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Idea Man

A Memoir by the Cofounder of Microsoft

Penguin By his early thirties, Paul Allen was a world-famous billionaire-and that was just the beginning. In 2007 and 2008, Time named Paul Allen, the cofounder of Microsoft, one of the hundred most influential people in the world. Since he made his fortune, his impact has been felt in science, technology, business, medicine, sports, music, and philanthropy. His passion, curiosity, and intellectual rigor-combined with the resources to launch and support new initiatives-have literally changed the world. In 2009 Allen discovered that he had lymphoma, lending urgency to his desire to share his story for the first time. In this classic memoir, Allen explains how he has solved problems, what he's learned from his many endeavors-both the triumphs and the failures-and his compelling vision for the future. He reflects candidly on an extraordinary life. The book also features previously untold stories about everything from the true origins of Microsoft to Allen's role in the dawn of private space travel (with SpaceShipOne) and in discoveries at the frontiers of brain science. With honesty, humor, and insight, Allen tells the story of a life of ideas made real.

Manual of Digital Earth

Springer Nature This open access book offers a summary of the development of Digital Earth over the past twenty years. By reviewing the initial vision of Digital Earth, the evolution of that vision, the relevant key technologies, and the role of Digital Earth in helping people respond to global challenges, this publication reveals how and why Digital Earth is becoming vital for acquiring, processing, analysing and mining the rapidly growing volume of global data sets about the Earth. The main aspects of Digital Earth covered here include: Digital Earth platforms, remote sensing and navigation satellites, processing and visualizing geospatial information, geospatial information infrastructures, big data and cloud computing, transformation and zooming, artificial intelligence, Internet of Things, and social media. Moreover, the book covers in detail the multi-layered/multi-faceted roles of Digital Earth in response to sustainable development goals, climate changes, and mitigating disasters, the applications of Digital Earth (such as digital city and digital heritage), the citizen science in support of Digital Earth, the economic value of Digital Earth, and so on. This book also reviews the regional and national development of Digital Earth around the world, and discusses the role and effect of education and ethics. Lastly, it concludes with a summary of the challenges and forecasts the future trends of Digital Earth. By sharing case studies and a broad range of general and scientific insights into the science and technology of Digital Earth, this book offers an essential introduction for an ever-growing international audience.

The New York Times Manual of Style and Usage

The Official Style Guide Used by the Writers and Editors of the World's Most Authoritative News Organization

Crown Publishing Group (NY) "The official style guide used by the writers and editors of the world's most authoritative news organization."

Capitalism and Desire

The Psychic Cost of Free Markets

Columbia University Press Despite creating vast inequalities and propping up reactionary world regimes, capitalism has many passionate defenders—but not because of what it withholds from some and gives to others. Capitalism dominates, Todd McGowan argues, because it mimics the structure of our desire while hiding the trauma that the system inflicts upon it. People from all backgrounds enjoy what capitalism provides, but at the same time are told more and better is yet to come. Capitalism traps us

through an incomplete satisfaction that compels us after the new, the better, and the more. Capitalism's parasitic relationship to our desires gives it the illusion of corresponding to our natural impulses, which is how capitalism's defenders characterize it. By understanding this psychic strategy, McGowan hopes to divest us of our addiction to capitalist enrichment and help us rediscover enjoyment as we actually experienced it. By locating it in the present, McGowan frees us from our attachment to a better future and the belief that capitalism is an essential outgrowth of human nature. From this perspective, our economic, social, and political worlds open up to real political change. Eloquent and enlivened by examples from film, television, consumer culture, and everyday life, Capitalism and Desire brings a new, psychoanalytically grounded approach to political and social theory.

