will be required to produce, sell and manage performance over time, and how manual jobs can contribute to reduce the consumption of non-renewable resources.

REVOLUTIONARIES AT SONY

THE MAKING OF THE SONY PLAYSTATION AND THE VISIONARIES WHO CONQUERED THE WORLD OF VIDEO GAMES

McGraw-Hill Companies This is the story of Ken Kutaragi and how he gathered a team of colleagues and used corporate resources to bring his dream to fruition. It examines his passion for a change in technology, his work to sell the concept and how he kept the project alive.

BASTARD CULTURE!

HOW USER PARTICIPATION TRANSFORMS CULTURAL PRODUCTION

Amsterdam University Press **The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.**

COLONIAL MARINES OFFICIAL STRATEGY GUIDE

Brady **The official strategy guide to Aliens: Colonial Marines, from BradyGamesFor sci-fi afficionados and fans of the Alien, Alien Vs Predator and Prometheus movies, comes Aliens: Colonial Marines Official Strategy Guide from BradyGames, the complete companion to the latest game from Gearbox and Sega. With details on all playable characters, such as Cpl. Christopher Winter, including their abilities, special skills and unique play styles, it's the ultimate strategy guide.Exclusive detailed maps show you around the world of this first-person shooter, revealing the location of hidden items, dog tags and voice recordings that can unlock the secrets of Planet LV426. Compete by yourself in campaign mode or go multiplayer with the co-op mode. Detailed gameplay tactics include tips for fighting alien and human enemies, and strategies for beating the bosses. A complete list of achievements and trophies is also included, along with hints on how to accomplish them all.Aliens: Colonial Marines Official Strategy Guide from BradyGames will assist you and your companions as you head back to LV426, the planet where the alien eggs were originally discovered. Don't let the aliens get you.**

HARD DRIVE BIBLE

THE HARD DRIVE BIBLE, EIGHTH EDITION is the definitive reference book for anyone who deals with personal computer data storage devices of any kind. This comprehensive work covers installations, drive parameters, & set up information for thousands of Hard Disk, Optical, DAT Tape, & CD-ROM Drives. A concise history of data storage devices is followed by the most expansive compilation of technical data offered to the public today. Specifications, drawings, charts & photos cover jumper settings, cabling, partitioning & formatting of disk drives. SCSI commands & protocols are addressed, in addition to chapters revealing the intricacies of different interface standards & common troubleshooting procedures. THE HARD DRIVE BIBLE contains the answers to anyone's questions concerning the purchase, installation & use of modern digital data storage devices. The difficulties caused by compatibility mismatches are addressed & solutions are offered. Also featured are controller card information & performance ratings, as well as valuable tips on increasing drive performance & reliability through software. THE HARD DRIVE BIBLE is published by Corporate Systems Center, one of the leaders in the digital storage device field. A CD-ROM included with the book carries CSC's drive performance test software & formatting tools, as well as thousands of drive parameters, specifications, & technical drawings. To order contact: Corporate Systems Center, 1294 Hammerwood Avenue, Sunnyvale, CA 94089; 408-743-8787.

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.**

INFORMATION SYSTEMS

A MANAGER'S GUIDE TO HARNESSING TECHNOLOGY

DATA-ORIENTED DESIGN

SOFTWARE ENGINEERING FOR LIMITED RESOURCES AND SHORT SCHEDULES

Richard Fabian **The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.**