

## Jim King Pixl June 2014 Paper 2

This report focuses on the risks of climate change to development in Sub-Saharan Africa, South East Asia and South Asia. Building on the 2012 report, Turn Down the Heat: Why a 4°C Warmer World Must be Avoided, this new scientific analysis examines the likely impacts of present day, 2°C and 4°C warming on agricultural production, water resources, and coastal vulnerability. It finds many significant climate and development impacts are already being felt in some regions, and that as warming increases from present day (0.8°C) to 2°C and 4°C, multiple threats of increasing extreme heat waves, sea-level rise, more severe storms, droughts and floods are expected to have further severe negative implications for the poorest and most vulnerable. The report finds that agricultural yields will be affected across the three regions, with repercussions for food security, economic growth, and poverty reduction. In addition, urban areas have been identified as new clusters of vulnerability with urban dwellers, particularly the urban poor, facing significant vulnerability to climate change. In Sub-Saharan Africa, under 3°C global warming, savannas are projected to decrease from their current levels to approximately one-seventh of total land area and threaten pastoral livelihoods. Under 4°C warming, total hyper-arid and arid areas are projected to expand by 10 percent. In South East Asia, under 2°C warming, heat extremes that are virtually absent today would cover nearly 60-70 percent of total land area in northern-hemisphere summer, adversely impacting ecosystems. Under 4°C warming, rural populations would face mounting pressures from sea-level rise, increased tropical cyclone intensity, storm surges, saltwater intrusions, and loss of marine ecosystem services. In South Asia, the potential sudden onset of disturbances to the monsoon system and rising peak temperatures would put water and food resources at severe risk. Well before 2°C warming occurs, substantial reductions in the frequency of low snow years is projected to cause substantial reductions in dry season flow, threatening agriculture. Many of the worst climate impacts could still be avoided by holding warming below 2°C, but the window for action is closing rapidly. Urgent action is also needed to build resilience to a rapidly warming world that will pose significant risks to agriculture, water resources, coastal infrastructure, and human health.

The stereotype of Zen Buddhism as a minimalistic or even immaterial meditative tradition persists in the Euro-American cultural imagination. This volume calls attention to the vast range of "stuff" in Zen by highlighting the material abundance and iconic range of the Soto, Rinzai, and Obaku sects in Japan. Chapters on beads, bowls, buildings, staffs, statues, rags, robes, and even retail commodities in America all shed new light on overlooked items of lay and monastic practice in both historical and contemporary perspectives. Nine authors from the cognate fields of art history, religious studies, and the history of material culture analyze these "Zen matters" in all four senses of the phrase: the interdisciplinary study of Zen's matters (objects and images) ultimately speaks to larger Zen matters (ideas, ideals) that matter (in the predicate sense) to both male and female practitioners, often because such matters (economic considerations) help to ensure the cultural and institutional survival of the tradition. Zen and Material Culture expands the study of Japanese Zen Buddhism to include material inquiry as an important complement to mainly textual, institutional, or ritual studies. It also broadens the traditional purview of art history by incorporating the visual culture of everyday Zen objects and images into the canon of recognized masterpieces by elite artists. Finally, the volume extends Japanese material and visual cultural studies into new research territory by taking up Zen's rich trove of materia liturgica and supplementing the largely secular approach to studying Japanese popular culture. This groundbreaking volume will be a resource for anyone whose interests lie at the intersection of Zen art, architecture, history, ritual, tea ceremony, women's studies, and the fine line between Buddhist

materiality and materialism.