The Globalization Paradox

Why Global Markets, States, and Democracy Can't Coexist

Oxford University Press For a century, economists have driven forward the cause of globalization in financial institutions, labour markets, and trade. Yet there have been consistent warning signs that a global economy and free trade might not always be advantageous. Where are the pressure points? What could be done about them?Dani Rodrik examines the back-story from its seventeenth-century origins through the milestones of the gold standard, the Bretton Woods Agreement, and the Washington Consensus, to the present day. Although economic globalization has enabled unprecedented levels of prosperity in advanced countries and has been a boon to hundreds of millions of poor workers in China and elsewhere in Asia, it is a concept that rests on shaky pillars, he contends. Its long-term sustainability is not a given.The heart of Rodrik>'s argument is a fundamental 'trilemma': that we cannot simultaneously pursue democracy, national self-determination, and economic globalization. Give too much power to governments, and you have protectionism. Give markets too much freedom, and you have an unstable world economy with little social and political support from those it is supposed to help. Rodrik argues for smart globalization, not maximum globalization.

Musical Sound Effects

Analog and Digital Sound Processing

John Wiley & Sons For decades performers, instrumentalists, composers, technicians and sound engineers continue to manipulate sound material. They are trying with more or less success to create, to innovate, improve, enhance, restore or modify the musical message. The sound of distorted guitar of Jimi Hendrix, Pierre Henry's concrete music, Pink Flyod's rock psychedelic, Kraftwerk 's electronic music, Daft Punk and rap T-Pain, have let emerge many effects: reverb, compression, distortion, auto-tune, filter, chorus, phasing, etc. The aim of this book is to introduce and explain these effects and sound treatments by addressing their theoretical and practical aspects.

Game Engine Black Book

Wolfenstein 3D

Software Wizards How was Wolfenstein 3D made and what were the secrets of its speed? How did id Software manage to turn a machine designed to display static images for word processing and spreadsheet applications into the best gaming platform in the world, capable of running games at seventy frames per seconds? If you have ever asked yourself these questions, Game Engine Black Book is for you. This is an engineering book. You will not find much prose in here (the author's English is broken anyway.) Instead, this book has only bit of text and plenty of drawings attempting to describe in great detail the Wolfenstein 3D game engine and its hardware, the IBM PC with an Intel 386 CPU and a VGA graphic card. Game Engine Black Book details techniques such as raycasting, compiled scalers, deferred rendition, VGA Mode-Y, linear feedback shift register, fixed point arithmetic, pulse width modulation, runtime generated code, self-modifying code, and many others tricks. Open up to discover the architecture of the software which pioneered the First Person Shooter genre.

What Technology Wants

Penguin From the author of the New York Times bestseller The Inevitable— a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed-or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

Artificial Intelligence, China, Russia, and the Global Order

Technological, Political, Global, and Creative Perspectives

"Artificial intelligence (AI) and big data promise to help reshape the global order. For decades, most political observers believed that liberal democracy offered the only plausible future pathways for big, industrially sophisticated countries to make their citizens rich. Now, by allowing governments to monitor, understand, and control their citizens far more effectively than ever before, AI offers a plausible way for big, economically advanced countries to make their citizens rich while maintaining control over them--the first since the end of the Cold War. That may help fuel and shape renewed international competition between types of political regimes that are all becoming more "digital." Just as competition between liberal democratic, fascist, and communist social systems defined much of the twentieth century, how may the struggle between digital liberal democracy and digital authoritarianism define and shape the twenty-first? This work highlights several key areas where AI-related technologies have clear implications for globally integrated strategic planning and requirements development"--

The Next Digital Decade

Essays on the Future of the Internet

TechFreedom

Marbles

Identification and Price Guide

Schiffer Pub Limited A market and identification guide profiles every major type of marble and explains today's pricing criteria, discussing the four factors that determine a marble's value.

