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### KEY=ROLLER - COLON DUDLEY

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**Online Learning in Mathematics Education** [Springer Nature](#) This book brings together research from mathematics education and instructional design to describe the development and impact of online environments on prospective and practicing teachers' learning to teach mathematics. The move to online learning has steadily increased over the past decade. Its most rapid movement occurring in 2020 with most instruction taking place remotely. Chapters in this book highlight issues related to teacher learning in three main contexts: formal, informal, and experiential or practice-based. This volume brings together researchers from the different but related fields of instructional design and mathematics education to engage in dialogue around how we design and study the impacts of online learning in general and online mathematics education more specifically. The book is very timely with most instruction taking place online and mathematics educators addressing challenges related to supporting teachers' formal, informal, and experiential learning online. A chapter in each section will synthesize ideas presented by instructional designers and mathematics educators as it relates to teacher learning in each context. At the end of each section, a retrospective chapter is presented to reflect on what the different perspectives offer to better understand mathematics teacher learning in online environments. This book is of interest to mathematics educators, researchers, teacher educators, professional development providers, and instructional designers. **Web 2.0 How-to for Educators, 2nd Edition** [International Society for Technology in Education](#) Ignite creativity by weaving Web 2.0 tools into the classroom. In this expanded and fully updated edition, the authors of the best-selling **Web 2.0: New Tools, New Schools** introduce you to more collaborative tools and expertly lead you through classroom and professional applications that help expand student and teacher learning. **Roller Coaster** [Houghton Mifflin Harcourt](#) Twelve people set aside their fears and ride a roller coaster, including one who has never done so before. **Coasters 101 An Engineer's Guide to Roller Coaster Design** [Nick Weisenberger](#) Have you always wanted to learn more about how roller coasters work? I'm not talking about the basic "roller coasters use gravity!" descriptions you're used to. I'm talking about learning in-depth about the nitty gritty engineering details, like: How do roller coaster engineers know what size motor is needed to pull the train to the top of the lift hill and how much will it cost to operate it? What material are the wheels made out of and how does it affect the performance of the ride? What is the difference between LIM and LSM propulsion? How does the control system on a racing or dueling coaster time up the near collision moments perfectly every single time? All of these questions and more are answered in the latest edition of **Coasters 101: An Engineer's Guide to Roller Coaster Design**. "I thought it was great. It was a good first look at roller coaster design. It also gave great information and details about roller coasters in general." - Adrina from Goodreads "Thanks for writing a very good book. I could not put it down. Lot's of great information. I am a technology and engineering teacher and the information I found here is very helpful in trying to get students more excited about engineering." -Amazon reviewer **Rock Stars: Inspirational Stories of Success by 100 of the Top Business Leaders, Athletes, Celebrities, and RockStars in the World** [Hybrid Global Publishing](#) It's the end of an era. I have produced high-energy, content-rich RockStar Marketing BootCamps for the past twelve years. At my first BootCamp I was blessed to have approximately 250 people in the audience. Over the years it continued to grow, and at my April 2019 event, we had more than 700 attendees. **Making Paper Airplanes** [Cherry Lake](#) Making the perfect paper airplane can be a lot of fun. Through simple text written to foster creativity and problem solving, students will the art of innovation. Large, colorful images show students how to complete activities. Additional tools, including a glossary and an index, help students learn new vocabulary and locate information. **Roller Coaster Marble Run** [Carlton Kids](#) Build your very own ROLLER COASTER MARBLE RUN completely from this book! Press out the pieces, assemble your roller coaster and watch as your structure grows. Then race marbles from two starting points and see which marble comes out first! With extra information about the science behind your build, this book will keep master builders entertained for hours. **The Video Librarian Future Communication Technology and Engineering Proceedings of the 2014 International Conference on Future Communication Technology and Engineering (FCTE 2014), Shenzhen, China, 16-17 November 2014** [CRC Press](#) Future Communication Technology and Engineering is a collection of papers presented at the 2014 International Conference on Future Communication Technology and Engineering (Shenzhen, China 16-17 November 2014). Covering a wide range of topics (communication systems, automation and control engineering, electrical engineering), the book includes the **Weekly World News** Rooted in the creative success of over 30 years of supermarket tabloid publishing, the **Weekly World News** has been the world's only reliable news source since 1979. The online hub [www.weeklyworldnews.com](http://www.weeklyworldnews.com) is a leading entertainment news