Introduces readers to the enlightening world of the modern light microscope There have been rapid advances in science and technology over the last decade, and the light microscope, together with the information that it gives about the image, has changed too. Yet the fundamental principles of setting up and using a microscope rests upon unchanging physical principles that have been understood for years. This informative, practical, full-colour guide fills the gap between specialised edited texts on detailed research topics, and introductory books, which concentrate on an optical approach to the light microscope. It also provides comprehensive coverage of confocal microscopy, which has revolutionised light microscopy over the last few decades. Written to help the reader understand, set up, and use the often very expensive and complex modern research light microscope properly, *Understanding Light Microscopy* keeps mathematical formulae to a minimum—containing and explaining them within boxes in the text. Chapters provide in-depth coverage of basic microscope optics and design; ergonomics; illumination; diffraction and image formation; reflected-light, polarised-light, and fluorescence microscopy; deconvolution; TIRF microscopy; FRAP & FRET; super-resolution techniques; biological and materials specimen preparation; and more. Gives a didactic introduction to the light microscope Encourages readers to use advanced fluorescence and confocal microscopes within a research institute or core microscopy facility Features full-colour illustrations and workable practical protocols *Understanding Light Microscopy* is intended for any scientist who wishes to understand and use a modern light microscope. It is also ideal as supporting material for a formal taught course, or for individual students to learn the key aspects of light microscopy through their own study.

"Pixels to Premieres" is a collection of over 50 essays by film critic Mark McPherson on the wild history of video game movies. Spanning over 30 years worth of movies, this book covers a number of different video game movies including...-Video Game to Movie Adaptations: Super Mario Bros.Street FighterResident Evil-Video Game Themed Movies: TRONWreck-It RalphPixel-Video Game Documentaries: The King of KongSecond SkinIndie Game: The Movie

English File's unique, lively and enjoyable lessons are renowned for getting students talking. In fact, 90% of English File teachers we surveyed in our impact study found that the course improves students' speaking skills. communication and language practice than ever before, helping students develop relevant communication skills they can use immediately in the workplace.

Welcome to the stunning conclusion of the award-winning and best-selling MARCH trilogy. Congressman John Lewis, an American icon and one of the key figures of the civil rights movement, joins co-writer Andrew Aydin and artist Nate Powell to bring the lessons of history to vivid life for a new generation, urgently relevant for today's world.

Inspired by the plot of *King Lear*, describes the story of a family who has reaped the sea's bounty on Loosewood Island for 300 years, but pays for it with the loss of every firstborn son. 15,000 first printing.

Drawing on real historical documents but infused with the intensity of imagination, sly humor, and intellectual fire for which award-winning author Rivka Galchen's writing is known, *Everyone Knows Your Mother Is a Witch* is a tale for our time—the story of how a community becomes implicated in collective aggression and hysterical fear. The year is 1619, in the German duchy of Württemberg. Plague is spreading. The Thirty Years War has begun, and fear and suspicion are in the air throughout the Holy Roman Empire. In the small town of Leonberg, Katherina Kepler is accused of being a witch. An illiterate widow, Katherina is known by her neighbors for her herbal remedies and the success of her children, including her eldest, Johannes, who is the Imperial Mathematician and renowned author of the laws of planetary motion. It's enough to make anyone jealous, and Katherina has done herself no favors by being out and about and in everyone's business.

So when the deranged and insipid Ursula Reinbold (or as Katherina calls her, the Werewolf) accuses Katherina of offering her a bitter, witchy drink that has made her ill, Katherina is in trouble. Her scientist son must turn his attention from the music of the spheres to the job of defending his mother. Facing the threat of financial ruin, torture, and even execution, Katherina tells her side of the story to her friend and next-door neighbor Simon, a reclusive widower imperiled by his own secrets. Provocative and entertaining, Galchen's bold new novel touchingly illuminates a society, and a family, undone by superstition, the state, and the mortal convulsions of history.