DOOM

SCARYDARKFAST

University of Michigan Press In December 1993, gaming changed forever. id Software's seminal shooter DOOM was released, and it shook the foundations of the medium. Daniel Pinchbeck brings together the complete story of DOOM for the first time. This book takes a look at the early days of first-person gaming and the video game studio system. It discusses the prototypes and the groundbreaking technology that drove the game forward and offers a detailed analysis of gameplay and level design. Pinchbeck also examines DOOM's contributions to wider gaming culture, such as online multiplay and the modding community, and the first-person gaming genre, focusing on DOOM's status as a foundational title and the development of the genre since 1993. Pinchbeck draws extensively from primary data: from the game itself, from the massive fan culture surrounding the title, and from interviews with the developers who made it. This book is not only the definitive work on DOOM but a snapshot of a period of gaming history, a manifesto for a development ethos, and a celebration of game culture at its best.

Synthesizer Basics

Hal Leonard Corporation Here is the fundamental knowledge and information that a beginning or intermediate electronic musician must have to understand and play today's keyboard synthesizers. This basic primer, newly updated from the classic original edition, offers step-by-step explanations and practical advice on what a synthesizer is, the basic concepts and components, and the latest technical developments and applications. Written by Bob Moog, Roger Powell, Steve Porcaro (of Toto), Tom Rhea, and other well-known experts, Synthesizer Basics is the first, and still the best, introduction available today.

Neurocapitalism

Technological Mediation and Vanishing Lines

Minor Compositions Technological change is ridden with conflicts, bifurcations and unexpected developments. Neurocapitalism takes us on an extraordinarily original journey through the effects that cutting-edge technology has on cultural, anthropological, socio-economic and political dynamics. Today, neurocapitalism shapes the technological production of the commons, transforming them into tools for commercialization, automatic control, and crisis management. But all is not lost: in highlighting the growing role of

General Intellect's autonomous and cooperative production through the development of the commons and alternative and antagonistic uses of new technologies, Giorgio Griziotti proposes new ideas for the organization of the multitudes of the new millennium.

Music's Meanings

A Modern Musicology for Non-Musos

"In addressing a pedagogical problem —how to talk about music as if it meant something other than itself – Philip Tagg raises fundamental questions about western epistemology as well as some of its strategically mystifying discourses. With an unsurpassed authority in the field, the author draws on a lifetime of critical reflection on the experience of music, and how to communicate it without resorting to exclusionary jargon. This is a must-read book for anyone interested in music, for whatever reason: students, teachers, researchers, performers, industry and policy stakeholders, or just to be able to talk intelligently about the musical experience." (Prof. Bruce Johnson)

Acoustic Properties

Radio, Narrative, and the New Neighborhood of the Americas

Northwestern University Press Acoustic Properties: Radio, Narrative, and the New Neighborhood of the Americas discovers the prehistory of wireless culture. It examines both the coevolution of radio and the novel in Argentina, Cuba, and the United States from the early 1930s to the late 1960s, and the various populist political climates in which the emerging medium of radio became the chosen means to produce the voice of the people. Based on original archival research in Buenos Aires, Havana, Paris, and the United States, the book develops a literary media theory that understands sound as a transmedial phenomenon and radio as a transnational medium. Analyzing the construction of new social and political relations in the wake of the United States' 1930s Good Neighbor Policy, Acoustic Properties challenges standard narratives of hemispheric influence through new readings of Richard Wright's cinematic work in Argentina, Severo Sarduy's radio plays in France, and novels by John Dos Passos, Manuel Puig, Raymond Chandler, and Carson McCullers. Alongside these writers, the book also explores Che Guevara and Fidel Castro's Radio Rebelde, FDR's fireside chats, Félix Caignet's invention of the radionovela in Cuba, Evita Perón's populist melodramas in Argentina, Orson Welles's experimental New Deal radio, Cuban and U.S. "radio wars," and the 1960s African American activist Robert F. Williams's proto–black power Radio Free Dixie. From the doldrums of the Great Depression to the tumult of the Cuban Revolution, Acoustic Properties illuminates how novelists in the radio age converted writing into a practice of listening, transforming realism as they struggled to channel and shape popular power.