site. Love Is . . . a Roller Coaster and Other Such Sayings Book From a battlefield to a red, red rose, and everything in between, this tender little book contains over 65 classic sayings, wittily illustrated for maximum giftability. After all, love is...something sent from Heaven to worry the Hell out of you. Love is...finding gifts for her that don't suck Anniversary gifts for him without the cheese factor Illustrations by Harriet Russell Hardcover; 4.75 x 6.25 inches, 96 pages The Well of Being A Children's Book for Adults Macmillan JEAN-PIERRE WEILL has worked as a visual artist for twenty years. He originally self-published "The Well of Being " in 2013, to critical acclaim. He lives in Baltimore with Rachel Rotenberg, a sculptor. Videos for Kids The Essential, Indispensable Parent's Guide to Children's Movies on Video Prima Lifestyles Offers advice on evaluating videos for children, and recommends videos for children in each age group from preschool to teenagers Popular Science Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. Popular Science Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. The Three Little Superpigs Scholastic Inc. The Big Bad Wolf has escaped and our new superheroes, the Three Little Superpigs, must save Fairyland before it is too late. After defeating the Big Bad Wolf, the Three Little Superpigs spend their days fighting crime and enjoying their newfound fame. But one day, the Big Bad Wolf escapes from prison and plunges Fairyland into fear. Our curly-tailed friends soon discover that bricks are missing all over town. The Superpigs return to their homes to solve the mystery when they realize it has all been a trap!Join our new superheroes as they escape from the evil clutches of the Big Bad Wolf and save Fairyland in this first Superpigs adventure. Readers will huff and puff and laugh and laugh. Popular Science Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. Build Your Own Theme Park A Paper Cut-Out Book Get the fun going for makers of all ages with Build Your Own Theme Park with just scissors, glue, and your imagination! The first in a "Build Your Own" series of dynamic, interactive 3D activity books that combine engineering and creativity in an accessible way. Kids and adults alike will love the creativity and 3D thinking that comes with this paper cut-out theme park. Based on Lizz Lunney's characters and illustrations, build your theme park from the ticket booth to vending machines, arcade games, food stand, a carousel, a water ride with frogs, and mountain roller coaster. Invent your own ride additions for the park, make it your own, and share it online with #BuildYourOwn. Wonder Park: Backyard Roller Coaster LB Kids June Bailey loves making things! While she works on Wonderland, the amusement park of her dreams, she decides to bring some of it to the real world by designing and building a roller coaster in her backyard, complete with a loop-the-loop! Will June and her friend Banky make it through the test run in one piece? Based on the whimsical animated film Wonder Park, this storybook includes a pull-out poster! TM & © 2019 Paramount Pictures. All Rights Reserved. Billboard In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends. Video Rating Guide for Libraries The Pigeon Will Ride the Roller Coaster! #1 New York Times bestselling, award-winning author and illustrator Mo Willems returns with a new Pigeon story - and it's one unforgettable ride! 3Buckle up for twists, turns, and emotional loop-de-loops in the most roller coaster-y Pigeon book ever! The Pigeon WILL be ready. Will YOU!? Heart-Stopping Roller Coasters Bearport Publishing Describes different types of roller coasters, their history, and their construction. Janice VanCleave's Big Book of Science Experiments John Wiley & Sons Janice VanCleave once again ignites children's love for science in her all-new book of fun experiments—featuring a fresh format, new experiments, and updated content standards From everyone's favorite science teacher comes Janice VanCleave's Big Book of Science Experiments. This user-friendly book gets kids excited about science with lively experiments designed to spark imaginations and encourage science learning. Using a few handy supplies, you will have your students exploring the wonders of science in no time. Simple