The two-volume set CCIS 1332 and 1333 constitutes thoroughly refereed contributions presented at the 27th International Conference on Neural Information Processing, ICONIP 2020, held in Bangkok, Thailand, in November 2020.\* For ICONIP 2020 a total of 378 papers was carefully reviewed and selected for publication out of 618 submissions. The 191 papers included in this volume set were organized in topical sections as follows: data mining; healthcare analytics-improving healthcare outcomes using big data analytics; human activity recognition; image processing and computer vision; natural language processing; recommender systems; the 13th international workshop on artificial intelligence and cybersecurity; computational intelligence; machine learning; neural network models; robotics and control; and time series analysis. \* The conference was held virtually due to the COVID-19 pandemic.

"As the first agent to publicly betray the CIA, Philip Agee was on the run for over forty years--a pariah akin to Edward Snowden. Agee revealed in spectacular detail what many had feared about the CIA's actions, but he also outed and endangered hundreds of agents. Agee relentlessly opposed the CIA and the regimes it backed, whether in America or around the world. In Jonathan Stevenson's words, Agee became "one of history's successful viruses: undeniably effective and impossible to kill." In this first biography of Agee, Stevenson will reveal what made Agee tick, and what made him run"--

An electrifying novel about illness, displacement, and what holds us together, by the author of *Seeing Red* Ella is an astrophysicist struggling with her doctoral thesis in the "country of the present" but she is from the "country of the past," a place burdened in her memory by both personal and political tragedies. Her partner, El, is a forensic scientist who analyzes the bones of victims of state violence and is recovering from an explosion at a work site that almost killed him. Consumed by writer's block, Ella finds herself wishing that she would become ill, which would provide time for writing and perhaps an excuse for her lack of progress. Then she begins to experience mysterious symptoms that doctors find undiagnosable. As Ella's anxiety grows, the past begins to exert a strong gravitational pull, and other members of her family come into focus: the widowed Father, the Stepmother, the Twins, and the Firstborn. Each of them has their own experience of illness and violence, and eventually the systems that both hold them together and atomize them are exposed. Lina Meruane's *Nervous System* is an extraordinary clinical biography of a family, full of affection and

resentment, dark humor and buried secrets, in which illness describes the traumas that can be visited not just upon the body, but on families and on the history of the countries—present and past—that we live in.

An exquisitely told tragic tale of thwarted love, *My Policeman* is soon to be adapted into film by Amazon Prime starring Harry Styles and Emma Corrin. It is in 1950s' Brighton that Marion first catches sight of Tom. He teaches her to swim in the shadow of the pier and Marion is smitten - determined her love will be enough for them both. A few years later in Brighton Museum Patrick meets Tom. Patrick is besotted with Tom and opens his eyes to a glamorous, sophisticated new world. Tom is their policeman, and in this age it is safer for him to marry Marion. The two lovers must share him, until one of them breaks and three lives are destroyed. 'I loved it. Devoured it! A wonderful read. Tense, romantic, smart; a beautiful portrait of a seaside town poised at an exact moment in history, with people trapped by laws and mores' Russell T. Davies (on Instagram)

#1 New York Times bestselling author Ilona Andrews launches a brand-new Hidden Legacy series, in which one woman must place her trust in a seductive, dangerous man who sets off an even more dangerous desire . . . Nevada Baylor is faced with the most challenging case of her detective career—a suicide mission to bring in a suspect in a volatile situation. Nevada isn't sure she has the chops. Her quarry is a Prime, the highest rank of magic user, who can set anyone and anything on fire. Then she's kidnapped by Connor "Mad" Rogan—a darkly tempting billionaire with equally devastating powers. Torn between wanting to run and wanting to surrender to their overwhelming attraction, Nevada must join forces with Rogan to stay alive. Rogan's after the same target, so he needs Nevada. But she's getting under his skin, making him care about someone other than himself for a change. And, as Rogan has learned, love can be as perilous as death, especially in the magic world.

In a near-future New York City where terrorist attacks abound and skyscrapers are cherished statements of defiance, NYPD forensic detective Dr. Phil D'Amato discovers a technology that is transmitting what animals see and hear to an unknown adversary. 12,500 first printing.

