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KEY=GUIDE - KRISTOPHER WOODARD

Powerful Playstation 2 Repair Guide

A Guide Through the Playstation 2 Repair Process

Authorhouse *Did you know that there is a 95% chance that you could have your Playstation 2 problem solved today? Most Playstation 2 problems are easy to fix if you know how, and that is exactly what the Powerful Playstation 2 Repair Guide will do for you. The Playstation 2 has a series of very common problems that are faced by thousands all over the world. Repair costs can range anywhere from $60 - $120 and it can take weeks to get your console back from a repair shop. The Powerful Playstation 2 Repair Guide will walk you through the repair process step by step. Many of the most common problems can be resolved by anyone using this book and common tools. Even better, these repairs can be done within a range of a few minutes to a few hours. Either way, you will be back to playing your PS2 games again in no time. Some of the common problems covered are console is completely dead, disc read errors, blue bottom disc don't work, cd tray won't open, or you hear grinding noises. Each problem is covered in detail and there are tons of pictures to go with it. It's just like having a trained technician looking over your shoulder. If your problem cannot be resolved without the aid of a repair shop the Powerful Playstation 2 Repair Guide will walk you through your options at that point. You may be surprised at what they are! For complete details or to purchase the digital version please see www.powerfulguides.com/ps2 .*

PSP Hacks

"O'Reilly Media, Inc." *With "PSP Hacks," readers can accomplish more than good gaming on the PSP--they'll quickly learn to surf the Web with a PSP, chat in IRC, and use the PSP to read Web comics, ebooks, and RSS feeds.*

Hacking the PSP

Cool Hacks, Mods, and Customizations for the Sony?PlayStation?Portable

John Wiley & Sons Incorporated *Provides information on getting the most out of a PSP, covering such topics as playing multiplayer games wirelessly, reading the comics, changing game backgrounds, and finding free downloads.*

Game Feel

A Game Designer's Guide to Virtual Sensation

CRC Press *"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering*

variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

The Golden Age of Video Games

The Birth of a Multibillion Dollar Industry

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

Product Safety & Liability Reporter

The Shock Doctrine

The Rise of Disaster Capitalism

Metropolitan Books *The bestselling author of No Logo shows how the global "free market" has exploited crises and shock for three decades, from Chile to Iraq In her groundbreaking reporting, Naomi Klein introduced the term "disaster capitalism." Whether covering Baghdad after the U.S. occupation, Sri Lanka in the wake of the tsunami, or New Orleans post-Katrina, she witnessed something remarkably similar. People still reeling from catastrophe were being hit again, this time with economic "shock treatment," losing their land and homes to rapid-fire corporate makeovers. The Shock Doctrine retells the story of the most dominant ideology of our time, Milton Friedman's free market economic revolution. In contrast to the popular myth of this movement's peaceful global victory, Klein*

shows how it has exploited moments of shock and extreme violence in order to implement its economic policies in so many parts of the world from Latin America and Eastern Europe to South Africa, Russia, and Iraq. At the core of disaster capitalism is the use of cataclysmic events to advance radical privatization combined with the privatization of the disaster response itself. Klein argues that by capitalizing on crises, created by nature or war, the disaster capitalism complex now exists as a booming new economy, and is the violent culmination of a radical economic project that has been incubating for fifty years.

Hacking the Xbox

An Introduction to Reverse Engineering

Penguin Random House LLC (No Starch) *Provides step-by-step instructions on basic hacking techniques and reverse engineering skills along with information on Xbox security, hardware, and software.*

Mutiny on the Enterprise

Simon and Schuster *Mutiny On The Enterprise The ship is crippled in orbit around a dangerous, living, breathing planet, and a desperate peace mission to the Orion Arm is stalled. Kirk has never needed his crew more. But a lithe, alien women is casting a spell of pacifism -- and now mutiny -- over the crew. Suddenly Captain Kirk's journey for peace has turned into terrifying war--to retake command of his ship!*

Car PC Hacks

Tips & Tools for Geeking Your Ride

"O'Reilly Media, Inc." *A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players,*

handheld devices, computers and video-on-demand systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.