step-by-step instructions and color illustrations help you easily demonstrate the fundamental concepts of astronomy, biology, chemistry, and more. Children will delight in making their own slime and creating safe explosions as they learn important science skills and processes. Author Janice VanCleave passionately believes that all children can learn science. She has helped millions of students experience the magic and mystery of science with her time-tested, thoughtfully-designed experiments. This book offers both new and classic activities that cover the four dimensions of science—physical science, astronomy, Biology, and Earth Science—and provide a strong foundation in science education for students to build upon. An ideal resource for both classroom and homeschool environments, this engaging book: Enables students to experience science firsthand and discuss their observations Offers low-prep experiments that require simple, easily-obtained supplies Presents a modern, full-color design that appeals to students Includes new experiments, activities, and lessons Correlates to National Science Standards Janice VanCleave's Big Book of Science Experiments is a must-have book for the real-world classroom, as well as for any parent seeking to teach science to their children. Medieval Knight, Read Me a Book! 'Anderson presents clear, easy to follow, and detailed plans for teachers and librarians. This resource intended for use in upper elementary to middle school grades makes programming less stressful and time-consuming for all involved.'—VOYA Fun Places to Go with Children in Northern California 9th Edition Over 350 Listings, Completely Revised & Updated Chronicle Books A guidebook for both local residents and tourists lists more than 350 family-appropriate destinations, including amusement parks, wildlife areas, museums, and kid-approved restaurants, in a resource complemented by regional listings and a calendar of annual events. Original. How to Design the World's Best:

**Roller Coaster In 10 Simple Steps** [Wayland](#) Imagine someone gave you a sackful of money and told you to build a roller coaster. You'd definitely want it to be the best roller coaster in the world. But how do you go about designing THAT? Armed with your own imagination and some smart research, find out how you can transform a fantasy design into an actual dream product. You'll apply real-world design considerations to your ideas, refining your design to make it workable and achievable as it takes shape. **Responsive Teaching in Science and Mathematics** [Routledge](#) Answering calls in recent reform documents to shape instruction in response to students' ideas while integrating key concepts and scientific and/or mathematical practices, this text presents the concept of responsive teaching, synthesizes existing research, and examines implications for both research and teaching. Case studies across the curriculum from elementary school through adult education illustrate the variety of forms this approach to instruction and learning can take, what is common among them, and how teachers and students experience it. The cases include intellectual products of students' work in responsive classrooms and address assessment methods and issues. Many of the cases are supplemented with online resources (<http://www.studentsthinking.org/rtsm>) including classroom video and extensive transcripts, providing readers with additional opportunities to immerse themselves in responsive classrooms and to see for themselves what these environments look and feel like. **Universal Harvester** A Novel [Farrar, Straus and Giroux](#) **New York Times Bestseller** "A moving, beautifully etched picture of America's lost and profoundly lonely." —Kazuo Ishiguro, author of *The Remains of the Day* and winner of the 2017 Nobel Prize for Literature "Brilliant . . . Darnielle is a master at building suspense, and his writing is propulsive and urgent; it's nearly impossible to stop reading . . . [Universal Harvester is] beyond worthwhile; it's a major work by an author who is quickly becoming one of the brightest stars in American fiction." —Michael Schaub, *Los Angeles Times* "Grows in menace as the pages stack up . . . [But] more sensitive than one would expect from a more traditional tale of dread." —Joe Hill, *New York Times Book Review* Life in a small town takes a dark turn when mysterious footage begins appearing on VHS cassettes at the local Video Hut. So begins *Universal Harvester*, the haunting and masterfully unsettling new novel from John Darnielle, author of the *New York Times* Bestseller and National Book Award Nominee *Wolf in White Van* Jeremy works at the Video Hut in Nevada, Iowa. It's a small town in the center of the state—the first a in Nevada pronounced ay. This is the late 1990s, and even if the Hollywood Video in Ames poses an existential threat to Video Hut, there are still regular customers, a rush in the late afternoon. It's good enough for Jeremy: it's a job, quiet and predictable, and