While digital media give us the ability to communicate with and know the world, their use comes at the expense of an immense ecological footprint and environmental degradation. In *Finite Media* Sean Cubitt offers a large-scale rethinking of theories of mediation by examining the environmental and human toll exacted by mining and the manufacture, use, and disposal of millions of phones, computers, and other devices. The way out is through an eco-political media aesthetics, in which people use media to shift their relationship to the environment and where public goods and spaces are available to all. Cubitt demonstrates this through case studies ranging from the 1906 film *The Story of the Kelly Gang* to an image of Saturn taken during NASA's Cassini-Huygens mission, suggesting that affective responses to images may

generate a populist environmental politics that demands better ways of living and being. Only by reorienting our use of media, Cubitt contends, can we overcome the failures of political elites and the ravages of capital.

Gao Aijun is a son of the soil of Henan's Balou Mountains, and after a service in the Army, he is on his way back to his ancestral village, feeling like a hero. Close to his arrival, he sees a strikingly attractive woman walking barefoot alongside a railway track in the warm afternoon sun, and he is instantly smitten. She is Xia Hongmei and lives up to her name of "beautiful flower." Hiding their relationship from their spouses, the pair hurl themselves into the struggle to bring revolution to their backwater village. They spend their days and nights writing pamphlets, organizing work brigades, and attending rallies, feeling they are the vanguard for the full-blown revolution that is waiting in the wings. Emboldened by encouragement from the Party, the couple dig a literal "tunnel of love" between their homes, where underneath the village their revolutionary and sexual fervor reaches a boiling point. While the unsuspecting villagers sleep, they sing revolutionary songs and compete in shouting-matches of Maoist slogans before making earth-moving love. But when their torrid relationship is finally discovered, and they have to answer to Hongmei's husband, their dreams of a bright future together begin to fray. Will their great revolutionary energy save their skins, or will they too fall victim to the revolution that is swallowing up the country? A novel of rare emotional force and surprising humor, *Hard Like Water* is an operatic and brilliantly plotted human drama about power's corrupting nature and the brute force of love and desire.

This unique treatise expands on the philosophy of technology to argue for a psychology of technology based on the complex relationships between psychology, biology and technology, especially in the light of our relationships with our digital devices, our online lives, and our human experience. Drawing from disciplines ranging from philosophy and evolution to cognition and neuroscience, it examines myriad aspects of the brain's creative development: the cognitive, sensory, and motor processes that enable technological progress and its resulting efficiencies and deficiencies along with our discomforts and pleasures. These experiences are key to behavioral and affective processes in technology, manifest in such diverse phenomena as multitasking, the shift in tech design from ergonomics to hedonomics, and the many types of online problem behaviors. Through these rich pages, readers can understand more deeply the history and future of human adjustment and adaptation in an environment intertwined with technology—and, with the ascendance of video games and virtual reality, new conceptions of the human self. Among the topics covered: Could we have remained a tech-devoid society? Technology, ergonomics and the non-executive functions of our body. New directions in brain-computer interface. From avatars and agents to virtual reality technology.  
> On measuring affective responses to objects. Psychology, technology, ethics, and culture. A timely lens on a field that will grow in importance as it shapes our existence, *Psychology of Technology* will be read and discussed by not only psychologists, social scientists, and behavioral scientists, but also by technology designers and developers and those in biotechnology.

