Software Takes Command International Texts In Critical Media Aesthetics

Twenty-five Cent Dinners for Families of SixThe Software EncyclopediaThe Future Was HereSoftware Takes CommandB-Shifter: A Firefighter's MemoirRemediationThe R BookEthics for the Information Age, Global EditionDeep Learning for Coders with fastai and PyTorchNatural Language Processing with PythonInvisible WomenInformation Systems for Business and BeyondCultural AnalyticsExploratory Programming for the Arts and HumanitiesUsing C-KermitThe Brain That Changes ItselfA-State Department of SustainabilityIn the BeginningWas the Command LineLearning JavaScript Design PatternsThe Digital Literary SpherePhilosophy manual: a South-South perspectiveThe Mueller Report: Report on the Investigation into Russian Interference in the 2016 Presidential ElectionThe Language of New MediaIntroduction to Embedded Systems: Interfacing to the Freescale 9S12A Primer for Computational BiologyMale Roles, Masculinities and ViolenceSQL BootcampCausal InferenceSea PowerRevitalising Audience ResearchArchitecting for ScaleTCP/IP Network AdministrationProducer to ProducerGlobal Perspectives on Recognising Non-formal and Informal LearningWriting SpaceDesign PatternsSoftware StudiesWhen the Machine Made ArtSoftware LiteracyCoding Literacy

Twenty-five Cent Dinners for Families of Six

Drawing on approaches from literary studies, media and cultural studies, book history, cultural policy, and the digital humanities, this book asks: What is the significance of authors communicating directly to readers via social media? How does digital media reframe the "live" author-reader encounter? And does the growing army of reader-reviewers signal an overdue democratizing of literary culture or the atomizing of cultural authority? In exploring these questions, The Digital Literary Sphere takes stock of epochal changes in the book industry while probing books' and digital media's complex contemporary coexistence.

The Software Encyclopedia

A Primer for Computational Biology aims to provide life scientists and students the skills necessary for research in a data-rich world. The text covers accessing and using remote servers via the command-line, writing programs and pipelines for data analysis, and provides useful vocabulary for interdisciplinary work. The book is broken into three parts: Introduction to Unix/Linux: The command-line is the "natural environment" of scientific computing, and this part covers a wide range of topics, including logging in, working with files and directories, installing programs and writing scripts, and the powerful "pipe" operator for file and data manipulation. Programming in Python: Python is both a premier language for learning and a common choice in scientific software development. This part covers the basic concepts in programming (data types, if-statements and loops, functions) via examples of DNA-sequence analysis. This part also covers more complex subjects in software development such as objects and classes, modules, and APIs. Programming in R: The R language specializes in statistical data analysis, and is

also quite useful for visualizing large datasets. This third part covers the basics of R as a programming language (data types, if-statements, functions, loops and when to use them) as well as techniques for large-scale, multi-test analyses. Other topics include S3 classes and data visualization with ggplot2.

The Future Was Here

"Information Systems for Business and Beyond introduces the concept of information systems, their use in business, and the larger impact they are having on our world."--BC Campus website.

Software Takes Command

An astonishing new scientific discovery called neuroplasticity is overthrowing the centuries-old notion that the adult human brain is fixed and unchanging. It is, instead, able to change its own structure and function, even into old age. Psychiatrist and rersearcher Norman Doidge, M.D., travelled around the United States to meet the brilliant scientists championing neuroplasticity, and the people whose lives they've transformed — people whose mental limitations or brain damage were previously seen as unalterable, and whose conditions had long been dismissed as hopeless. We see a woman born with half a brain that rewired itself to work as a whole; a woman labeled retarded who cured her deficits with brain exercises and now cures those of others; blind people who learn to see; learning disorders cured; IQs raised; ageing brains rejuvenated; stroke patients recovering their faculties; children with cerebral palsy learning to move more gracefully; entrenched depression and anxiety disappearing; and lifelong character traits changed. Doidge takes us onto terrain that might seem fantastic. We learn that our thoughts can switch our genes on and off, altering our brain anatomy. We learn how people of average intelligence can, with brain exercises, improve their cognition and perception, develop muscle strength, or learn to play a musical instrument — simply by imagining doing so. Using personal stories from the heart of this neuroplasticity revolution, Dr Doidge has written an immensely moving, inspiring book that will permanently alter the way we look at our brains, human nature, and human potential.