Reframing Organizations

Artistry, Choice, and Leadership

John Wiley & Sons In this fifth edition of the bestselling text in organizational theory and behavior, Bolman and Deal's update includes coverage of pressing issues such as globalization, changing workforce, multi-cultural and virtual workforces and communication, and sustainability. A full instructor support package is available including an instructor's guide, summary tip sheets for each chapter, hot links to videos & extra resources, mini-assessments for each of the frames, and podcast Q&As with Bolman & Deal.

Developing with PDF

Dive Into the Portable Document Format

"O'Reilly Media, Inc." PDF is becoming the standard for digital documents worldwide, but it's not easy to learn on your own. With capabilities that let you use a variety of images and text, embed audio and video, and provide links and navigation, there's a lot to explore. This practical guide helps you understand how to work with PDF to construct your own documents, troubleshoot problems, and even build your own tools. You'll also find best practices for producing, manipulating, and consuming PDF documents. In addition, this highly approachable reference will help you navigate the official (and complex) ISO documentation. Learn how to combine PDF objects into a cohesive whole Use PDF's imaging model to create vector and raster graphics Integrate text, and become familiar with fonts and glyphs Provide navigation within and between documents Use annotations to overlay or incorporate additional content Build interactive forms with the Widget annotation Embed related files such as multimedia, 3D content, and XML files Use optional content to enable non-printing graphics Tag content with HTML-like structures, including paragraphs and tables

Collaborative Futures

Lowercase Press The true nature of collaborative culture as a form of creative expression in the context of digital and network technologies has remained elusive, a buzzword often falling prey to corporate and ideological interests. This book was collaboratively

written by six authors, as an experimental five day Book Sprint in January 2010. Developed under the aegis of transmediale.10, this third publication in the festival's parcours series resulted in the initiation of a new vocabulary on the forms, media and goals of collaborative practice. In June 2010, the book was rewritten as a part of the Re: Group exhibition at Eyebeam, NY. This second edition invited three new authors to challenge the free culture sentiment underlying the original writing. The result is a deliberately multi-voiced tone pondering the merits and shortcomings of this new emerging ideology

The Future of the Internet--And How to Stop It

Yale University Press This extraordinary book explains the engine that has catapulted the Internet from backwater to ubiquity—and reveals that it is sputtering precisely because of its runaway success. With the unwitting help of its users, the generative Internet is on a path to a lockdown, ending its cycle of innovation—and facilitating unsettling new kinds of control. IPods, iPhones, Xboxes, and TiVos represent the first wave of Internet-centered products that can't be easily modified by anyone except their vendors or selected partners. These "tethered appliances" have already been used in remarkable but little-known ways: car GPS systems have been reconfigured at the demand of law enforcement to eavesdrop on the occupants at all times, and digital video recorders have been ordered to self-destruct thanks to a lawsuit against the manufacturer thousands of miles away. New Web 2.0 platforms like Google mash-ups and Facebook are rightly touted—but their applications can be similarly monitored and eliminated from a central source. As tethered appliances and applications eclipse the PC, the very nature of the Internet—its "generativity," or innovative character—is at risk. The Internet's current trajectory is one of lost opportunity. Its salvation, Zittrain argues, lies in the hands of its millions of users. Drawing on generative technologies like Wikipedia that have so far survived their own successes, this book shows how to develop new technologies and social structures that allow users to work creatively and collaboratively, participate in solutions, and become true "netizens."

Where the Hell Is Tesla? a Novel

"I found the journal at work. Well, I don't know if you'd call it work, but that's where I found it. It's the lost journal of Nikola Tesla, one of the greatest inventors and visionaries ever. Before he died in 1943, he kept a notebook filled with spectacular claims and outrageous plans. One of these plans was for an "Interdimensional Transfer Apparatus"--That allowed someone (in this case me and my friend Pete) to travel to other versions of the infinite dimensions that make up the multiverse. Crazy, right? But that's just where the crazy starts." [back cover].