From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind *Coco*, *Inside Out*, and *Toy Story*—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. •

Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL-E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie’s success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as:

- Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better.
- If you don’t strive to uncover what is unseen and understand its nature, you will be ill prepared to lead.
- It’s not the manager’s job to prevent risks. It’s the manager’s job to make it safe for others to take them.
- The cost of preventing errors is often far greater than the cost of fixing them.
- A company’s communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Getting the right diagnosis is a key aspect of health care - it provides an explanation of a patient's health problem and informs subsequent health care decisions. The diagnostic process is a complex, collaborative activity that involves clinical reasoning and information gathering to determine a patient's health problem. According to Improving Diagnosis in Health Care, diagnostic errors-inaccurate or delayed diagnoses-persist throughout all settings of care and continue to harm an unacceptable number of patients. It is likely that most people will experience at least one diagnostic error in their lifetime, sometimes with devastating consequences. Diagnostic errors may cause harm to patients by preventing or delaying appropriate treatment, providing unnecessary or harmful treatment, or resulting in psychological or financial repercussions. The committee concluded that improving the diagnostic process is not only possible, but also represents a moral, professional, and public health imperative. Improving Diagnosis in Health Care a continuation of the landmark Institute of Medicine reports To Err Is Human (2000) and Crossing the Quality Chasm (2001) finds that diagnosis-and, in particular, the occurrence of diagnostic errors“has been largely unappreciated in efforts to improve the quality and safety of health care. Without a dedicated focus on improving diagnosis, diagnostic errors will likely worsen as the delivery of health care and the diagnostic process continue to increase in complexity. Just as the diagnostic process is a collaborative activity, improving diagnosis will require collaboration and a widespread commitment to change among health care professionals, health care organizations, patients and their families, researchers, and policy makers. The recommendations of Improving Diagnosis in Health Care contribute to the growing momentum for change in this crucial area of health care quality and safety. How culture uses games and how games use culture: an examination of Latin America's gaming practices and the representation of the region's cultures in games. Video games are becoming an ever more ubiquitous element of daily life, played by millions on devices that range from smart phones to desktop computers. An examination of this phenomenon reveals that video games are increasingly being converted

into cultural currency. For video game designers, culture is a resource that can be incorporated into games; for players, local gaming practices and specific social contexts can affect their playing experiences. In *Cultural Code*, Phillip Penix-Tadsen shows how culture uses games and how games use culture, looking at examples related to Latin America. Both static code and subjective play have been shown to contribute to the meaning of games; Penix-Tadsen introduces culture as a third level of creating meaning. Penix-Tadsen focuses first on how culture uses games, looking at the diverse practices of play in Latin America, the ideological and intellectual uses of games, and the creative and economic possibilities opened up by video games in Latin America—the evolution of regional game design and development. Examining how games use culture, Penix-Tadsen discusses in-game cultural representations of Latin America in a range of popular titles (pointing out, for example, appearances of Rio de Janeiro's Christ the Redeemer statue in games from *Call of Duty* to the tourism-promoting *Brasil Quest*). He analyzes this through semiotics, the signifying systems of video games and the specific signifiers of Latin American culture; space, how culture is incorporated into different types of game environments; and simulation, the ways that cultural meaning is conveyed procedurally and algorithmically through gameplay mechanics.

“This short book makes you smarter than 99% of the population. . . . The concepts within it will increase your company's ‘organizational intelligence.’ . . . It's more than just a must-read, it's a ‘have-to-read-or-you're-fired’ book”—Geoffrey James, INC.com From the author of the forthcoming *An Illustrated Book of Loaded Language*, here's the antidote to fuzzy thinking, with furry animals! Have you read (or stumbled into) one too many irrational online debates? Ali Almosawi certainly had, so he wrote *An Illustrated Book of Bad Arguments!* This handy guide is here to bring the internet age a much-needed dose of old-school logic (really old-school, a la Aristotle). Here are cogent explanations of the straw man fallacy, the slippery slope argument, the ad hominem attack, and other common attempts at reasoning that actually fall short—plus a beautifully drawn menagerie of animals who (adorably) commit every logical faux pas. Rabbit thinks a strange light in the sky must be a UFO because no one can prove otherwise (the appeal to ignorance). And Lion doesn't believe that gas emissions harm the planet because, if that were true, he wouldn't like the result (the argument from consequences). Once you learn to recognize these abuses of reason, they start to crop up everywhere from congressional debate to YouTube comments—which makes this geek-chic book a must for anyone in the habit of holding opinions.