B-Shifter: A Firefighter's Memoir

How the theoretical tools of literacy help us understand programming in its historical, social and conceptual contexts. The message from educators, the tech community, and even politicians is clear: everyone should learn to code. To emphasize the universality and importance of computer programming, promoters of coding for everyone often invoke the concept of "literacy," drawing parallels between reading and writing code and reading and writing text. In this book, Annette Vee examines the coding-as-literacy analogy and argues that it can be an apt rhetorical frame. The theoretical tools of literacy help us understand programming beyond a technical level, and in its historical, social, and conceptual contexts. Viewing programming from the perspective of literacy and literacy from the perspective of programming, she argues, shifts our understandings of both. Computer programming becomes part of an array of communication skills

important in everyday life, and literacy, augmented by programming, becomes more capacious. Vee examines the ways that programming is linked with literacy in coding literacy campaigns, considering the ideologies that accompany this coupling, and she looks at how both writing and programming encode and distribute information. She explores historical parallels between writing and programming, using the evolution of mass textual literacy to shed light on the trajectory of code from military and government infrastructure to large-scale businesses to personal use. Writing and coding were institutionalized, domesticated, and then established as a basis for literacy. Just as societies demonstrated a "literate mentality" regardless of the literate status of individuals, Vee argues, a "computational mentality" is now emerging even though coding is still a specialized skill.

Remediation

A-State Department of Sustainability: Software Applications in Business Project A-State Department of Sustainability is a fictional organization in which the student works as the Executive Assistant. The project consists of 28 workdays (June 1 - July 8) during which students complete the following tasks: Create and update spreadsheets, databases, charts, graphs, an organizational chart and Gantt Chart; write business letters, memos, emails, a slogan, and press release; design a letterhead, brochure, advertisement, flyer, t-shirt, web site and blog; organize a global conference and conduct problem solving. Instructors may assign tutorials for software as needed. Tutorials are not included in the text. All assignments refer to "spreadsheet, database, word processing, ect." so the instructors/students can use their preferred software brands. Examples of how to format letters, memos, emails, and spreadsheets are included. In the optional research and presentation component students research and present topics related to global and domestic sustainability. This textbook has been designed for lower-level and upper-level courses and can be easily adapted for in-class or online use. From the author: I created this textbook while teaching Software Applications in Business because I could not find a suitable text. I have conducted many iterations of refinement during classroom use. Many years of industry experience together with a 15-year State University of New York tenure have enabled me to design a textbook that will meet the needs of instructors who wish to create a realistic experience which builds a skill set that students can confidently take into the workplace. Students have returned after graduation and told me this was a valuable class and they could immediately utilize the skills they developed during the class in their current jobs. For more information: https: //www.facebook.com/AStateDepartmentOfSustainability

The R Book

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and

catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

Ethics for the Information Age, Global Edition

This complete guide to setting up and running a TCP/IP network is essential for network administrators, and invaluable for users of home systems that access the Internet. The book starts with the fundamentals -- what protocols do and how they work, how addresses and routing are used to move data through the network, how to set up your network connection -- and then covers, in detail, everything you need to know to exchange information via the Internet.Included are discussions on advanced routing protocols (RIPv2, OSPF, and BGP) and the gated software package that implements them, a tutorial on configuring important network services -- including DNS, Apache, sendmail, Samba, PPP, and DHCP -- as well as expanded chapters on troubleshooting and security. TCP/IP Network Administration is also a command and syntax reference for important packages such as gated, pppd, named, dhcpd, and sendmail.With coverage that includes Linux, Solaris, BSD, and System V TCP/IP implementations, the third edition contains: Overview of TCP/IP Delivering the data Network services Getting startedM Basic configuration Configuring the interface Configuring routing Configuring DNS Configuring network servers Configuring sendmail Configuring Apache Network security Troubleshooting Appendices include dip, ppd, and chat reference, a gated reference, a dhcpd reference, and a sendmail reference This new edition includes ways of configuring Samba to provide file and print sharing on networks that integrate Unix and Windows, and a new chapter is dedicated to the important task of configuring the Apache web server. Coverage of network security now includes details on OpenSSH, stunnel, gpg, iptables, and the access control mechanism in xinetd. Plus, the book offers updated information about DNS, including details on BIND 8 and BIND 9, the role of classless IP addressing and network prefixes, and the changing role of registrars.Without a doubt, TCP/IP Network Administration, 3rd Edition is a must-have for all network administrators and anyone who deals with a network that transmits data over the Internet.