The Poisonwood Bible

Faber & Faber *'Breathtaking.' Sunday Times 'Exquisite.' The Times 'Beautiful.' Independent 'Powerful.' New York Times An international bestseller and a modern classic, this suspenseful epic of one family's tragic undoing and their remarkable reconstruction has been read, adored and shared by millions around the world. This story is told by the wife and four daughters of Nathan Price, a fierce, evangelical Baptist who takes his family and mission to the Belgian Congo in 1959. They carry with them everything they believe they will need from home, but soon find that all of it - from garden seeds to Scripture - is calamitously transformed on African soil. What readers are saying 'This remains one of the most fascinating books I have ever read.' 'I felt every emotion under the sky with this book.' 'Riveting.' 'This novel left a lasting - YEARS LASTING - impression.' 'This is one of those booksthat stands the test of time and is worth rereading.' 'Five epic, no-wonder-this-book-is-so-well-loved stars!'*

The 6 Most Important Decisions You'll Ever Make

A Guide for Teens: Updated for the Digital Age

Simon and Schuster *From the author of the wildly popular bestseller The 7 Habits of Highly Effective Teens comes the go-to guide that helps teens cope with major challenges they face in their lives—now updated for today's social media age. In this newly revised*

edition, Sean Covey helps teens figure out how to approach the six major challenges they face: gaining self-esteem, dealing with their parents, making friends, being wise about sex, coping with substances, and succeeding at school and planning a career. Covey understands the pain and confusion that teens and their parents experience in the face of these weighty, life-changing, and common difficulties. He shows readers how to use the 7 Habits to cope with, manage, and ultimately conquer each challenge—and become happier and more productive. Now updated for the digital and social media age, Covey covers how technology affects these six decisions, keeping the information and advice relevant to today's teenagers.

Making a Transistor Radio

Grand Theft Auto

Vice City

Brady *Covers the missions, maps, hidden features, vehicles, weapons, and characters.*

The Media Student's Book

Routledge *The Media Student's Book is a comprehensive introduction for students of media studies. It covers all the key topics and provides a detailed, lively and accessible guide to concepts and debates. Now in its fifth edition, this bestselling textbook has been thoroughly revised, re-ordered and updated, with many very recent examples and expanded coverage of the most important issues currently facing media studies. It is structured in three main parts, addressing key concepts, debates, and research skills, methods and resources. Individual chapters include: approaching media texts narrative genres and other classifications representations globalisation ideologies and discourses the business of media new media in a new world? the future of television regulation now debating advertising, branding and celebrity news and its futures documentary and 'reality' debates from 'audience' to 'users' research: skills and methods. Each chapter includes a range of examples to work with, sometimes as short case studies. They are also supported by separate, longer case studies which include: Slumdog Millionaire online access for film and music CSI and detective fictions Let the Right One In and The Orphanage PBS, BBC and HBO images of migration The Age of Stupid and climate change politics. The authors are experienced in writing, researching and teaching across different levels of undergraduate study, with an*

awareness of the needs of students. The book is specially designed to be easy and stimulating to use, with: a Companion Website with popular chapters from previous editions, extra case studies and further resources for teaching and learning, at: www.mediastudentsbook.com margin terms, definitions, photos, references (and even jokes), allied to a comprehensive glossary follow-up activities in 'Explore' boxes suggestions for further reading and online research references and examples from a rich range of media and media forms, including advertising, cinema, games, the internet, magazines, newspapers, photography, radio, and television.

