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RICHARDSON JOSEPH

The CRPG Book: A Guide to Computer Role-Playing Games Penguin

During the Cold War, freedom of expression was vaunted as liberal democracy's most cherished possession—but such freedom was put in service of a hidden agenda. In The Cultural Cold War, Frances Stonor Saunders reveals the extraordinary efforts of a secret campaign in which some of the most vocal exponents of intellectual freedom in the West were working for or subsidized by the CIA—whether they knew it or not. Called "the most comprehensive account yet of the [CIA's] activities between 1947 and 1967" by the New York Times, the book presents shocking evidence of the CIA's undercover program of cultural interventions in Western Europe and at home, drawing together declassified documents and exclusive interviews to expose the CIA's astonishing campaign to deploy the likes of Hannah Arendt, Isaiah Berlin, Leonard Bernstein, Robert Lowell, George Orwell, and Jackson Pollock as weapons in the Cold War. Translated into ten languages, this classic work—now with a new preface by the author—is "a real contribution to popular understanding of the postwar period" (The Wall Street Journal), and its story of covert cultural efforts to win hearts and minds continues to be relevant today.

Reality Is Broken W. W. Norton & Company

How do sportsbooks make their lines? Which types of bets are the best? Can you beat the house? The Logic Of Sports Betting answers all these questions and more with a dash of humor and a whole lot of real talk about how it all works. Peek behind the counter and learn how sportsbooks operate. Combine that insider knowledge with why-didn't-I-think-of-that sports betting logic, and you have the winning formula. Ed Miller is a best-selling (over 300,000 copies sold) author of books on poker and gambling. This is his first book on sports betting, but maybe his favorite book to write so far. Matthew Davidow is a sports modeler, using proprietary methods to beat major sports betting markets for over 15 years, and co-founding two leading private sports analytics firms along the way. What people are saying about The Logic Of Sports Betting "Matt and Ed are two of the smartest minds in sports betting." - Rufus Peabody, professional sports bettor "As a sportsbook employee for 30-plus years, I find it difficult to read or watch anything about sports betting. But I could not put The Logic Of Sports Betting down. It's that good." - Robert Walker, Las Vegas bookmaker

China's Secret Strategy to Replace America as the Global Superpower New Press, The

After a long time of neglect, Artificial Intelligence is once again at the center of most of our political, economic, and socio-cultural debates. Recent advances in the field of Artifical Neural Networks have led to a renaissance of dystopian and utopian speculations on an AI-rendered future. Algorithmic technologies are deployed for identifying potential terrorists through vast surveillance networks, for producing sentencing guidelines and recidivism risk profiles in criminal justice systems, for demographic and psychographic targeting of bodies for advertising or propaganda, and more generally for automating the analysis of language, text, and images. Against this background, the aim of this book is to discuss the heterogenous conditions, implications, and effects of modern AI and Internet technologies in terms of their political dimension: What does it mean to critically investigate efforts of net politics in the age of machine learning algorithms?

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies Lulu.com

CMJ New Music Report is the primary source for exclusive charts of non-commercial and college radio airplay and independent and trend-forward retail sales. CMJ's trade publication, compiles playlists for college and non-commercial stations; often a prelude to larger success.

Reflections on the Revolution in France ... The third edition Springer Science & Business Media

Do you know what "quatrefoil" and "impolitic" mean? What about "halcyon" or "narcolepsy"? This book is a handy, easy-to-read reference guide to the proper parlance for any situation. In this book you will find: Words You Absolutely Should Know (covert, exonerate, perimeter); Words You Should Know But Probably Don't (dour, incendiary, scintilla); Words Most People Don't Know (schlimazel, thaumaturgy, epergne); Words You Should Know to Sound Overeducated (ad infinitum, nugatory, garrulity); Words You Probably Shouldn't Know (priapic, damnatory, labia majora); and more. Whether writing an essay, studying for a test, or trying to impress friends, family, and fellow cocktail party guests with your prolixity, you will achieve magniloquence, ebullience, and flights of rhetorical brilliance.

