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KEY=INSTRUCTION - SAWYER ANGELIQUE

TOTAL RESISTANCE

WWW.Snowballpublishing.com *This is a legendary work by the famed Swiss expert on guerrilla warfare, Major H. von Dach. Survivalists have rediscovered this important study on resistance and underground operations, some making it the keystone of their libraries. Well-written and illustrated with easy-to-understand drawings, Total Resistance analyzes and overviews the techniques needed to overcome an invading force, formation of guerrilla units, weapons, food and medical considerations, ambushes, sabotage and much more.*

WIKIPEDIA: THE MISSING MANUAL

THE MISSING MANUAL

"O'Reilly Media, Inc." *Want to be part of the largest group-writing project in human history? Learn how to contribute to Wikipedia, the user-generated online reference for the 21st century. Considered more popular than eBay, Microsoft.com, and Amazon.com, Wikipedia servers respond to approximately 30,000 requests per second, or about 2.5 billion per day. It's become the first point of reference for people the world over who need a fact fast. If you want to jump on board and add to the content, Wikipedia: The Missing Manual is your first-class ticket. Wikipedia has more than 9 million entries in 250 languages, over 2 million articles in the English language alone. Each one is written and edited by an ever-changing cast of volunteer editors. You can be one of them. With the tips in this book, you'll quickly learn how to get more out of -- and put more into -- this valuable online resource. Wikipedia: The Missing Manual*

gives you practical advice on creating articles and collaborating with fellow editors, improving existing articles, and working with the Wikipedia community to review new articles, mediate disputes, and maintain the site. Up to the challenge? This one-of-a-kind book includes: Basic editing techniques, including the right and wrong ways to edit Pinpoint advice about which types of articles do and do not belong on Wikipedia Ways to learn from other editors and communicate with them via the site's talk pages Tricks for using templates and timesaving automated editing tools Recommended procedures for fighting spam and vandalism Guidance on adding citations, links, and images to your articles Wikipedia depends on people just like you to help the site grow and maintain the highest quality. With Wikipedia: The Missing Manual, you get all the tools you need to be part of the crew.

LIFE, A USER'S MANUAL

David R. Godine Publisher *Represents an exploration of the relationship between imagination and reality as seen through the eyes of the dying Serge Valene, an inhabitant of a large Parisian apartment block.*

OPERATING MANUAL FOR SPACESHIP EARTH

Estate of R. Buckminster Fuller *One of Fuller's most popular works, Operating Manual for Spaceship Earth, is a brilliant synthesis of his world view. In this very accessible volume, Fuller investigates the great challenges facing humanity. How will humanity survive? How does automation influence individualization? How can we utilize our resources more effectively to realize our potential to end poverty in this generation? He questions the concept of specialization, calls for a design revolution of innovation, and offers advice on how to guide "spaceship earth" toward a sustainable future. Description by Lars Muller Publishers, courtesy of The Estate of Buckminster Fuller*

THE BLUEJACKETS' MANUAL

Naval Inst Press *In 1902 when Lt. Ridley McLean first wrote this "sailor's bible, " he described it as a manual for every person in the naval service. One hundred years later, it continues to serve as a primer for newly enlisted sailors and as a basic reference for all naval personnel--from seaman to admiral. New technology is artfully blended with ancient heritage, facts and figures are augmented by helpful advice, and the mysterious language of the sea is preserved and deciphered in a volume that has served the United States Navy for an entire century. Updated throughout, the book provides the latest Navy ratings, uniforms, ships, aircraft, and weapons as well as current Navy policies on hazing, fraternization, education, and physical fitness, and a completely new chapter explaining the Navy's mission in terms of its rich heritage.*