Deep Learning for Coders with fastai and PyTorch

Brunacini makes the observation that fire departments more closely resemble cults or severely dysfunctional families than a regular workforce. He brings the reader into the closed world of fire station life and the wide range of personalities that a fire station houses.

Natural Language Processing with Python

Invisible Women

This book deals with the relevance of recognition and validation of non-formal and informal learning education and training, the workplace and society. In an increasing number of countries, it is at the top of the policy and research agenda ranking among the possible ways to redress the glaring lack of relevant academic and vocational qualifications and to promote the development of competences and certification procedures which recognise different types of learning, including formal, non-formal and informal learning. The aim of the book is therefore to present and share experience, expertise and lessons in such a way that enables its effective and immediate use across the full spectrum of country contexts, whether in the developing or developed world. It examines the importance of meeting institutional and political requirements that give genuine value to the recognition of non-formal and informal learning; it shows why recognition is important and clarifies its usefulness and the role it serves in education, working life and voluntary work; it emphasises the importance of the coordination, interests, motivations, trust and acceptance by all stakeholders. The volume is also premised on an understanding of a learning society, in which all social and cultural groups, irrespective of gender, race, social class, ethnicity, mental health difficulties are entitled to quality learning throughout their lives. Overall the thrust is to see the importance of recognising non-formal and informal learning as part of the larger movement for re-directing education and training for change. This change is one that builds on an equitable society and economy and on sustainable development principles and values such as respect for others, respect for difference and diversity, exploration and dialogue.

Information Systems for Business and Beyond

This book is based on an expert group meeting entitled 'Male Roles and Masculinities in the Perspective of a Culture of Peace', which was organised by UNESCO in Oslo, Norway in 1997, the first international discussion of the connections between men and masculinity and peace and war. The group consisted of researchers, activists, policy makers and administrators and the aim of the meeting was to formulate practical suggestions for change. Chapters in the book consist of both regional case studies and social science research on the connections of traditional masculinity and patriarchy to violence and peace building. The Culture of Peace initiatives in this book show how violence is ineffective, and the book contests the views in the socialisation of boy-children that aggressiveness, violence and force are an acceptable means of expression.

Cultural Analytics

This book explores the notion of software literacy, a key part of digital literacy which all contemporary students and citizens need to understand. Software literacy involves a critical understanding of how the affordances and conceptual approaches of everything from operating systems, creative apps and media editors, to software-based platforms and infrastructures work to inform and shape the ways we think and act. As a cultural artefact, programing code plays a role in reproducing, reinforcing, and augmenting existing cultural practices, as well as

generating completely new coded practices. A proposed three-tier framework for software literacy is the focus for a two-year empirical investigation into how tertiary students become more literate about the nature and implications of software they encounter as part of their tertiary studies. Two case studies of software learning and use in university-level engineering and screen & media studies courses are presented, investigating the mapping of students' trajectory of the learning of desktop applications against this framework for software literacy. Though the book's focus is primarily educational, its content also has implications for any field that makes use of software and information & communication technology systems and applications. As such, the book will be of interest to all readers whose work involves the challenges and opportunities presented by software-based teaching and learning; and to those interested in how software impacts the workplace and leisure activities that make up our day-to-day lives.

Exploratory Programming for the Arts and Humanities

This book is a study of the computer as a new technology for reading and writing -- a technology that may replace the printing press as our principal medium of symbolic communication. One of the main subjects of Writing Spaceis hypertext, a technique that allows scientists, scholars, and creative writers to construct texts that interact with the needs and desires of the reader. Bolter explores both the theory and practice of hypertext, demonstrating that the computer as hypertext represents a new stage in the long history of writing, one that has far-reaching implications in the fields of human and artificial intelligence, cognitive science, philosophy, semiotics, and literary theory. Through a masterful integration of introductory, historical, illustrative, and theoretical material as well as an accompanying diskette containing a sample of hypertextual writing, Bolter supports his claim that the computer will carry literacy into a new age -- the age of electronic text that will emerge from the "age of print that is now passing." His reflections on literacy in contemporary culture lead him to a compelling conclusion: ironically, cultural literacy is becoming almost synonymous with computer literacy.