Grand Theft Auto

San Andreastm

Brady *Presents information on game basics, characters, missions, weapons, vehicles, and strategy.*

Computer Structure and Logic

Pearson Education *Computer Structure and Logic Pearson Certification Team The place to start your computer career! Learn about computers and networks from the ground up! Learn about computers and networks from the ground up! Your first step toward certifications from CompTIA, Microsoft, or Cisco... absolutely no experience necessary! Explains every part of your computer and shows how each part works together Teaches simple troubleshooting and repair techniques Packed with real-world examples and case studies Master the basics and build your strong foundation for success! I/O: How information gets into and out of computers Motherboards and buses: How your computer's parts are connected CPU: How your computer's "brain" works—and how to install and troubleshoot it Memory and storage: The types you need and how to install them Bootup: How your computer starts, what can go wrong, and how to fix it Operating systems: The basics of Windows, Mac OS X, and Linux Basic security: Protecting your data, connections, and computer Troubleshooting: The tools and methods every good PC technician must know Networks and the Internet: How they work, how they communicate, and how to connect to them Test your knowledge, gain confidence, and succeed! More than 150 questions, with clear explanations of every answer!*

CompTIA A+ 220-901 and 220-902 Practice Questions Exam Cram

Pearson IT Certification *CompTIA A+ 220-901 and 220-902 Practice Questions Exam Cram CompTIA A+ 220-901 and 220-902 Practice Questions Exam Cram complements any A+ study plan with 640 practice test questions in the book and on the companion site—all supported by complete explanations of every answer. This package's highly realistic questions cover every area of knowledge for both new A+ exams: 220-901 and 220-902. Covers the critical information you'll need to know to score higher on your A+ 220-901 and 220-902 exams! · Features 640 questions, organized to reflect the newest objectives for the A+ exams, so you can easily assess your knowledge of every topic. · Each question includes a detailed answer explanation. · Provides complete coverage of all objectives for the 220-901 and 220-902 A+ exams. COMPANION WEBSITE · Test engine features more than 600 questions from this book in multiple test modes, among other features · Includes 10 real-world scenarios with supporting simulations and videos*

Commanding an Air Force Squadron

Obviously directed at Air Force readers, Colonel Timmons's book - because of its aphoristic, anecdotal, concrete approach - will speak to readers in other services and in many civilian organizations and institutions as well. Shelves in the nation's bookstores today are groaning under the weight of " how-to" leadership books purporting to reveal the secrets of how to succeed in one career or another. Most do not last. Only a few stand the test of time; this promises to be one of them.Lieutenant General Bradley C. Hosmer, United States Air ForceSuperintendent, United States Air Force Academy

Schools of Thought

How the Politics of Literacy Shape Thinking in the

Classroom

Jossey-Bass *As a result of his visits to classrooms across the nation, Brown has compiled an engaging, thought-provoking collection of classroom vignettes which show the ways in which national, state, and local school politics translate into changed classroom practices. "Captures the breadth, depth, and urgency of education reform".--Bill Clinton.*

Introduction to e-Business

Routledge *An Introduction to e-Business provides the contemporary knowledge of the key issues affecting the modern e-business environment and links theory and practice of management strategies relating to e-business. This book brings together the most cogent themes for an introduction to e-business and constitutes a valuable contribution to formalising common themes for teaching the subject in higher education. It brings together theoretical perspectives based on academic research and the application of e-business strategies. These concepts are further explored in the six case studies that follow the set chapters. This new textbook integrates the main themes to provide a complete picture of the key elements relevant to an introductory text in e-business. To fully appreciate the e-business environment it is necessary to understand the links between the different disciplines that come together to form*

CompTIA A+ Practice Questions Exam Cram Core 1 (220-1001) and Core 2 (220-1002)

Pearson IT Certification *CompTIA A+ Practice Questions Exam Cram Core 1 (220-1001) and Core 2 (220-1002) complements any A+ study plan with 480 practice test questions in the book plus two bonus exams on the companion website—all supported by complete explanations of every answer. This package's highly realistic questions cover every area of knowledge for both new A+ exams: 220-1001 and 220-1002. From Pearson IT Certification, a leader in IT Certification learning and a CompTIA Authorized Platinum Partner, this valuable resource: Covers the critical information you'll need to know to score higher on your A+ 220-1001 and 220-1002 exams! Features 480 questions presented as three full, realistic practice exams for each A+ certification test: both 220-1001 and 220-1002 Includes a detailed answer explanation for every question Addresses all objectives for the 220-1001 and 220-1002 A+*

exams, so you can easily assess your knowledge of every topic Coverage includes: Core 1 220-1001: Mobile devices, networking, hardware, virtualization and cloud computing, and hardware and network troubleshooting Core 2 220-1002: Operating systems, security, software troubleshooting, and operational procedures