Sexual Personae Car Hacks and Mods For Dummies

Car Hacks and Mods For DummiesJohn Wiley & Sons

Art and Decadence from Nefertiti to Emily Dickinson Turtleback Books

Offers a unified theory of Western culture, identifying major patterns that have endured over the centuries

The Democratization of Artificial Intelligence University of Ottawa Press

In 1992 it seemed very difficult to answer the question whether it would be possible to develop a portable system for the automatic recognition and translation of spon taneous speech. Previous research work on speech processing had focused on read speech only and international projects aimed at automated text translation had just been terminated without achieving their objectives. Within this context, the German Federal Ministry of Education and Research (BMBF) made a careful analysis of all national and international research projects conducted in the field of speech and language technology before deciding to launch an eight-year basic-research lead project in which research groups were to cooperate in an interdisciplinary and international effort covering the disciplines of computer science, computational linguistics, translation science, signal processing, communi cation science and artificial intelligence. At some point, the project comprised up to 135 work packages with up to 33 research groups working on these packages. The project was controlled by means of a network plan. Every two years the project sit uation was assessed and the project goals were updated. An international scientific advisory board provided advice for BMBF. A new scientific approach was chosen for this project: coping with the com plexity of spontaneous speech with all its pertinent phenomena such as ambiguities, self-corrections, hesitations and disfluencies took precedence over the intended lex icon size. Another important aspect was that prosodic information was exploited at all processing stages.

The Big Book of Words You Should Know Cambridge University Press

From the first amateur leagues of the 1860s to the exploits of Livan and Orlando "El Duque" Hernandez, here is the definitive history of baseball in Cuba. Roberto Gonzalez Echevarria expertly traces the arc of the game, intertwining its heroes and their stories with the politics, music, dance, and literature of the Cuban people. What emerges is more than a story of balls and strikes, but a richly detailed history of Cuba told from the unique cultural perch of the baseball diamond. Filling a void created by Cuba's rejection of bullfighting and Spanish hegemony, baseball quickly became a crucial stitch in the complex social fabric of the island. By the early 1940s Cuba had become major conduit in spreading the game throughout Latin America, and a proving ground for some of the greatest talent in all of baseball, where white major leaguers and Negro League players from the U.S. all competed on the same fields with the cream of Latin talent. Indeed, readers will be introduced to several black ballplayers of Afro-Cuban descent who played in the Major Leagues before Jackie Robinson broke the color barrier once and for all. Often dramatic, and always culturally resonant, Gonzalez Echevarria's narrative expertly lays open the paradox of fierce Cuban independence from the U.S. with Cuba's love for our national pastime. It shows how Fidel Castro cannily associated himself with the sport for patriotic p.r.--and reveals that his supposed baseball talent is purely mythical. Based on extensive primary research and a wealth of interviews, the colorful, often dramatic anecdotes and stories in this distinguished book comprise the most comprehensive history of Cuban baseball yet published and ultimately adds a vital lost chapter to the history of baseball in the U.S.

The Hundred-Year Marathon University of Michigan Press

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified design vocabulary for games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Net Politics in the Era of Learning Algorithms Simon and Schuster

For use in schools and libraries only. When a woman goes missing on her fifth wedding anniversary, her diary reveals hidden turmoil in her marriage, while her husband, desperate to clear himself of suspicion, realizes that something more disturbing than murder may have occurred.

Half-Baked Heroes from Comic Book History DIANE Publishing

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

Reinvent the Way You Make a Living, Do what You Love, and Create a New Future Henry Holt and Company

Shares advice for transitioning away from unfulfilling jobs to embark on adventurous, meaningful careers, outlining recommendations for starting a personal business with a minimum of time and investment while turning ideas into higher income levels. 60,000 first printing.