Using C-Kermit

Considering how culturally indispensable digital technology is today, it is ironic that computer-generated art was attacked when it burst onto the scene in the early 1960s. In fact, no other twentieth-century art form has elicited such a negative and hostile response. When the Machine Made Art examines the cultural and critical response to computer art, or what we refer to today as digital art. Tracing the heated debates between art and science, the societal anxiety over nascent computer technology, and the myths and philosophies surrounding digital computation, Taylor is able to identify the destabilizing forces that shape and eventually fragment the computer art movement.

The Brain That Changes Itself

From one of the most admired admirals of his generation -- and the only admiral to serve as Supreme Allied Commander at NATO -- comes a remarkable voyage through all of the world's most important bodies of water, providing the story of

naval power as a driver of human history and a crucial element in our current geopolitical path. From the time of the Greeks and the Persians clashing in the Mediterranean, sea power has determined world power. To an extent that is often underappreciated, it still does. No one understands this better than Admiral Jim Stavridis. In Sea Power, Admiral Stavridis takes us with him on a tour of the world's oceans from the admiral's chair, showing us how the geography of the oceans has shaped the destiny of nations, and how naval power has in a real sense made the world we live in today, and will shape the world we live in tomorrow. Not least, Sea Power is marvelous naval history, giving us fresh insight into great naval engagements from the battles of Salamis and Lepanto through to Trafalgar, the Battle of the Atlantic, and submarine conflicts of the Cold War. It is also a keen-eyed reckoning with the likely sites of our next major naval conflicts, particularly the Arctic Ocean, Eastern Mediterranean, and the South China Sea. Finally, Sea Power steps back to take a holistic view of the plagues to our oceans that are best seen that way, from piracy to pollution. When most of us look at a globe, we focus on the shape of the of the seven continents. Admiral Stavridis sees the shapes of the seven seas. After reading Sea Power, you will too. Not since Alfred Thayer Mahan's legendary The Influence of Sea Power upon History have we had such a powerful reckoning with this vital subject.

A-State Department of Sustainability

The application of causal inference methods is growing exponentially in fields that deal with observational data. Written by pioneers in the field, this practical book presents an authoritative yet accessible overview of the methods and applications of causal inference. With a wide range of detailed, worked examples using real epidemiologic data as well as software for replicating the analyses, the text provides a thorough introduction to the basics of the theory for non-time-varying treatments and the generalization to complex longitudinal data.

In the BeginningWas the Command Line

A book at the intersection of data science and media studies, presenting concepts and methods for computational analysis of cultural data. How can we see a billion images? What analytical methods can we bring to bear on the astonishing scale of digital culture--the billions of photographs shared on social media every day, the hundreds of millions of songs created by twenty million musicians on Soundcloud, the content of four billion Pinterest boards? In Cultural Analytics, Lev Manovich presents concepts and methods for computational analysis of cultural data. Drawing on more than a decade of research and projects from his own lab, Manovich offers a gentle, nontechnical introduction to the core ideas of data analytics and discusses the ways that our society uses data and algorithms.

Learning JavaScript Design Patterns

This book employs a bottom-up educational approach with an overall educational objective of allowing students to discover how the computer interacts with its environment through learning basic computer architecture, assembly language programming, as well as through an introduction to interfacing. Developed around

the Freescale 9S12, this book describes both the general processes and the specific details involved in microcomputer simulation. In particular, detailed case studies are used to illustrate fundamental concepts, and laboratory assignments are provided. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Digital Literary Sphere

This is "the Word" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the "one man" is Neal Stephenson, "the hacker Hemingway" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's In the Beginning was the Command Line is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

Philosophy manual: a South-South perspective

The Mueller Report: Report on the Investigation into Russian Interference in the 2016 Presidential Election

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author's bestselling Statistics: An Introduction using R, The R Book is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more. The R Book is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for students and professionals in statistics, economics, geography and the social sciences.