WIKIPEDIA READER'S GUIDE: THE MISSING MANUAL

THE MISSING MANUAL

<u>"O'Reilly Media, Inc."</u> *You don't have to understand how to edit Wikipedia in order to find the information you need and join the conversation. This booklet gives you just what you need to know in friendly, concise form so you can research any subject without getting lost in Wikipedia's labyrinth. With it, you'll be able to unlock the mysteries of the many links on every Wikipedia page and the sometimes cryptic buzzwords you see on Talk pages. And, while this booklet focuses on Wikipedia readers, it also includes a tutorial for first-time editors and explains Wikipedia's editing tools. You'll find valuable advice on how to alert editors to flaws in articles and how to contribute to Talk pages without getting caught up in pointless disputes. The author of Wikipedia Reader's Guide: The Missing Manual has edited more than 15,000 Wikipedia articles, and has written a comprehensive index to Wikipedia for editors to use in their daily work. His knowledge of Wikipedia is limitless and his passion is contagious. With this guide, you'll catch on quickly.*

THE JEDI PATH

A MANUAL FOR STUDENTS OF THE FORCE

<u>becker&mayer!</u> *Unlock the secrets and share in the knowledge that has educated generations of Jedi—from the history and hierarchy of the Jedi Order to the mastery of the Force and the nuances of lightsaber combat. Handed down from Master to Padawan, each Jedi who has held and studied this copy has annotated the pages—adding his or her personal experiences and lessons they've learned. This copy is now passed to you.*

THE CHICAGO MANUAL OF STYLE

THE ESSENTIAL GUIDE FOR WRITERS, EDITORS, AND PUBLISHERS

Searchable electronic version of print product with fully hyperlinked cross-references.

ENHANCING CHRISTIAN LIFE

HOW EXTENDED COGNITION AUGMENTS RELIGIOUS COMMUNITY

<u>InterVarsity Press</u> *It's time to rethink the Christian life in light of current research on the human mind, particularly with a deeper understanding of "extended cognition." Using insights from neuroscience, psychology, and philosophy, Brad Strawn and Warren Brown argue for a vision of the Christian life as extended into interactions with a local network of believers.*

THE KNOWLEDGE

HOW TO REBUILD CIVILIZATION IN THE AFTERMATH OF A CATACLYSM

<u>Penguin</u> *How would you go about rebuilding a technological society from scratch? If our technological society collapsed tomorrow what would be the one book you would want to press into the hands of the postapocalyptic survivors? What crucial knowledge would they need to survive in the immediate aftermath and to rebuild civilization as quickly as possible? Human knowledge is collective, distributed across the population. It has built on itself for centuries, becoming vast and increasingly specialized. Most of us are ignorant about the fundamental principles of the civilization that supports us, happily utilizing the latest—or even the most basic—technology without having the slightest idea of why it works or how it came to be. If you had to go back to absolute basics, like some sort of postcataclysmic Robinson Crusoe, would you know how to re-create an internal combustion engine, put together a microscope, get metals out of rock, or even how to produce food for yourself? Lewis Dartnell proposes that the key to preserving civilization in an apocalyptic scenario is to provide a quickstart guide, adapted to cataclysmic circumstances. The Knowledge describes many of the modern technologies we employ, but first it explains the fundamentals upon which they are built. Every piece of technology rests on an enormous support network of other technologies, all interlinked and mutually dependent. You can't hope to build a radio, for example, without understanding how to acquire the raw materials it requires, as well as generate the electricity needed to run it. But Dartnell doesn't just provide specific information for starting over; he also reveals the greatest invention of them all—the phenomenal knowledge-generating machine that is the scientific method itself. The Knowledge is a brilliantly original guide to the fundamentals of science and how it built our modern world.*

PROFESSIONAL WIKIS

<u>John Wiley & Sons</u>

DOCTOR WHO: TARDIS TYPE 40 INSTRUCTION MANUAL

Random House *All of time and space...where do you want to start? Governed by Time Lord technology, the TARDIS Type Forty is the most powerful craft in the universe and this comprehensive fully illustrated manual holds the key to its operation. The appearance of the Doctor's TARDIS, both inside and out, has changed many times over the years, and this manual features every incarnation – including the latest version for the Thirteenth Doctor. The manual covers the console with fully labelled detailed schematic diagrams for each function, the ship's famous chameleon circuit, as well as floorplans, specifics of dematerialisation, the use of force fields and tractor beams and much more. Complete with case studies of the wonder-craft in action, taken from the TARDIS's many trips through space and time, this manual is an essential guide to the wonders of the Whoniverse.*