Invisible Engines

How Software Platforms Drive Innovation and Transform Industries

MIT Press *Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. Invisible Engines explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.*

The Secrets of Play Station 2

ibooks *It's been called "the future of entertainment" -- an electronic system that combines the best of gaming with web and DVD-playing capabilities. Released in Japan in March 2000, the Playstation2 has already sold more than two million units, with projected sales of ten million units worldwide by March 2001. In *The Secrets of the Playstation2,* you'll learn from a gaming industry insider about the hottest system ever released -- its capabilities, its software, the types of games being developed to best take advantage of its graphics engine. Plus you'll profit from knowledge of the early experiences of Japanese fans of this machine and learn how to get the most out of the system before you buy it.*

Dreyer's English

An Utterly Correct Guide to Clarity and Style

Random House Trade Paperbacks *NEW YORK TIMES BESTSELLER • A sharp, funny grammar guide they'll actually want to read, from Random House's longtime copy chief and one of Twitter's leading language gurus NAMED ONE OF THE BEST BOOKS OF THE YEAR BY O: The Oprah Magazine • Paste • Shelf Awareness "Essential (and delightful!)"—People We all write, all the time: books, blogs, emails. Lots and lots of emails. And we all want to write better. Benjamin Dreyer is here to help. As Random House's copy chief, Dreyer has upheld the standards of the legendary publisher for more than two decades. He is beloved by authors and editors alike—not to mention his followers on social media—for deconstructing the English language with playful erudition. Now he distills everything he has learned from the myriad books he has copyedited and overseen into a useful guide not just for writers but for everyone who wants to put their best prose foot forward. As authoritative as it is amusing, Dreyer's English offers lessons on punctuation, from the underloved semicolon to the enigmatic en dash; the rules and nonrules of grammar, including why it's OK to begin a sentence with "And" or "But" and to confidently split an infinitive; and why it's best to avoid the doldrums of the Wan Intensifiers and Throat Clearers, including "very," "rather," "of course," and the dreaded "actually." Dreyer will let you know whether "alright" is all right (sometimes) and even help you brush up on your spelling—though, as he notes, "The problem with mnemonic devices is that I can never remember them." And yes: "Only godless savages eschew the series comma." Chockful of advice, insider wisdom, and fun facts, this book will prove to be invaluable to everyone who wants to shore up their writing skills, mandatory for*

people who spend their time editing and shaping other people's prose, and—perhaps best of all—an utter treat for anyone who simply revels in language. Praise for Dreyer's English "Playful, smart, self-conscious, and personal . . . One encounters wisdom and good sense on nearly every page of Dreyer's English."—The Wall Street Journal "Destined to become a classic."—The Millions "Dreyer can help you . . . with tips on punctuation and spelling. . . . Even better: He'll entertain you while he's at it."—Newsday

Utopia for Realists

How We Can Build the Ideal World

Little, Brown *Universal basic income. A 15-hour workweek. Open borders. Does it sound too good to be true? One of Europe's leading young thinkers shows how we can build an ideal world today. "A more politically radical Malcolm Gladwell." --New York Times After working all day at jobs we often dislike, we buy things we don't need. Rutger Bregman, a Dutch historian, reminds us it needn't be this way-and in some places it isn't. Rutger Bregman's TED Talk about universal basic income seemed impossibly radical when he delivered it in 2014. A quarter of a million views later, the subject of that video is being seriously considered by leading economists and government leaders the world over. It's just one of the many utopian ideas that Bregman proves is possible today. Utopia for Realists is one of those rare books that takes you by surprise and challenges what you think can happen. From a Canadian city that once completely eradicated poverty, to Richard Nixon's near implementation of a basic income for millions of Americans, Bregman takes us on a journey through history, and beyond the traditional left-right divides, as he champions ideas whose time have come. Every progressive milestone of civilization-from the end of slavery to the beginning of democracy-was once considered a utopian fantasy. Bregman's book, both challenging and bracing, demonstrates that new utopian ideas, like the elimination of poverty and the creation of the fifteen-hour workweek, can become a reality in our lifetime. Being unrealistic and unreasonable can in fact make the impossible inevitable, and it is the only way to build the ideal world.*