Viroid Life

Perspectives on Nietzsche and the Transhuman Condition

Routledge Nietzsche's vision of the 'overman' continues to haunt the postmodern imagination. His call that 'man is something that must be overcome' can no longer be seen as simple rhetoric. Our experiences of the hybrid realities of artificial life have made the 'transhuman' a figure that looks over us all. Inspired by this vision, Keith Ansell Pearson sets out to examine if evolution is 'out of control' and machines are taking over. In a series of six fascinating perspectives, he links Nietzsche's thought with the issues at stake in contemporary conceptions of evolution from the biological to the technological. Viroid Life; Perspectives on Nietzsche and the Transhuman Condition considers the hybrid, 'inhuman' character of our future with the aid of Nietzsche's philosophy. Keith Ansell Pearson contrasts Nietzsche and Darwin before introducing the more recent figures such as Giles Deleuze and Guy Debord to sketch a new thinking of technics and machines and stress the ambiguous character of our 'machine enslavement'.

Clinical Application of Urologic Catheters, Devices and Products

Springer Designed to provide a comprehensive and state-of-the-art overview of the use of urologic catheters and devices in clinical practice. Sections of the book have been structured to review the overall indication for the use of urologic catheters and devices, types available, complications and management. This text fills a critical need for resource materials on these topics. The book also includes highly practical presentations and of typical patients with catheters or devices seen in the clinical practice of geriatric urology, all in the form of case presentations with expert analysis and editorial commentary. Highlighting the integrated multidimensional aspects of care for urology patients, this book is unique in the inclusion of collaborating multidisciplinary authors who are all recognized experts in their field. Written entirely by urologic specialists, Clinical Application of Urologic Catheters, Devices and Products provides a unique and valuable resource in the field of practicing urology, for urologists, nurse practitioners, physician assistants, and for those currently in training.

Hollyweird Science

From Quantum Quirks to the Multiverse

Springer Lighthearted, quirky, and upbeat, this book explores the portrayal of science and technology on both the big and little screen -- and how Hollywood is actually doing a better job of getting it right than ever before. Grounded in the real-word, and often cutting-edge, science and technology that inspires fictional science, the authors survey Hollywood depictions of topics such as quantum mechanics, parallel universes, and alien worlds. Including material from interviews with over two dozen writers, producers, and directors of acclaimed science-themed productions -- as well as scientists, science fiction authors, and science advisors -- Hollyweird Science examines screen science fiction from the sometimes-conflicting vantage points of storytellers, researchers, and viewers. Including a foreword by Eureka co-creator and executive producer Jaime Paglia, and an afterword by astronomer and science fiction author Michael Brotherton, Ph.D., this book is accessible to all readers from the layperson to the armchair expert to the professional scientist, and will delight all of them equally.

Across Space and Time

papers from the 41st conference on computer applications and quantitative methods in archaeology, Perth, 25-28 March 2013

Amsterdam University Press This volume presents a selection of the best papers presented at the forty-first annual Conference on Computer Applications and Quantitative Methods in Archaeology. The theme for the conference was "Across Space and Time", and the papers explore a multitude of topics related to that concept, including databases, the semantic Web, geographical information systems, data collection and management, and more.

Ames Research Center

Moffett Field, California

GRE Text Completion & Sentence Equivalence

Simon and Schuster Text Completion & Sentence Equivalence GRE Strategy Guide provides a comprehensive approach to the vocabulary-based questions on the GRE. Learn core principles and useful techniques for taking cues from the given sentence, anticipating correct answers, and eliminating wrong answers. Delving deeply into both of the GRE's vocabulary question types, this Guide provides straightforward step-by-step processes, detailed examples, and built-in exercises to hone particular skills. It is designed to ensure that, not only do you know the vocabulary being tested, but you can also use those words in context with ease and efficiency.