THE ANARCHIST COOKBOOK

Lulu Press, Inc *The Anarchist Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author" "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There i detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows.*

STAR VS. THE FORCES OF EVIL THE MAGIC BOOK OF SPELLS

Disney Press *Ever wondered what's inside The Magic Book of Spells? It contains every spell you've ever seen on the show, plus the history of Mewni, as told by thirteen queens. Each chapter is full of secrets, magic, and notes from Star Butterfly!This fun-packed, full-color jacketed hardcover version of The Magic Book of Spells will give fans of Star Vs the Forces of Evil all the inside information. . . and a chance to meet four never-seen-before queens.Plus, the book jacket doubles as an exclusive Mewberty Wings tarot card poster!*

LASKER'S MANUAL OF CHESS

Courier Corporation *Great chess master shares his secrets, including basic methods of gaining advantages, exchange value of pieces,*

openings, combinations, position play, aesthetics, and other important maneuvers. More than 300 diagrams.

THE BOOK OF FIVE RINGS (ANNOTATED)

The Book of Five Rings is a text on kenjutsu and the martial arts in general, written by the Japanese swordsman Miyamoto Musashi around 1643.Written over three centuries ago by a Samurai warrior, the book has been hailed as a limitless source of psychological insight for businessmen-or anyone who relies on strategy and tactics for outwitting the competition.

THE ADVENTURES OF CAPTAIN UNDERPANTS

<u>Scholastic UK</u> *George and Harold have created the greatest superhero in the history of their school — and now they're about to bring him to life! MEET CAPTAIN UNDERPANTS! HIS TRUE IDENTITY IS SO SECRET, EVEN HE DOESN'T KNOW WHO HE IS! FIGHTING FOR TRUTH, JUSTICE AND ALL THINGS PRE-SHRUNK AND COTTONY!*

HOW WIKIPEDIA WORKS

AND HOW YOU CAN BE A PART OF IT

<u>No Starch Press</u> *Provides information on using and contributing to Wikipedia, covering such topics as evaluating the reliability of articles, editing existing articles, adding new articles, communiating with other users, and resolving content disputes.*

INTRODUCTION TO GAME ANALYSIS

<u>Routledge</u> *Game analysis allows us to understand games better, providing insight into the player-game relationship, the construction of the game, and its sociocultural relevance. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayablity, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. Introduction to Game Analysis serves as an accessible guide to analyzing games using strategies borrowed from textual analysis. Clara Fernández-Vara's concise primer provides instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from Bioshock and World of Warcraft to Monopoly—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary.*

THE LOST BOOK OF THE WHITE

<u>Margaret K. McElderry Books</u> *From #1 New York Times bestselling authors Cassandra Clare and Wesley Chu comes the second book in the Eldest Curses series and a thrilling new adventure for High Warlock Magnus Bane and Alec Lightwood, for whom a death-defying mission into the heart of evil is not just a job, it's also a romantic getaway. The Lost Book of the White is a Shadowhunters novel. Life is good for Magnus Bane and Alec Lightwood. They're living together in a fabulous loft, their warlock son, Max, has started learning to walk, and the streets of New York are peaceful and quiet—as peaceful and quiet as they ever are, anyway. Until the night that two old acquaintances break into Magnus's apartment and steal the powerful Book of the White. Now Magnus and Alec will have to drop everything to get it back. They need to follow the thieves to Shanghai, they need to call some backup to accompany them, and they need a babysitter. Also, someone has stabbed Magnus with a strange magical weapon and the wound is glowing, so they have that to worry about too. Fortunately, their backup consists of Clary, Jace, Isabelle, and newly minted Shadowhunter Simon. In Shanghai, they learn that a much darker threat awaits them. Magnus's magic is growing unstable, and if they can't stop the demons flooding into the city, they might have to follow them all the way back to the source—the realm of the dead. Can they stop the threat to the world? Will they make it back home before their kid completely wears out Alec's mom?*

THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018)

<u>No Starch Press</u> *The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on*

modules, and appendixes on Rust development tools and editions.

