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A technical electronics reference! The premier reference for engineers, technicians, and hobbyists involved in the field of electronics. -- Contains computer programs for calculating many electrical and electronic functions -- Covers equations and formulas -- Discusses laws, constants and standards, and symbols and codes -- Presents service and installation data, design data, and more

A classic collection of big wave surfing stories that heralded a new era in surfing literature—32 tantalizing and terrifying true tales from the sport's pioneers

The insurgent activist and educator shares a vital rally cry for today's movement-makers in "a manifesto that should be read by everyone" (Angela Y. Davis). In an era defined by mass incarceration, endless war, economic crisis, catastrophic environmental destruction, and a political system offering more of the same, radical social transformation has never been more urgent—or seemed more remote. Demand the Impossible! urges us to imagine a world beyond what this rotten system would have us believe is possible. In critiquing the world around us, Bill Ayers uncovers cracks in that system. He raising the horizons for radical change and envisions new strategies for building the movement we need to make a better world for everyone.

Anthropology ought to have changed the world. What went wrong? Engaging

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Anthropology takes an unflinching look at why the discipline has not gained the popularity and respect it deserves in the twenty-first century. From identity to multicultural society, new technologies to work, globalization to marginalization, anthropology has a vital contribution to make. While showcasing the intellectual power of the discipline, Eriksen takes the anthropological community to task for its unwillingness to engage more proactively with the media in a wide range of current debates. If anthropology matters as a key tool with which to understand modern society beyond the ivory towers of academia, why are so few anthropologists willing to come forward in times of national or global crisis? Eriksen argues that anthropology needs to rediscover the art of narrative and abandon arid analysis and, more provocatively, anthropologists need to lose their fear of plunging into the vexed issues modern societies present. *Engaging Anthropology* makes an impassioned plea for positioning anthropology as the universal intellectual discipline. Eriksen has provided the wake-up call we were all awaiting.

Harness the power of games to create extraordinary customer engagement with Game-Based Marketing. Gamification is revolutionizing the web and mobile apps. Innovative startups like Foursquare and Swoopo, growth companies like Gilt and Groupon and established brands like United Airlines and Nike all agree: the most powerful way to create and engage a vibrant community is with game mechanics. By leveraging points, levels, badges, challenges, rewards and leaderboards – these innovators are

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dramatically lowering their customer acquisition costs, increasing engagement and building sustainable, viral communities. Game-Based Marketing unlocks the design secrets of mega-successful games like Zynga's Farmville, World of Warcraft, Bejeweled and Project Runway to give you the power to create winning game-like experiences on your site/apps. Avoid obvious pitfalls and learn from the masters with key insights, such as: Why good leaderboards shouldn't feature the Top 10 players. Most games are played as an excuse to socialize, not to achieve. Status is worth 10x more than cash to most consumers. Badges are not enough: but they are important. You don't need to offer real-world prizing to run a blockbuster sweepstakes. And learn even more: How to architect a point system that works Designing the funware loop: the basics of points, badges, levels, leaderboards and challenges Maximizing the value and impact of badges Future-proofing your design Challenging users without distraction Based on the groundbreaking work of game expert and successful entrepreneur Gabe Zichermann, Game-Based Marketing brings together the game mechanics expertise of a decade's worth of research. Driven equally by big companies, startups, 40-year-old men and tween girls, the world is becoming increasingly more fun. Are you ready to play?

Due miliardi e mezzo di utenti internet, oltre un miliardo di account Facebook, 550 milioni di profili Twitter. Che parlano, discutono, si confrontano sui temi più svariati. Un flusso in continuo divenire di informazioni che dà sostanza ogni giorno al mondo dei Big

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Data. Ma come si analizza concretamente il “sentiment” della Rete? Quali sono i pregi e i limiti dei diversi metodi esistenti? E a quali domande possiamo dare una risposta? Dopo aver presentato le varie tecniche di analisi testuale applicate ai social media, questo libro discute di come l’informazione presente in Rete sia in grado di aiutarci a meglio comprendere il presente e a fare previsioni sul futuro riguardo a una molteplicità di fenomeni sociali, che spaziano dall’andamento dei mercati finanziari, alla diffusione di malattie, alle rivolte e ai sommovimenti popolari fino ai risultati dei talent show, prima di concentrarsi su due casi specifici: l’andamento della felicità degli italiani giorno per giorno, e i risultati delle campagne elettorali in Francia, Stati Uniti e Italia tra il 2012 e il 2013.