Debugging Game History

A Critical Lexicon

MIT Press Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Powered Flight

The Engineering of Aerospace Propulsion

Springer Science & Business Media Whilst most contemporary books in the aerospace propulsion field are dedicated primarily to gas turbine engines, there is often little or no coverage of other propulsion systems and devices such as propeller and helicopter rotors or detailed attention to rocket engines. By taking a wider viewpoint, Powered Flight - The Engineering of Aerospace Propulsion aims to provide a broader context, allowing observations and comparisons to be made across systems that are overlooked by focusing on a single aspect alone. The physics and history of aerospace propulsion are built on step-by-step, coupled with the development of an appreciation for the mathematics involved in the science and engineering of propulsion. Combining the author's experience as a researcher, an industry professional and a lecturer in graduate and undergraduate aerospace engineering, Powered Flight - The Engineering of Aerospace Propulsion covers its subject matter both theoretically and with an awareness of the practicalities of the industry. To ensure that the content is clear, representative but also interesting the text is complimented by a range of relevant graphs and photographs including representative engineering, in addition to several propeller performance charts. These items provide excellent reference and support materials for graduate and undergraduate projects and exercises. Students in the field of aerospace engineering will find that Powered Flight - The Engineering of Aerospace Propulsion supports their studies from the introductory stage and throughout more intensive follow-on studies.

World History as the History of Foundations, 3000 BCE to 1500 CE

BRILL In World History as the History of Foundations, 3000 BCE to 1500 CE, Michael Borgolte investigates the origins and development of foundations from Antiquity to the end of the Middle Ages.

High-Tech Trash

Glitch, Noise, and Aesthetic Failure

Univ of California Press A free ebook version of this title will be available through Luminos, University of California Press' Open Access publishing program for monographs. Visit www.luminosoa.org to learn more. High-Tech Trash analyzes creative strategies in glitch, noise, and error to chart the development of an aesthetic paradigm rooted in failure. Carolyn L. Kane explores how technologically influenced creative practices, primarily from the second half of the twentieth and first quarter of the twenty-first centuries, critically offset a broader culture of pervasive risk and discontent. In so doing, she questions how we continue onward, striving to do better and acquire more, despite inevitable disappointment. High-Tech Trash speaks to a paradox in contemporary society in which failure is disavowed yet necessary for technological innovation.

Psychopolitical Anaphylaxis

Steps Towards a Metacosmics

Open Humanities Press Drawing on the work of Bernard Stiegler, among others, Psychopolitical Anaphylaxis proposes a fundamental rethinking of the meaning of philosophy, politics and economics for an Anthropocene threatened by runaway entropy.

Applications of Systems Thinking and Soft Operations Research in Managing Complexity

From Problem Framing to Problem Solving

Springer This book captures current trends and developments in the field of systems thinking and soft operations research which can be applied to solve today's problems of dynamic complexity and interdependency. Such 'wicked problems' and messes are seemingly intractable problems characterized as value-laden, ambiguous, and unstable, that resist being tamed by classical problem solving. Actions and interventions associated with this complex problem space can have highly unpredictable and unintended consequences. Examples of such complex problems include health care reform, global climate change, transnational serious and organized crime, terrorism, homeland security, human security, disaster management, and humanitarian aid. Moving towards the development of solutions to these complex problem spaces depends on the lens we use to examine them and how we frame the problem. It will be shown that systems thinking and soft operations research has had great success in contributing to the management of complexity.

Aseptolin

Post-Digital, Post-Internet Art and Education

The Future is All-Over

Springer Nature This open access edited volume provides theoretical, practical, and historical perspectives on art and education in a post-digital, post-internet era. Recently, these terms have been attached to artworks, artists, exhibitions, and educational practices that deal with the relationships between online and offline, digital and physical, and material and immaterial. By taking the current socio-technological conditions of the post-digital and the post-internet seriously, contributors challenge fixed narratives and field-specific ownership of these terms, as well as explore their potential and possible shortcomings when discussing art and education. Chapters also recognize historical forebears of digital art and education while critically assessing art, media, and other realms of engagement. This book encourages readers to explore what kind of educational futures might a post-digital, post-internet era engender.