DESIGNING AND DEVELOPING LIBRARY INTRANETS

<u>Routledge</u> *For the past decade, e-mail has been the preferred method of internal communication in libraries. However, relying on email for organizational knowledge management seems a bit like storing birth certificates, car titles, and deeds in a pile of junk mail: the important documents are lost amongst other items of only minimal or fleeting importance. A successful intranet can provide a secure place for information exchange and storage; however, in order to be successful, a library intranet must be easy to use, have the functionality desired by its users, and be integrated into the daily workflows of all library staff. Accomplishing this can be challenging for web librarians. The book covers, among other topics, third-party hosting; the use of freely available blog and wiki software for internal staff communication; and developing library intranets in ColdFusion, Microsoft SharePoint, and the open source Drupal content management system (CMS). More importantly, the authors examine in detail the human factors, which, when not thoroughly addressed, are more often the cause for a failed intranet than the technology platform. This book was published as a special issue of the Journal of Web Librarianship.*

REGULATIONS FOR THE ORDER AND DISCIPLINE OF THE TROOPS OF THE UNITED STATES

LEVERAGING WIKIPEDIA

CONNECTING COMMUNITIES OF KNOWLEDGE

<u>American Library Association</u> *The vision statement of the Wikimedia Foundation states, "Imagine a world in which every single human being can freely share in the sum of all knowledge." Libraries need not see Wikipedia as competition; rather, failing to leverage its omnipresence in the online world constitutes a missed opportunity. As a senior program officer at OCLC, Proffitt has encouraged collaboration between Wikipedia and cultural heritage institutions, leading to increased visibility and user engagement at participating organizations. Here, she brings onboard a raft of contributors from the worlds of academia, archives, libraries, and members of the volunteer Wikipedia community who together point towards connecting these various communities of knowledge. This book will inspire libraries to get involved in the Wikipedia community through programs and activities such as hosting editathons;contributing content and helping to bridge important gaps in Wikipedia;ensuring that library content is connected through the world's biggest encyclopedia;working with the Wikipedia education community; andengaging with Wikipedians as allies in a quest to expand access to knowledge. Speaking directly to librarians, this book shows how libraries can partner with Wikipedia to improve content quality while*

simultaneously ensuring that library services and collections are more visible on the open web.

EXPLORING IMAGINARY WORLDS

ESSAYS ON MEDIA, STRUCTURE, AND SUBCREATION

<u>Routledge</u> *From The Brothers Karamazov to Star Trek to Twin Peaks, this collection explores a variety of different imaginary worlds both historic and contemporary. Featuring contributions from an interdisciplinary and international group of scholars, each essay looks at a particular imaginary world in-depth, and world-building issues associated with that world. Together, the essays explore the relationship between the worlds and the media in which they appear as they examine imaginary worlds in literature, television, film, computer games, and theatre, with many existing across multiple media simultaneously. The book argues that the media incarnation of a world affects world structure and poses unique obstacles to the act of world-building. The worlds discussed include Nazar, Barsetshire, Skotopogonievsk, the Vorkosigan Universe, Grover's Corners, Gormenghast, Collinsport, Daventry, Dune, the Death Gate Cycle universe, Twin Peaks, and the Star Trek galaxy. A follow-up to Mark J. P. Wolf 's field-defining book Building Imaginary Worlds, this collection will be of critical interest to students and scholars of popular culture, subcreation studies, transmedia studies, literature, and beyond.*

THE HUMAN BODY INSTRUCTION MANUAL

A GUIDE FOR TAKING CARE OF A TYPICAL HUMAN

<u>FriesenPress</u> *This manual is provided when you purchase your first human from us at Human Inc. Humans are very fascinating creatures, but understanding what a human requires and how they function can be very strange. This manual is designed to help our species understand how to take care of a typical human. We believe if you are good to your human it will be good to you. We hope you and your human have a very long , productive, and happy life together. Thank you for purchasing your human from us at Human Inc. Sometimes a different perspective can simplify things or it can add insight. I hope you find this H.B.I.M. both informative and a fun book to read. Michael Wright* 🙂🙂🙂

BROOKLYN HOUSE MAGICIAN'S MANUAL

<u>Penguin UK</u> *Greetings, initiate! Carter Kane, here. Congratulations on reaching Brooklyn House in one piece. You are quite clearly descended from Egyptian royalty, with magical powers gifted from the gods. But what good is power without knowing how to use it?*

That's where this training manual comes in. It's packed with quizzes, stories and inside info on the Ancient Egyptian deities. For those with the blood of the pharaohs, this is your first step down the path of the gods. But beware, anything can happen in the world of Egyptian magic . . . Forming a trio with HOTEL VALHALLA and CAMP HALF-BLOOD CONFIDENTIAL, this companion guide gives readers the inside scoop on Brooklyn House - the safe haven in New York for magicians like Carter and Sadie Kane.