When a wolf leaves the pack, he lives only as long as he can kill by himself quicker and surer than any pack he runs up against. Meet a man beyond either forgiveness or vengeance. Meet the Man they Call The Lone Wolf. Better meet him now. The way he lives, he can't live much longer. Burt Wulff was the target, and the way to Wulff was through an old friend named Tamara. Calabrese's men came for her in broad daylight, abducted her from her home and shot her full of drugs so that she didn't know a thing until she woke up in Miami. Miami - famous resort town, place in the sun and all that - but not now, not for Tamara and not for Wulff. The trouble was that Wulff was dead set against heroin, and went around breaking up the neat little trade routes that drug runners had set up around the globe. Now Calabrese decided he'd had enough of

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Wulff. Now he had Tamara, the bait by which to lure Wulff to Miami. In the shadow of those fine hotels and fancy shops, there was something going on along surfside. And that something was called murder.

Starting with the groundbreaking 1981 exhibit called "Volumen I," New Art of Cuba provided the first comprehensive look at the works of the first generation of Cuban artists completely shaped by the 1959 revolution. This revised edition includes a new epilogue that discusses developments in Cuban art since the book's publication in 1994, including the exodus of artists in the early 1990s, the effects of the new dollar economy on the status of artists, and the shift away from socialist themes to more personal concerns in the artists' works. Twenty-four new color plates augment the more than 200 b&w illustrations of the original volume.

A critical and passionate assessment comments on the shortcomings of modern urban planning, arguing that architecture has lost its way and its true function, as the celebrity architects mold cityscapes to build their brand with no regard for the public good.

Original.

Blkgrl is the first of seven books of poetry by Spook. It chronicles a journey of the mind; a developing of the heart; and the building blocks of a spiritual transformation for one girl learning her true identity.

Petey and Pussy, John Kerschbaum's new graphic novel, reads very much like a Looney Tunes cartoon?if all of the anthropomorphic animals were kvetching, balding,

foul-mouthed misanthropes. Each character is articulate (and, in fact, can speak directly to humans, well enough to order a beer) but still recognizably have the traits associated with their respective species: Pete, the dog, is happy-go-lucky; Pussy, the cat, is self-centered; and Bernie, the bird, is high-strung and constantly a-twitter. Together, they are the pets of a sweet old lady whose obliviousness to the lunacy unfolding around her is second only to her own hygienic repugnance. The Sisyphean struggles of the characters is brought to the fore—the cat is compelled to try and catch the mouse, the bird struggles to escape his cage—as the trio engage in slapstick adventures that are simultaneously given an edge and made hilarious by a twisted combination of mundane realism and insouciant gross-out humor. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 13.9px Arial; color: #424242}

A masterful collection about intimacy, loneliness, and time, each inspired by different works of art, spanning the entirety of the great Italian writer's career. In *Stories with Pictures*, Antonio Tabucchi responds to photographs, drawings, and paintings from his dual homelands of Italy and Portugal, among other European countries. The stories in this collection spring forth from the shadows of Tabucchi's imagination, as he steps into worlds just hidden from view. From inscrutable masks of pre-Columbian gods, stamps of bright parrots and postcards of yellow cities, portraits of devilish Portuguese nuns, the way to these remote landscapes appear like a "train emerging from a thick curtain of heat." As we peer through the curtain, what we find on the other side rings distinctly

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human, a world charged with melancholic longing for time gone by. "Sight, hearing, voice, word" Tabucchi writes, "this flow isn't in one direction, the current is back and forth." Reading these stories, one feels the pendulum current, and the desire in this remarkable author to hold the real in the surreal.