ColdFusion Presents: New Thinking

From Einstein to Artificial Intelligence, the Science and Technology That Transformed Our World

Mango Media Inc. *The creator of YouTube's ColdFusion explores the development of technology from Industrial Revolution to Artificial Intelligence to figure out what's next. As each new stage of technology builds on the last, advancements start to progress at an exponential rate. In order to know where we're headed, it's essential to know how we got here. What hidden stories lie behind the technology we use today? What drove the men and women who invented it? What were those special moments that changed the world forever? Dagogo Altraide explores these questions in a history of human innovation that reveals how new technologies influence each other, how our modern world came to be, and what future innovations might look like. From the electric world of Tesla and the steam engine revolution to the first computers, the invention of the internet, and the rise of artificial intelligence, New Thinking tells the stories of the men and women who changed our world with the power of new thought.*

Game On!

Video Game History from Pong and Pac-Man to Mario, Minecraft, and More

Macmillan *Veteran video game designer Dustin Hansen takes readers on a fun and fascinating trip through the brief but intensely innovative history of video games in Game On!*

Principles of Marketing

An introduction to marketing concepts, strategies and practices with a balance of depth of coverage and ease of learning. Principles of Marketing keeps pace with a rapidly changing field, focussing on the ways brands create and capture consumer value. Practical content and linkage are at the heart of this edition. Real local and international examples bring ideas to life and new feature 'linking

the concepts' helps students test and consolidate understanding as they go. The latest edition enhances understanding with a unique learning design including revised, integrative concept maps at the start of each chapter, end-of-chapter features summarising ideas and themes, a mix of mini and major case studies to illuminate concepts, and critical thinking exercises for applying skills.

Phoenix IV

The History of the Videogame Industry

A year-by-year complete history of videogames from the late '50s through 2016.

You Deserve Each Other

Penguin *When your nemesis also happens to be your fiancé, happily ever after becomes a lot more complicated in this wickedly funny, lovers-to-enemies-to-lovers romantic comedy debut. Naomi Westfield has the perfect fiancé: Nicholas Rose holds doors open for her, remembers her restaurant orders, and comes from the kind of upstanding society family any bride would love to be a part of. They never fight. They're preparing for their lavish wedding that's three months away. And she is miserably and utterly sick of him. Naomi wants out, but there's a catch: whoever ends the engagement will have to foot the nonrefundable wedding bill. When Naomi discovers that Nicholas, too, has been feigning contentment, the two of them go head-to-head in a battle of pranks, sabotage, and all-out emotional warfare. But with the countdown looming to the wedding that may or may not come to pass, Naomi finds her resolve slipping. Because now that they have nothing to lose, they're finally being themselves—and having fun with the last person they expect: each other.*

Introduction to Business

Introduction to Business covers the scope and sequence of most introductory business courses. The book provides detailed explanations in the context of core themes such as customer satisfaction, ethics, entrepreneurship, global business, and managing change. Introduction to Business includes hundreds of current business examples from a range of industries and geographic locations, which feature a variety of individuals. The outcome is a balanced approach to the theory and application of business concepts, with attention to the knowledge and skills necessary for student success in this course and beyond.