THE VIDEO GAME THEORY READER 2

<u>Routledge</u> *The Video Game Theory Reader 2 picks up where the first Video Game Theory Reader (Routledge, 2003) left off, with a group of leading scholars turning their attention to next-generation platforms-the Nintendo Wii, the PlayStation 3, the Xbox 360-and to new issues in the rapidly expanding field of video games studies. The contributors are some of the most renowned scholars working on video games today including Henry Jenkins, Jesper Juul, Eric Zimmerman, and Mia Consalvo. While the first volume had a strong focus on early video games, this volume also addresses more contemporary issues such as convergence and MMORPGs. The volume concludes with an appendix of nearly 40 ideas and concepts from a variety of theories and disciplines that have been usefully and insightfully applied to the study of video games.*

LIBRARY MANAGEMENT TIPS THAT WORK

<u>American Library Association</u> *There's no shortage of library management books out there--but how many of them actually tackle the little details of day-to-day management, the hard-to-categorize things that slip through the cracks of a larger handbook? "Library Management Tips that Work" does exactly that, addressing dozens of such issues facing library managers, including: (1) How to create a job manual, and keep staff accountable; (2) Keeping your library board in the loop; (3) Using numbers to make your case; (4) Dealing with unreturned library materials; (5) Methods for managing multiple libraries with one fte librarian; (6) Retaining services despite budget cuts and staff shortages; and (7) Public relations on a shoestring. This book is divided into five parts. Part I, The Manager Role, contains the following: (1) Beating the Clock: Adaptive Time Management in a Fluid Environment (Geoffrey P. Timms); (2) Creating Manuals for Job Duties (Holly Flynn); (3) How to Manage Serving Students of Generational Poverty (Kris Baughman and Rebecca Marcum Parker); (4) How to Protect Your Library from Employment Discrimination Claims (Michael A. Germano); (5) Managing Emergencies: What to Do When Basic or Big Disasters Strike (Sian Brannon and Kimberly Wells); (6) Creating a Staff Accountability System (Terry Ann Lawler); (7) Planning Ahead: Time Management in Defining Goals (Geoffrey P. Timms); (8) Transforming an Off-Campus Library from Empty Space to Award Winner in One Year (Seamus Scanlon); (9) When You're Not (Exactly) the Boss: How to Manage Effectively in a "Coordinator" Role (Kim Becnel); and (10) Communication and Staff Awareness in the Branch Library (Jason*