Worlds collide when four young women begin college at the prestigious New York University. Shy, literate Riley, overachieving but naive Lona, laid-back West Coaster Ren, and working-class girl Merissa claim newfound freedom living in the big city. But that freedom comes at a price: roommate drama, mysterious love interests, school troubles, and family conflicts. Welcome to adulthood! New York Four is a smart, charming, and stunningly rendered page-turner from the New York Times best-selling duo Brian Wood and Ryan Kelly. This edition collects the entire series under one cover for the first time.

When Fearne's not making us laugh onscreen or keeping us company on the radio, you'll find her in the kitchen cooking up a storm. Easy, healthy recipes that are fun to make and delicious to eat - these are the recipes Fearne loves and has become famous for. Recipes she can't wait to share with you, too. With chapters covering fresh and delicious breakfasts to start your day well; simple, sumptuous lunches to enjoy at home and on the run; and comforting dinners that show you how to eat the rainbow, Cook. Eat. Love provides over 100 recipes that will have you eating happily and healthily at every meal time. A pescatarian herself who cooks meat for her family,

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Fearne includes recipes that can cater for both and be packed with goodness either way. You'll also find plenty of ideas for elevenses, afternoon treats, baked goods and desserts that use plenty of natural ingredients to make those sweet treats guilt-free and just as satisfying. From Thai Coconut Soup to Quick and Healthy Pizzas; Roast Chicken Cashew and Chilli salad to Salted Caramel Chocolate Slice and Beetroot Cupcakes, Cook. Eat. Love is guaranteed to bring joy to your kitchen and beyond. We are living in a world full of games. More than 31 million people in the UK are gamers. The average young person will spend 10,000 hours gaming by the age of twenty-one. The future belongs to those who play games. In this ground-breaking book, visionary game designer Jane McGonigal challenges conventional thinking and shows that games - far from being simply escapist entertainment - have the potential not only to radically improve our own lives but to change the world.

"Exceptional. If there has been a more honest, calm, and profoundly moving memoir written in the last few years, then I've missed it."—Times Literary Supplement How would you make sense of your life if you thought it might end tomorrow? In this captivating and best-selling memoir, Vesna Goldsworthy tells the story of herself, her family, and her early life in her lost country. There follows marriage, a move to England, and a successful media and academic career, then a cancer diagnosis and its unresolved consequences. A profoundly moving, comic, and original account by a stunning literary talent.

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"Web Site Engineering" shows how to apply industrial-strength software engineering methods to Web site construction and management. The book systematically addresses the management and technical issues that arise when Web sites move from "brochureware" to sophisticated application deployment platforms.

This practical guide is designed to assist professionals with the problems involved in developing complex software systems, presenting a set of guidelines and tools to manage the technical and organisational aspects of software engineering projects. Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound, Aaron Marks' Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi-million dollar video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty O'Donnell, Richard Jacques and Tom Salta, use to create their work and to help newcomers in the field prepare their own sound studios. Sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience. Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations.

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Aaron Marks' Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry. Key Features New, full color edition with a complete update of information. Added and expanded coverage of field recording for games, creating voiceovers, adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem, Bradley Meyer, Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen, Henning Nugel and Christos Panayides. Expanded and updated game console coverage of the Wii, Wii U, Xbox 360, Xbox One, PS3 and PS4. Includes new scripting and middleware concepts and techniques and review of powerful tools such as FMOD and Wwise.

This is a collection of sermons which explores Christian understandings of healing, wholeness, and restoration. Among the contributors are Walter Brueggemann, Barbara Brown Taylor, Maxie Dunnam, Barbara Lundblad, William Sloane Coffin, and Reginald Mallett. The editor of the volume, G. Scott Morris, is a physician and an elder in The United Methodist Church. He is founder and executive director of the Church Health Center in Memphis, Tennessee, the largest faith-based, not-for-profit primary health clinic in America.

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My name is Jasmine Droshky, and I am an orphan. I lived in an orphanage until the Fenty family adopted me. My adopted parents spent their time performing experiments on harnessing superhuman powers in their laboratory at home, not realizing I had superpowers of my own. However, everything changes when my secret is revealed.