it gets him out of the house, where he lives with his dad and where they both try to avoid missing Mom, who died six years ago in a car wreck. But when a local schoolteacher comes in to return her copy of *Targets*—an old movie, starring Boris Karloff, one Jeremy himself had ordered for the store—she has an odd complaint: "There's something on it," she says, but doesn't elaborate. Two days later, a different customer returns a different tape, a new release, and says it's not defective, exactly, but altered: "There's another movie on this tape." Jeremy doesn't want to be curious, but he brings the movies home to take a look. And, indeed, in the middle of each movie, the screen blinks dark for a moment and the movie is replaced by a few minutes of jagged, poorly lit home video. The scenes are odd and sometimes violent, dark, and deeply disquieting. There are no identifiable faces, no dialogue or explanation—the first video has just the faint sound of someone breathing— but there are some recognizable landmarks. These have been shot just outside of town. In *Universal Harvester*, the once placid Iowa fields and farmhouses now sinister and imbued with loss and instability and profound foreboding. The novel will take Jeremy and those around him deeper into this landscape than they have ever expected to go. They will become part of a story that unfolds years into the past and years into the future, part of an impossible search for something someone once lost that they would do anything to regain. "This chilling literary thriller follows a video store clerk as he deciphers a macabre mystery through clues scattered among the tapes his customers rent. A page-tuning homage to *In Cold Blood* and *The Ring*." —O: *The Oprah Magazine* "[Universal Harvester is] so wonderfully strange, almost Lynchian in its juxtaposition of the banal and the creepy, that my urge to know what the hell was going on caused me to go full throttle . . . [But] Darnielle hides so much beautiful commentary in the book's quieter moments that you would be remiss not to slow down." —Abram Scharf, *MTV News* "Universal Harvester is a novel about noticing hidden things, particularly the hurt and desperation that people bear under their exterior of polite reserve . . . Mr. Darnielle possesses the clairvoyant's gift for looking beneath the surface." —Sam Sacks, *The Wall Street Journal* "[Universal Harvester is] constantly unnerving, wrapped in a depressed dread that haunts every passage. But it all pays off with surprising emotionality." —Kevin Nguyen, *GQ.com* **Bowker's Complete Video Directory 2001** [R. R. Bowker](#) *Popular Science* *Popular Science* gives our readers the information and tools to improve their technology and their world. The core belief that *Popular Science* and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. **Destroying the Baby in Themselves** Why did the two boys kill James Bulger? [Five Leaves](#) That blurred, foggy frame of the security video has become engraved on the public conscience. The video shows one of the boys holding James Bulger's hand as the other boy moves away, a little ahead of them. We know that the two boys are taking James away from his mother and safety. If we are ever going to act in a way that loosens that paralyzing grip of guilt and helplessness, we need to understand why the two boys did what they did. We can never know the whole truth, but a critical refocussing on some of the ignored or misunderstood elements of the case is urgently needed, to give us some further ideas about how to prevent child/child killings like this from happening. **Hang on Tight! Learn to Love the Roller Coaster of Entrepreneurship** [Highlander Enterprises](#) Do you wonder if your business is going off the rails? Are you often confronted by the demons of fear, inconsistency, and doubt? Does it feel like you're riding a roller coaster with its highs and lows—financially, physically, and emotionally? You are not alone! Entrepreneurial women experience all of these and more while building a business and concurrently caring for loved ones. Buckle in and learn to ride with arms stretched high as you yell, "Woohoo" instead of gripping the safety bar in terror. In her debut book, *Hang On Tight!*, Suzanne Moore shares

with her readers that acceptance is not weakness but strength and that perseverance is an imperative quality for an entrepreneur. She shares with trademark honesty and vulnerability her entrepreneurial roller coaster ride and teaches: - How fear shows up and can derail your plans and progress; - The importance of understanding the driving force within you that will keep you going even when times are hard; - Why understanding your business values plays a crucial role in your long-term success; - That inner strength will be your saving grace when it seems everything has fallen apart; - The different communities you need around you in order to create success; - What leadership really is and what it isn't; - The critical role that mindset plays in