The Language of New Media

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable

with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Introduction to Embedded Systems: Interfacing to the Freescale 9S12

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

A Primer for Computational Biology

An introduction and tutorial as well as a comprehensive reference Using C-Kermit describes the new release, 5A, of Columbia University's popular C-Kermit communication software - the most portable of all communication software packages. Available at low cost on a variety of magnetic media from Columbia University, C-Kermit can be used on computers of all sizes - ranging from desktop workstations to minicomputers to mainframes and supercomputers. The numerous examples, illustrations, and tables in Using C-Kermit make the powerful and versatile C-Kermit functions accessible for new and experienced users alike.

Male Roles, Masculinities and Violence

A stimulating, eclectic account of new media that finds its origins in old media, particularly the cinema. In this book Lev Manovich offers the first systematic and rigorous theory of new media. He places new media within the histories of visual and media cultures of the last few centuries. He discusses new media's reliance on conventions of old media, such as the rectangular frame and mobile camera, and shows how new media works create the illusion of reality, address the viewer, and represent space. He also analyzes categories and forms unique to new media, such as interface and database. Manovich uses concepts from film theory, art history, literary theory, and computer science and also develops new theoretical constructs, such as cultural interface, spatial montage, and cinegratography. The theory and history of cinema play a particularly important role in the book. Among other topics, Manovich discusses parallels between the histories of cinema and of new media, digital cinema, screen and montage in cinema and in new media, and historical ties between avant-garde film and new media.

SQL Bootcamp

Offers the first look at the aesthetics of contemporary design from the theoretical perspectives of media theory and 'software studies'.

Causal Inference

Want To Master The Basics Of SQL Programming In A Short Period? If so, you're in the right place! This book is exactly what you need. Plus FREE Bonus Material. If you've wanted to learn how to program using SQL you have probably thought it was a difficult and long process. This is actually not the case at all. SQL can be an extremely easy and straightforward process. The days of searching countless websites to find what you're looking for are over. With this book you will have everything you could possibly need, all in one place! What This Book Will Give You: SQL Basics For Beginners This book will take the process of programming and break it down into straightforward simple steps that anyone can follow along to. The Different Types Of Data This book will present all of the important data you need to know and will walk you through how to use it. The Common Errors This book will show you the most common errors you will experience and how to fix them and avoid them all together. What You Will Learn: The basics of SQL Normal vs Interactive mode How to create programs What are variables and strings How to use variables and strings The fundamental concepts SQL sequences What are lists The different types of data Mutable and immutable objects The most common errors and how to handle them And much more! All of this information will be presented to you in easy to understand, straightforward steps. For anyone starting out, this is your best option to learn SQL in a quick period of time. Try it out for yourself. You won't be disappointed. Now it's time for you to start your journey into SQL programming! Click on the Buy Now button above and get started today! I look forward to hearing about your success!

Sea Power

This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a

range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

Revitalising Audience Research

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic, data, and demand without affecting the quality your customers expect. In five parts, this book explores: Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward Risk management: identify, mitigate, and manage risks in your application, test your recovery/disaster plans, and build out systems that contain fewer risks Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale Scaling applications: assign services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

Architecting for Scale

The revitalisation of audience studies is not only about new approaches and methods; it entails a crossing of disciplines and a bridging of long-established boundaries in the field. The aim of this volume is to capture the boundary-crossing processes that have begun to emerge across the discipline in the form of innovative, interdisciplinary interventions in the audience research agenda. Contributions to this volume seek to further this process though innovative, audience-oriented perspectives that firmly anchor media engagement within the diversity of contexts and purposes to which people incorporate media in their daily lives, in ways often unanticipated by industries and professionals.

TCP/IP Network Administration

A book for anyone who wants to learn programming to explore and create, with exercises and projects to help the reader learn by doing. This book introduces programming to readers with a background in the arts and humanities; there are no prerequisites, and no knowledge of computation is assumed. In it, Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool for sketching, brainstorming, and inquiring about important topics. He emphasizes programming's exploratory potential—its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer, allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code, beginning on a small scale and increasing in substance. In some cases, a

specification is given for a program, but the core activities are a series of "free projects," intentionally underspecified exercises that leave room for readers to determine their own direction and write different sorts of programs. Throughout the book, Montfort also considers how computation and programming are culturally situated—how programming relates to the methods and questions of the arts and humanities. The book uses Python and Processing, both of which are free software, as the primary programming languages.