Sunburst and Luminary

An Apollo Memoir

In 1966 the author, newly graduated from college, went to work for the MIT laboratory where the Apollo guidance system was designed. His assignment was to program the complex lunar landing phase in the Lunar Module's onboard computer. As Apollo 11 approaches, the author flies lunar landings in simulators and meets the astronauts who will fly the LM for real. He explains the computer alarms that almost prevented Neil Armstrong from landing and describes a narrow escape from another dangerous problem. On Apollo 14 he devises a workaround when a faulty pushbutton threatens Alan Shepard's mission, earning a NASA award, a story in Rolling Stone, and a few lines in the history books. This memoir is a new kind of book about Apollo. It tells a story never told before by an insider -- the development of the onboard software for the Apollo spacecraft. It makes a vertical connection between technical details and historic events, but by broadening the story using his own experiences as he grows into adulthood in the 1960s the author draws a parallel between that era of successful space exploration, and the exploration, inner and outer, that was taking place in the culture.

Sekret Machines Book 1: Chasing Shadows

To The Stars *For those who know... that something is going on... The witnesses are legion, scattered across the world and dotted through history, people who looked up and saw something impossible lighting up the night sky. What those objects were, where they came from, and who—or what—might be inside them is the subject of fierce debate and equally fierce mockery, so that most who glimpsed them came to wish they hadn't. Most, but not everyone. Among those who know what they've seen, and—like the toll of a bell that can't be unrung—are forever changed by it, are a pilot, an heiress, a journalist, and a prisoner of war. From the waning days of the 20th century's final great war to the fraught fields of Afghanistan to the otherworldly secrets hidden amid Nevada's dusty neverlands—the truth that is out there will propel each of them into a labyrinth of otherworldly technology and the competing aims of those who might seek to prevent—or harness—these beings of unfathomable power. Because, as it turns out, we are not the only ones who can invent and build...and destroy. Featuring actual events and other truths drawn from sources within the military and intelligence community, Tom DeLonge and A.J. Hartley offer a tale at once terrifying, fantastical, and perhaps all too real. Though it is,*

of course, a work of… fiction?

Losing Humanity

The Case Against Killer Robots

"This 50-page report outlines concerns about these fully autonomous weapons, which would inherently lack human qualities that provide legal and non-legal checks on the killing of civilians. In addition, the obstacles to holding anyone accountable for harm caused by the weapons would weaken the law's power to deter future violations"--Publisher's website.

Game Design Workshop

A Playcentric Approach to Creating Innovative Games, Third Edition

CRC Press *Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.*

Earth Day

Pebble Books *Earth Day celebrates our beautiful planet and calls us to act on its behalf. Some people spend the day planting flowers or trees. Others organize neighborhood clean-ups, go on nature walks, or make recycled crafts. Readers will discover how a shared holiday can have multiple traditions and be celebrated in all sorts of ways.*

An Innocent Abroad

Lectures in China

Northwestern University Press *Since 1988, J. Hillis Miller has traveled to China to lecture on literary theory, especially the role of globalization in literary theory. Over time, he has assisted in the development of distinctively Chinese forms of literary theory, Comparative Literature, and World Literature. The fifteen lectures gathered in An Innocent Abroad span both time and geographic location, reflecting his work at universities across China for more than twenty-five years. More important, they reflect the evolution of Miller's thinking and of the lectures' contexts in China as these have markedly changed over the years, especially on either side of Tiananmen Square and in light of China's economic growth and technological change. A foreword by the leading theorist Fredric Jameson provides additional context.*

Better Game Characters by Design

A Psychological Approach

CRC Press *Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters*

useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. Better Game Characters by Design gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

Crisis, Issues and Reputation Management

A Handbook for PR and Communications Professionals

Kogan Page Publishers *Crisis, Issues and Reputation Management defines reputation, explores how to value it and provides practical guidelines for effective reputation management, including how to approach issues of Corporate Social Responsibility. Practical and accessible, it outlines a comprehensive approach to managing situations that may turn into crises and handling crises once they occur. Featuring a wide range of international case studies of brands who have had to respond to a variety of crises including Nestle, Unilever, General Electric, McDonald's, Coca-cola, Cadbury, Tesco, Pan Am, RBS and more, Crisis, Issues and Reputation Management demonstrates how organizations have to understand and respond rapidly to shifting public values, rising expectations, demands for public consultation and increasingly intrusive news media. As such, it provides a new and broader perspective on the topic for new and seasoned practitioners alike.*