everything you do; and - Why celebrating your successes isn't an act of the ego. **This Book Is a Planetarium And Other Extraordinary Pop-Up Contraptions** [Chronicle Books](#) Never has humble paper had such radical ambitions. Defying every expectation of what a book can be, this pop-up extravaganza transforms into six fully functional tools: a real working planetarium projecting the constellations, a musical instrument complete with strings for strumming, a geometric drawing generator, an infinite calendar, a message decoder, and even a speaker that amplifies sound. Artist Kelli Anderson contributes enlightening text alongside each pop-up, explaining the scientific principles at play in her constructions and creating an interactive experience that's as educational as it is extraordinary. Inspiring awe that lasts long after the initial pop, **This Book Is a Planetarium** leaves readers of all ages with a renewed appreciation for the way things work—and for the enduring magic of books. **The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration** [McGraw Hill Professional](#) Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. **The Big Book of Conflict-Resolution Games** offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let **The Big Book of Conflict-Resolution Games** help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in **The Big Book of Conflict-Resolution Games** delivers everything you need to make your workplace more efficient, effective, and engaged. **Extra Lives Why Video Games Matter** [Vintage](#) Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as *Far Cry 2*, *Left 4 Dead*, *BioShock*, and *Oblivion* for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. **Extra Lives** is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of *Grand Theft Auto IV*, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, **Extra Lives** is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, **Extra Lives** is required reading. **Rock and a Heart Place A Rock 'n' Roller-coaster Ride from Rebellion to Sweet Salvation** [BroadStreet Publishing Group LLC](#) Rock and a Heart Place traces the rise, fall, and redemption of famous entertainers who were brought to their knees a great place to meet God. Join award-winning producer and music executive Ken Mansfield and biographer Marshall Terrill on a spiritual journey down the secluded halls of the music industry. **Rock and a Heart Place** is your backstage pass to never before-heard secrets, stories, and testimonies from some of rock music's greatest legends including members of Buffalo Springfield, The Byrds, Collective Soul, England Dan & John Ford Coley, Grand Funk Railroad, Kansas, Korn, Ozzy Osbourne, Pointer Sisters, Prince, The Ronettes, and The Turtles. **ARTISTS FEATURED** (hardcover edition) MARK VOLMAN was cofounder of The Turtles, a 1960s pop-rock band that has sold more than forty million records. He was also a core member of Frank Zappa's The Mothers of Invention and the dynamic duo Flo & Eddie. RUTH POINTER is one of the legendary Pointer Sisters who scored dozens of hits in the 1970s, 1980s, and 1990s, and sold close to forty million records, making them one of the most successful female groups of all time. BRIAN "HEAD" WELCH is the lead guitarist for the nu metal band Korn. In addition to chart-topping, million-selling records and two GRAMMY awards, their shows fill up arenas and stadiums worldwide. CHRIS HILLMAN helped define the country rock genre by his groundbreaking work with The Byrds, The Flying Burrito Brothers, Manassas, and the Desert Rose Band. JOHN ELEFANTE was the lead singer of the multiplatinum-selling Kansas from 1981 to 1985 and wrote two of their highest charting singles. After leaving Kansas, he became one of the most successful Christian producers of all time. RUDY SARZO has been a professional recording artist for more than thirty years and a member of Ozzy Osbourne, Quiet Riot, Whitesnake, Blue Oyster Cult, Yngwie Malmsteen, and DIO. England Dan & JOHN FORD COLEY waved the soft-rock banner loudly in the 1970s, releasing several platinum and gold records in their decade-long partnership and Top 10 hits that are staples of classic rock radio today. With DEZ DICKERSON at his side from 1978 to 1983, Prince became a household name, selling more than one hundred million albums, earning seven