Producer to Producer

Data is fundamental to the modern world. From economic development, to healthcare, to education and public policy, we rely on numbers to allocate resources and make crucial decisions. But because so much data fails to take into account gender, because it treats men as the default and women as atypical, bias and discrimination are baked into our systems. And women pay tremendous costs for this bias, in time, money, and often with their lives. Celebrated feminist advocate Caroline Criado Perez investigates shocking root cause of gender inequality and research in Invisible Women†‹, diving into women's lives at home, the workplace, the public square, the doctor's office, and more. Built on hundreds of studies in the US, the UK, and around the world, and written with energy, wit, and sparkling intelligence, this is a groundbreaking, unforgettable exposé that will change the way you look at the world.

Global Perspectives on Recognising Non-formal and Informal Learning

A new framework for considering how all media constantly borrow from and refashion other media. Media critics remain captivated by the modernist myth of the new: they assume that digital technologies such as the World Wide Web, virtual reality, and computer graphics must divorce themselves from earlier media for a new set of aesthetic and cultural principles. In this richly illustrated study, Jay David Bolter and Richard Grusin offer a theory of mediation for our digital age that challenges this assumption. They argue that new visual media achieve their cultural significance precisely by paying homage to, rivaling, and refashioning such earlier media as perspective painting, photography, film, and television. They call this process of refashioning "remediation," and they note that earlier media have also refashioned one another: photography remediated painting, film remediated stage production and photography, and television remediated film, vaudeville, and radio.

Writing Space

This is a comprehensive bible to low-budget film producing for emerging and professional producers. Structured to guide the reader through production meetings, every aspect of the film-production pro-cess is outlined in detail. Invaluable checklists -- which begin 12 weeks before shooting and continue through principal (and secondary) photography and postproduction -- keep the filmmaker on track and on target. Ryan is co-producer of James Marsh's Man on Wire, winner of the 2009 Academy Award for Best Documentary

Design Patterns

The wait for The Mueller Report is over. This strikingly designed edition has been prepared by expert typographers – allowing for an optimised, immersive reading experience. "From the moment [the report] was published, two separate news universes took shape. In one, the special counsel's report was presented as a smoking-gun chronicle of high crimes and misdemeanours. In the other, it was heralded as a credibility-shredding blow to the president's opponents."—The Atlantic Make up your own mind. The Mueller Report is a must read political blockbuster.

Software Studies

"Long ago, in 1985, personal computers came in two general categories: the friendly, childish game machine used for fun (exemplified by Atari and Commodore products); and the boring, beige adult box used for business (exemplified by products from IBM) Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional tools), and use recordings of real-world sound were the seeds of the digital media future: digital cameras, Photoshop, MP3 players, and even YouTube, Flickr, and the blogosphere. He examines different facets of the platform in each chapter, creating a portrait of the platform and the communities of practice that surrounded it. Of course, Maher acknowledges, the Amiga was not perfect: the DOS component of the operating systems was clunky and ill-matched, for example, and crashes often accompanied multitasking attempts. And Commodore went bankrupt in 1994. But for a few years, the Amiga's technical qualities were harnessed by engineers, programmers, artists, and others to push back boundaries and transform the culture of computing"--Publisher's description.

When the Machine Made Art

Software Literacy

This book is appropriate for any standalone Computers and Society or Computer Ethics course offered by a computer science, business, or philosophy department, as well as special modules in any advanced CS course. In an era where information technology changes constantly, a thoughtful response to these rapid changes requires a basic understanding of IT history, an awareness of current issues, and a familiarity with ethics. Ethics for the Information Age is unique in its balanced coverage of ethical theories used to analyze problems encountered by computer professionals in today's environment. By presenting provocative issues such as social networking, government surveillance, and intellectual property from all points of view, this market-leading text challenges students to think critically and

draw their own conclusions, which ultimately prepares them to become responsible, ethical users of future technologies. Teaching and Learning Experience This program presents a better teaching and learning experience–for you and your students. It will help: Encourage Critical Thinking: A balanced, impartial approach to ethical issues avoids biased arguments, encouraging students to consider and analyze issues for themselves. Keep Your Course Current and Relevant: A thoughtful response to information technology requires an awareness of current information-technology-related issues. Support Learning: Resources are available to expand on the topics presented in the text.

Coding Literacy

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

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