Destination marketing is more challenging than other goods and services. The basis of competitive advantage shifts from tourism resources only (destination marketing) to a location-based or city-wide integrated management (place marketing). In this book, tourism scholars Metin Kozak and Seyhmus Baloglu discuss and synthesize theories, models, techniques, and principles for strategic marketing and management of tourist destinations, and demonstrate ways in which to further develop the concept of destination competitiveness for application within these destinations. The authors highlight the need for managing brand equity, tourist experience, and information systems, as well as involving internal and external stakeholders in strategic planning and implementation. This book offers practical information directly related to the tourism industry, using the examples of real-world cases to bridge marketing theory with practice. With its international focus and applications for developing a competitive advantage in today's global marketplace, this research will be indispensable to students and scholars of tourism, hospitality, and leisure and recreation programs, as well as practitioners within these industries.

In the summer of 1803, Thomas Jefferson sent Meriwether Lewis and William Clark on

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a journey to establish an American presence in a land of unqualified natural resources and riches. Is it fitting that, on the 200th anniversary of that expedition, the United States, together with international partners, should embark on another journey of exploration in a vastly more extensive region of remarkable potential for discovery. Although the oceans cover more than 70 percent of our planet's surface, much of the ocean has been investigated in only a cursory sense, and many areas have not been investigated at all. Exploration of the Seas assesses the feasibility and potential value of implementing a major, coordinated, international program of ocean exploration and discovery. The study committee surveys national and international ocean programs and strategies for cooperation between governments, institutions, and ocean scientists and explorers, identifying strengths, weaknesses, and gaps in these activities. Based primarily on existing documents, the committee summarizes priority areas for ocean research and exploration and examines existing plans for advancing ocean exploration and knowledge.

A History Of Monetary Crimes is an unchanged, high-quality reprint of the original edition of 1899. Hansebooks is editor of the literature on different topic areas such as research and science, travel and expeditions, cooking and nutrition, medicine, and other genres. As a publisher we focus on the preservation of historical literature. Many works of historical writers and scientists are available today as antiques only. Hansebooks newly publishes these books and contributes to the preservation of

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literature which has become rare and historical knowledge for the future.

Accompanies the film: Community in quest. It analyzes a community trying to open communication between young and adults through the confrontation techniques of role playing, particularly in view to further dialogue in the area of drug abuse.

Yanomami raises questions central to the field of anthropology - questions concerning the practice of fieldwork, the production of knowledge, and anthropology's intellectual and ethical vision of itself. Using the Yanomami controversy - one of anthropology's most famous and explosive imbroglios - as its starting point, this books considers how fieldwork is done, how professional credibility and integrity are maintained, and how the discipline might change to address central theoretical and methodological problems.

Both the most up-to-date and thorough public discussion of the Yanomami controve.

This excellently designed Atlas of Acupuncture is easy to access and provides clear information on the full range of acupuncture points and main channels in a systematic and clear way. Each of these points combine anatomical drawings and photographs of surface anatomy. This acupuncture atlas not only provides beginners with an overview of the most important acupuncture points, but experienced practitioners can also learn about seldom used acupuncture points and thus extend their knowledge. Clear information on the full range of acupuncture points and main channels in a systematic and clear way Each point combines anatomical drawings and photographs of surface anatomy Attractive two-colour design Highly illustrated

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MySpace.com is a free social networking Web site that allows you to share with others your photos, weblogs, user profiles, e-mail, web forums, music, video, as well as offers you the opportunity to participate in groups. MySpace.com is the largest online social networking portal on the web; it has 61-plus million registered users with 21-plus million unique visitors. It is the second largest destination on the web by page views. With a MySpace account you can speak with friends online, meet potential friends, connect with friends of other friends, keep up with family, and find lost classmates, friends, or business associates. Many parents however feel they have been left behind on this new technology, and have legitimate concerns about their children s safety. People aren t always who they say they are and recent news stories have alerted parents to the potential problems with predators using MySpace.com. The MySpace.com Handbook provides tips, secrets, and tricks to creating and personalizing a MySpace profile and provides a complete overview of MySpace.com. Learn how to use online social networking Web sites, personalize your account, and add photos and music. Parents who are not Internet savvy will find the book very useful as well as it will assist them in developing discussions with their teens about MySpace, step-by-step instructions detail critical information and safety issues for parents and parental controls are detailed, as well as how to stop contact from strangers, eliminate profile invasion, spyware software threats, avoid online sexual and criminal predators, web monitoring services, cyber bullies, hate groups, phishing and other internet scams, learn how to