Grammys, a Golden Globe, and an Academy Award. SHANE EVANS of Collective Soul dominated 1990s rock and alternative radio, charting an astounding seven number-one hits, nineteen Top 40 singles, and ten million in worldwide sales. NEDRA ROSS and The Ronettes were the first bad girls of rock and roll, racially indefinable, and one of the most exciting acts of their era, ruling the airwaves in the early '60s with a string of girl-group classics and mini rock operas. RICHIE FURAY of Buffalo Springfield was a major catalyst for the 1960s country folk rock sound. Richie's repeat performance as cofounder of Poco carried on this tradition of great music. MARK FARNER of Grand Funk Railroad earned eleven consecutive RIAA Gold/Platinum Record Awards from 1969 to 1975. They surpassed The Beatles in record sales in 1970. Artists featured exclusively in the e-book are: JERRY NAYLOR is a sixty-year veteran of the music scene and the former lead singer of The Crickets. Naylor witnessed the birth of rock and roll with fellow innovators Elvis Presley, Jerry Lee Lewis, Roy Orbison, and Waylon Jennings—all changing the face of popular music. RICK CUA of The Outlaws helped create the Southern rock sound of the '70s. In its heyday the band played major stadiums and arenas, reveling in the rock and roll lifestyle that included limos, chartered planes, and the crazy fan scene. CHUCK GIRARD was a valuable pioneer in the California sound of the early 1960s and contemporary Christian music of the 1970s. In his teens, Girard formed The Castells, which had two Top 20 hits. A decade later he formed Love Song, the first mainstream Christian rock band. KEN HENSLEY of Uriah Heep is regarded as one of the seminal hard-rock acts of the early 1970s. Extremely popular in Europe, the Heep are considered by music historians as one of "The Big Four" of hard rock with sales of more than forty million albums worldwide. Cork Dork A Wine-Fueled Adventure Among the Obsessive Sommeliers, Big Bottle Hunters, and Rogue Scientists Who Taught Me to Live for Taste [Penguin](#) INSTANT NEW YORK TIMES BESTSELLER AND A NEW YORK TIMES CRITICS' PICK "Thrilling . . . [told] with gonzo élan . . . When the sommelier and blogger Madeline Puckette writes that this book is the Kitchen Confidential of the wine world, she's not wrong, though Bill Buford's Heat is probably a shade closer." —Jennifer Senior, The New York Times Professional journalist and amateur drinker Bianca Bosker didn't know much about wine—until she discovered an alternate universe where taste reigns supreme, a world of elite sommeliers who dedicate their lives to the pursuit of flavor. Astounded by their fervor and seemingly superhuman sensory powers, she set out to uncover what drove their obsession, and whether she, too, could become a "cork dork." With boundless curiosity, humor, and a healthy dose of skepticism, Bosker takes the reader inside underground tasting groups, exclusive New York City restaurants, California mass-market wine factories, and even a neuroscientist's fMRI machine as she attempts to answer the most nagging question of all: what's the big deal about wine? What she learns will change the way you drink wine—and, perhaps, the way you live—forever. "Think: Eat, Pray, Love meets Somm." —theSkimm "As informative as it is, well, intoxicating." —Fortune Changing Emotions [Psychology Press](#) The question 'how far can emotions be changed?' lies at the heart of innumerable psychological interventions. Although often viewed as static, changes in the intensity, quality, and complexity of emotion can occur from moment to moment, and also over longer periods of time, often as a result of developmental, social or cultural factors. Changing Emotions highlights several recent developments in this intriguing domain, and provides a comprehensive guide for understanding how and why emotions change. The chapters are organized into five parts: • Lifespan Perspective • Learning Perspective • Social-Cultural Perspective • Emotional-Dynamics Perspective • Intervention Perspective. In each chapter an internationally renowned scholar presents a concise review of key findings from their own research perspective. The book will be of great interest to researchers in the area of emotion and emotion regulation as well as related fields such as developmental psychology, educational psychology, social, clinical psychology and psychotherapy. It may also be of interest to sociologists, philosophers, and economists interested in learning more about emotions. The Last Days of Video A Novel [Catapult](#) Video stores are dying. But most of you don't care. You've got your Netflix and your DVR, so why deal with VHS tapes or scratched DVDs? Why deal with the grumpy guy at the worn-down independent video store? That grumpy guy is Waring Wax, and he's usually too drunk to worry about his declining business at Star Video, let alone his quickly evolving extinction in popular culture. But everything changes in his small college town when a bright and shiny Blockbuster Video opens nearby: Clearly, this means war. So, Waring enlists the help of his two reluctant employees, charismatic but conflicted Alaura and desperate virgin Jeff, to hatch a series of wild schemes to save their little store. Together, these three misfits try to save Star Video while confronting, among other things, Waring's self-destructive tendencies, a life training cult, corporate bicycle gangs, and a Hollywood director who constantly sees the ghost of Alfred Hitchcock. The Last Days of Video is a hilarious elegy for a bygone era, a quirky and charming story of redemption for a group of loveable cinema freaks, and a love letter to the art of the movies.