The Legion of Regrettable Supervillains Lulu.com

"It is worse, much worse, than you think. If your anxiety about global warming is dominated by fears of sea-level rise, you are barely scratching the surface of what terrors are possible. In California, wildfires now rage year-round, destroying thousands of homes. Across the US, "500-year" storms pummel communities month after month, and floods displace tens of millions annually. This is only a preview of the changes to come. And they are coming fast. Without a revolution in how billions of humans conduct their lives, parts of the Earth could become close to uninhabitable, and other parts horrifically inhospitable, as soon as the end of this century. In his travelogue of our near future, David Wallace-Wells brings into stark relief the

climate troubles that await -- food shortages, refugee emergencies, and other crises that will reshape the globe. But the world will be remade by warming in more profound ways as well, transforming our politics, our culture, our relationship to technology, and our sense of history. It will be all-encompassing, shaping and distorting nearly every aspect of human life as it is lived today. Like An Inconvenient Truth and Silent Spring before it, The Uninhabitable Earth is both a meditation on the devastation we have brought upon ourselves and an impassioned call to action. For just as the world was brought to the brink of catastrophe within the span of a lifetime, the responsibility to avoid it now belongs to a single generation"--

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

Management Information Systems Government Printing Office
A pioneering examination of the folkloric qualities of the World Wide Web, e-mail, and related digital media. These stuidies show that folk culture, sustained by a new and evolving vernacular, has been a key, since the Internet's beginnings, to language, practice, and interaction online. Users of many sorts continue to develop the Internet as a significant medium for generating, transmitting, documenting, and preserving folklore. In a set of new, insightful essays, contributors Trevor J. Blank, Simon J. Bronner, Robert Dobler, Russell Frank, Gregory Hansen, Robert Glenn Howard, Lynne S. McNeill, Elizabeth Tucker, and William Westerman showcase ways the Internet both shapes and is shaped by folklore

Dispatches on Influenza, Agribusiness, and the Nature of Science MIT Press
The oddest supervillains in comics history, in one amazing art-filled collection of overlooked crooked characters. From the golden age to the modern graphic novel, comic book superheroes need villains to battle. This collection affectionately spotlights the most ridiculous, bizarre, and cringe-worthy ever published, from fandom favorites like MODOK and Egg Fu to forgotten weirdos like Brickbat (choice of weapon: poison bricks). Casual comics readers and diehard enthusiasts alike will relish the hilarious commentary by author Jon Morris and vintage art from obscure old comics.

Folklore and the Internet John Wiley & Sons
Cincinnati Magazine taps into the DNA of the city, exploring shopping, dining, living, and culture and giving readers a ringside seat on the issues shaping the region.

Microcomputer Edition Currency
Presenting a fascinating insider's view of U.S.A.F. special operations, this volume brings to life the critical contributions these forces have made to the exercise of air & space power. Focusing in particular on the period between the Korean War & the Indochina wars of 1950-1979, the accounts of numerous missions are profusely illustrated with photos & maps. Includes a discussion of AF operations in Europe during WWII, as well as profiles of Air Commandos who performed above & beyond the call of duty. Reflects on the need for financial & political support for restoration of the forces. Bibliography. Extensive photos & maps. Charts & tables.

Vernacular Expression in a Digital World Penguin
Meet one hundred of the strangest superheroes ever to see print, complete with backstories, vintage art, and colorful commentary. You know about Batman, Superman, and Spiderman, but have you heard of Doll Man, Doctor Hormone, or Spider Queen? So prepare yourself for such not-ready-for-prime-time heroes as Bee Man (Batman, but with bees), the Clown (circus-themed crimebuster), the Eye (a giant, floating eyeball; just accept it), and many other oddballs and oddities. Drawing on the entire history of the medium, The League of Regrettable Superheroes will appeal to die-hard comics fans, casual comics readers, and anyone who enjoys peering into the stranger corners of pop culture.