The Post-Screen Through Virtual Reality, Holograms and Light Projections

Where Screen Boundaries Lie

MediaMatters Screens are ubiquitous today. They display information; present image worlds; are portable; connect to mobile networks; mesmerize. However, contemporary screen media also seek to eliminate the presence of the screen and the visibilities of its boundaries. As what is image becomes increasingly indistinguishable against the viewer's actual surroundings, this unsettling prompts re-examination about not only what is the screen, but also how the screen demarcates and what it stands for in relation to our understanding of our realities in, outside and against images. Through case studies drawn from three media technologies - Virtual Reality; holograms; and light projections - this book develops new theories of the surfaces on and spaces in which images are displayed today, interrogating critical lines between art and life; virtuality and actuality; truth and lies. What we have today is not just the contestation of the real against illusion or the unreal, but the disappearance itself of difference and a gluttony of the unreal which both connect up to current politics of distorted truth values and corrupted terms of information. The Post-Screen Through Virtual Reality, Holograms and Light Projections: Where Screen Boundaries Lie is thus about not only where the image's borders and demarcations are established, but also the screen boundary as the instrumentation of today's intense virtualizations that do not tell the truth. In all this, a new imagination for images emerges, with a new space for cultures of presence and absence, definitions of object and representation, and understandings of dis- and re-placement - the post-screen.

The Art of the Metropolitan Museum of New York

Giving a Descriptive and Critical Account of Its Treasures, which Represent the Arts and Crafts from Remote Antiquity to the Present Time

PDF Reference

Adobe Portable Document Format Version 1.4

Addison-Wesley Professional Practical recommendations for application developers who want to generate efficient PDF files. New PDF 1.4 features include Tagged PDF, Referenced PDF, PDF Metadata Architecture, forms enhancements, JBIG2 support, and more. Example files, predefined font encodings, PDF page-marking operators, and other essential information.

Archaeological Human Remains

Global Perspectives

Springer This volume addresses the directions that studies of archaeological human remains have taken in a number of different countries, where attitudes range from widespread support to prohibition. Overlooked in many previous publications, this diversity in attitudes is examined through a variety of lenses, including academic origins, national identities, supporting institutions,

archaeological context and globalization. The volume situates this diversity of attitudes by examining past and current tendencies in studies of archaeologically-retrieved human remains across a range of geopolitical settings. In a context where methodological approaches have been increasingly standardized in recent decades, the volume poses the question if this standardization has led to a convergence in approaches to archaeological human remains or if significant differences remain between practitioners in different countries. The volume also explores the future trajectories of the study of skeletal remains in the different jurisdictions under scrutiny.

Writing Better Lyrics

Penguin The Must-Have Guide for Songwriters Writing Better Lyrics has been a staple for songwriters for nearly two decades. Now this revised and updated 2nd Edition provides effective tools for everything from generating ideas, to understanding the form and function of a song, to fine-tuning lyrics. Perfect for new and experienced songwriters alike, this time-tested classic covers the basics in addition to more advanced techniques.Songwriters will discover: • How to use sense-bound imagery to enhance a song's emotional impact on listeners • Techniques for avoiding clichés and creating imaginative metaphors and similes • Ways to use repetition as an asset • How to successfully manipulate meter • Instruction for matching lyrics with music • Ways to build on ideas and generate effective titles • Advice for working with a co-writer • And much more Featuring updated and expanded chapters, 50 fun songwriting exercises, and examples from more than 20 chart-toppings songs, Writing Better Lyrics gives you all of the professional and creative insight you need to write powerful lyrics and put your songs in the spotlight where they belong.