Kuhl). Part ii, Running a Library, contains the following: (11) ASSURE-ing Your Collection (Roxanne Myers Spencer and Barbara Fiehn); (12) Billy Club: a Model for Dealing with Unreturned Library Materials (Suzann Holland); (13) Collaboration for Library Collection Acquisition (Lorette S.J. Weldon); (14) Community Partnerships: The Key to Providing Programs in a Recession (Ashanti White); (15) cvl Leads: Mentorship and Leadership (Robin Shader); (16) How to Manage a Student-Centric Library Service for Nontraditional Users (Seamus Scanlon); (17) Managing Overnight (Ken Johnson and Susan Jennings); (18) Managing More Than One School Library with One fte Librarian (Kris Baughman and Rebecca Marcum Parker); (19) Management Tips for Merging Multiple Service Points (Colleen S. Harris); (20) SuperStarz: An Experience in Grant Project Management (Vera Gubnitskaia); (21) Utilizing Retired Individuals as Volunteers (Ashanti White); and (22) Weeding as Affective Response, or "I Just Can't Throw This Out!" (Barbara Fiehn and Roxanne Myers Spencer). Part iii, Information Technology, contains the following: (23) Facebook for Student Assistants (Susan Jennings and Ken Johnson); (24) Improving Communication with Blogs (Alice B. Ruleman); (25) Improving Productivity with Google Apps (Suzann Holland); (26) Partnering with Information Technology at the Reference Desk: a Model for Success (Jeffrey A. Franks); (27) Putting Missing Pieces from the Collection Together with SharePoint (Lorette S.J. Weldon); (28) Real-Life Management Using Virtual Tools (Vera Gubnitskaia); (29) Session Control Software for Community Users in an Academic Library (Jeffrey A. Franks); (30) To Friend or Not to Friend: The Facebook Question (Kim Becnel); and (31) Why a Wiki? How Wikis Help Get Work Done (Alice B. Ruleman). Part iv, Staff, contains the following: (32) Millennials, Gen-X, Gen-Y, and Boomers, Oh My! Managing Multiple Generations in the Library (Colleen S. Harris); (33) Hiring and Training Graduate Assistants for the Academic Library (Erin O'Toole); (34) Managing for Emergencies: What to Do before, during, and after Disaster (Sian Brannon and Kimberly Wells); (35) Managing Librarians and Staff with Young Children (Holly Flynn); (36) Mentoring Graduate Assistants in the Academic Library (Erin O'Toole); (37) New Employee Orientation (Bradley Tolppanen and Janice Derr); (38) Discrimination in Employment: An Overview for Library Managers (Michael A. Germano); (39) Obtaining Compliance from Underperforming Employees: Talking It Through (Terry Ann Lawler); (40) Planning for Change: Ensuring Staff Commitment (Jason Kuhl); (41) Shadow and Learn: Knowing Your Staff (Robin Shader); and (42) Staff Shortages (Bradley Tolppanen and Janice Derr). Part v, Public Relations, contains the following: (43) No Surprises: Keeping Your Board in the Loop (Lynn Hawkins); (44) Board Meetings That Work (James B. Casey); (45) Library Partners: Cooperating with Other Nonprofits (John Helling); (46) Portraits in a Small Town: Balancing Access and Privacy with a Local History Photography Collection (John Helling); (47) Using Numbers to Make Your Case (James B. Casey); and (48) Staying in the Game: Public Relations on a Shoestring (Lynn Hawkins). An index is included.

CATALOGING COLLABORATIONS AND PARTNERSHIPS

Routledge *Cataloging Collaborations and Partnerships provides the reader with many examples of successful methods in which libraries have collaborated with each other to achieve common goals. Addressing a variety of cataloging and managerial challenges in*

national, public, academic, and international libraries and other organizations, it will be enlightening to readers who are investigating new ways of meeting their patrons' needs. The collaborative efforts described in this book fall into a number of broad categories: cooperative cataloging and authority initiatives, cataloging partnerships, merging and migrating online catalogs, development of training and documentation, and collaborative approaches to special projects. Included are four chapters that address collaborative projects in Europe, the West Indies, the Galapagos Islands, and South Sudan. Catalogers, managers and administrators will find inspiration in these important, and in some cases, historic collaborations. They will understand how collaborations and partnerships in cataloging will help them achieve more by sharing resources and expertise, sharing the burden of new projects and initiatives, and fostering innovation and new ways of thinking. This book was published as a triple special issue of Cataloging and Classification Quarterly.

THE ALGORITHM DESIGN MANUAL

<u>Springer Science & Business Media</u> *This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java*

THE REALLY USEFUL ELEARNING INSTRUCTION MANUAL

YOUR TOOLKIT FOR PUTTING ELEARNING INTO PRACTICE

<u>John Wiley & Sons</u> *Technology has revolutionised every aspect of our lives and how we learn is no exception. The trouble is; the range of elearning technologies and the options available can seem bewildering. Even those who are highly experienced in one aspect of*

elearning will lack knowledge in some other areas. Wouldn't it be great if you could access the hard-won knowledge, practical guidance and helpful tips of world-leading experts in these fields? Edited by Rob Hubbard and featuring chapters written by global elearning experts: Clive Shepherd, Laura Overton, Jane Bozarth, Lars Hyland, Rob Hubbard, Julie Wedgwood, Jane Hart, Colin Steed, Clark Quinn, Ben Betts and Charles Jennings - this book is a practical guide to all the key topics in elearning, including: getting the business on board, building it yourself, learning management, blended, social, informal, mobile and game-based learning, facilitating online learning, making the most of memory and more.