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report inappropriate content, and protect your identity. There is an important chapter for businesses as well others that may want to use the site to market products, music, books, etc. Although this book primarily deals with MySpace a chapter is devoted to other social networking Web sites. Whether you are a potential or current member, or a concerned parent of a MySpace potential or current member, you will find a wealth of helpful advice and useful commentary and tools. Atlantic Publishing is a small, independent publishing company based in Ocala, Florida. Founded over twenty years ago in the company president's garage, Atlantic Publishing has grown to become a renowned resource for non-fiction books. Today, over 450 titles are in print covering subjects such as small business, healthy living, management, finance, careers, and real estate. Atlantic Publishing prides itself on producing award winning, high-quality manuals that give readers up-to-date, pertinent information, real-world examples, and case studies with expert advice. Every book has resources, contact information, and web sites of the products or companies discussed. "This Atlantic Publishing eBook was professionally written, edited, fact checked, proofed and designed. The print version of this book is 288 pages and you receive exactly the same content. Over the years our books have won dozens of book awards for content, cover design and interior design including the prestigious Benjamin Franklin award for excellence in publishing. We are proud of the high quality of our books and hope you will enjoy this eBook version. "

Vasilii Kandinsky, whom many consider to be the father of abstract painting, was also a

trained ethnographer with an abiding interest in the folklore of Old Russia. In this provocative book, Peg Weiss provides an entirely new interpretation of Kandinsky's art by examining for the first time how this commitment to his ethnic Russian heritage influenced the painter's work throughout his career.

This book deals with the dramatic changes in diet and lifestyle that are occurring in the developing world as a result of globalization, and their impact on human health. The Editors have assembled a leading group of scientists in the fields of economics, population sciences, international health, medicine, nutrition and food sciences, to address each of the key issues related to the changes in demographic trends, food production and marketing, and disease patterns in the developing world. The Nutrition Transition provides essential information to understand the far-reaching effects that global economic, social and cultural trends are having on diet-related disease patterns in countries of transition. Contains numerous illustrative figures and tables Two case studies included-on China and Brazil Foreword written by Nevin Scrimshaw, recipient of the World Food Prize

A "meticulous history" of the classic suspense film based on exclusive interviews with the director, writers, cast, and crew (The New York Times Book Review). First released in June 1960, Psycho altered the landscape of horror films forever. But just as compelling as the movie itself is the story behind it, which has been adapted as a movie starring Anthony Hopkins as Hitchcock, Helen Mirren as his wife Alma Reville, and

Scarlett Johansson as Janet Leigh. Stephen Rebello brings to life the creation of one of Hollywood's most iconic films, from the story of Wisconsin murderer Ed Gein, the real-life inspiration for the character of Norman Bates, to Hitchcock's groundbreaking achievements in cinematography, sound, editing, and promotion. Packed with captivating insights from the film's stars, writers, and crewmembers, Alfred Hitchcock and the Making of Psycho is a riveting and definitive history of a signature Hitchcock cinematic masterpiece.

Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

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With Instant Assessments for Data Tracking: Language Arts for fourth grade, showing proof of progress is easier than ever. This book includes language arts assessments on topics such as: -parts of speech -theme -fluency -decoding words Simplify data tracking with this all-in-one teacher resource. Packed with ready-to-go language arts assessments that cover the skills and standards for fourth grade, this teacher resource book will help you create a data tracking binder to help gather accurate information on a student's or a class's skill level in a variety of ways, including: -traditional tests -prompt cards for one-on-one assessments -unit tests -exit tickets Tracking student growth in language arts will be easier and more organized than ever with Instant Assessments for Data Tracking. Designed to help you stay ahead, this series makes it easy for you to monitor and prove progress—one assessment at a time.

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