INTELLIGENT TECHNOLOGIES FOR INTERACTIVE ENTERTAINMENT

5TH INTERNATIONAL ICST CONFERENCE, INTETAIN 2013, MONS, BELGIUM, JULY 3-5, 2013, REVISED SELECTED PAPERS

Springer *This book constitutes the proceedings of the 5th International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2013. The 23 full papers presented were carefully selected from numerous submissions. The conference aims at enhancing the understanding of recent and anticipated advances in interactive technologies, and their applications to entertainment, education, culture, and the arts. The papers are grouped in topical sections on linked media, gaming technologies, and technologies for live entertainment.*

SHAREPOINT 2010 FOR DUMMIES

John Wiley & Sons

SUPER MARIO ENCYCLOPEDIA: THE OFFICIAL GUIDE TO THE FIRST 30 YEARS

Dark Horse Comics *Power Up! Super Mario Bros. Encyclopedia: The Official Guide to the First 30 Years is jam-packed with content from all seventeen Super Mario games--from the original Super Mario Bros. to Super Mario 3D World. Track the evolution of the Goomba, witness the introduction of Yoshi, and relive your favorite levels. This tome also contains an interview with producer Takashi Tezuka, tips to help you find every coin, star, sun, and mushroom--even explanations of glitches! With information on enemies, items, obstacles, and worlds from over thirty years of Mario, Super Mario Bros. Encyclopedia is the definitive resource for everything Super Mario!*

DIGITAL SIGNAL PROCESSING, 4E

<u>Pearson Education India</u> *This fourth edition covers the fundamentals of discrete-time signals, systems, and modern digital signal processing. Appropriate for students of electrical engineering, computer engineering, and computer science, the book is suitable for undergraduate and graduate courses and provides balanced coverage of both theory and practical applications.*

IT

<u>Simon and Schuster</u> *It: Chapter Two—now a major motion picture! Stephen King's terrifying, classic #1 New York Times bestseller, "a landmark in American literature" (Chicago Sun-Times)—about seven adults who return to their hometown to confront a nightmare they had first stumbled on as teenagers...an evil without a name: It. Welcome to Derry, Maine. It's a small city, a place as hauntingly familiar as your own hometown. Only in Derry the haunting is real. They were seven teenagers when they first stumbled upon the horror. Now they are grown-up men and women who have gone out into the big world to gain success and happiness. But the promise they made twenty-eight years ago calls them reunite in the same place where, as teenagers, they battled an evil creature that preyed on the city's children. Now, children are being murdered again and their repressed memories of that terrifying summer return as they prepare to once again battle the monster lurking in Derry's sewers. Readers of Stephen King know that Derry, Maine, is a place with a deep, dark hold on the author. It reappears in many of his books, including Bag of Bones, Hearts in Atlantis, and 11/22/63. But it all starts with It. "Stephen King's most mature work" (St. Petersburg Times), "It will overwhelm you...to be read in a well-lit room only" (Los Angeles Times).*

CAPTAIN UNDERPANTS AND THE WRATH OF THE WICKED WEDGIE WOMAN

<u>Scholastic UK</u> *George and Harold have created an evil, super-powerful monster. She's mean - and she's having a REALLY bad hair day. With the help of her robots, the Wicked Wedgie Woman is on a mission to take over the world ... and she'll give a whopping wedgie to anyone who stands in her way! Watch out!*

MEDIEVIL

<u>Titan Comics</u> *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!

WIKI

WEB COLLABORATION

<u>Springer Science & Business Media</u> *Wikis provide a basis for many applications in the area of collaborative work and have become a serious alternative to expensive content management systems. In this book, the authors explore wiki philosophy and functions, and explain basic controls and components. The book includes a step-by-step guide to the installation and configuration of the wiki-clones MediaWiki, TWiki and Confluence, along with a realistic tutorial based on collaborative planning for a conference.*