Honors and awards for this book: National Book Award Winner, Young People's Literature, 2016; #1 New York Times and Washington Post Bestseller; First graphic novel to receive a Robert F. Kennedy Book Award; Winner of the Eisner Award; A Coretta Scott King Honor Book; One of YALSA's Outstanding Books for the College Bound; One of Reader's Digest's Graphic Novels Every Grown-Up Should Read.

From the acclaimed Booker Prize-winning author comes a dazzling novel of family, love and love's disappointments Anna's aged mother is dying. Condemned by her children's pity to living, subjected to increasingly desperate medical interventions, she turns her focus to her hospital window, through which she escapes into visions of horror and delight. When Anna's finger vanishes and a few months later her knee disappears, Anna too feels the pull of the window. She begins to see that all around her, others are similarly vanishing, yet no one else notices. All Anna can do is keep her mother alive. But the window keeps opening wider, taking Anna and the reader ever deeper into an eerily beautiful story of grief and possibility, of loss and love and orange-bellied parrots. Hailed on publication in Australia as Richard Flanagan's greatest novel yet, *The Living Sea of Waking Dreams* is a rising ember storm illuminating what remains when the inferno beckons: one part elegy, one part dream, one part hope.

LONGLISTED FOR THE 2021 NATIONAL BOOK AWARD IN FICTION NATIONAL BESTSELLER ONE OF BARACK OBAMA'S FAVORITE

SUMMER READS “One of the best novels I’ve read in 2021.” – Dwight Garner, The New York Times “A perfect novel—taut and seductive.” —Brandon Taylor, author of Real Life and Filthy Animals “Intimacies is a haunting, precise, and morally astute novel that reads like a psychological thriller.... Katie Kitamura is a wonder.” —Dana Spiotta, author of Wayward and Eat the Document A novel from the author of A Separation, an electrifying story about a woman caught between many truths. An interpreter has come to The Hague to escape New York and work at the International Court. A woman of many languages and identities, she is looking for a place to finally call home. She's drawn into simmering personal dramas: her lover, Adriaan, is separated from his wife but still entangled in his marriage. Her friend Jana witnesses a seemingly random act of violence, a crime the interpreter becomes increasingly obsessed with as she befriends the victim's sister. And she's pulled into an explosive political controversy when she's asked to interpret for a former president accused of war crimes. A woman of quiet passion, she confronts power, love, and violence, both in her personal intimacies and in her work at the Court. She is soon pushed to the precipice, where betrayal and heartbreak threaten to overwhelm her, forcing her to decide what she wants from her life.

New converts and cradle Catholics alike are often perplexed by the myriad of devotions, traditions, practices, and beliefs that the Catholic Church has accumulated over the past twenty centuries. Why pray to St. Anthony to find something lost? Why keep a St. Christopher medal in your car? Or why bury a statue of St. Joseph — upside down! — in your yard when selling your house? In Helen Hoffner's lovingly-illustrated, encyclopedic Catholic Treasures and Traditions, you'll find succinct – and sometimes amusing – answers to these and hundreds of other questions. This delightful book explains the origin and nature of most of the common traditions of the Catholic Faith, as well as the source and meaning of many of the quaint and obscure ones. From Forty Hours to First Fridays and from Holy Hours to Holy Days, you'll find in these pages an informative, delightful compendium of the Catholic way of life, including information about: Novenas \* Penance \* Prayers for the Dead \* First Fridays \* Votive Candles \* Religious Medals \* St. Francis Statues \* Bathtub Madonnas \* Holy Cards \* Crucifixes \* House Blessings \* Prayer Corners \* Advent Calendars \* Jesse Trees \* Marian Apparitions \* Vestments \* Icons \* Divine Mercy \* The Sacred Heart \* The Liturgical Year \* Holy Days \* Religious Orders \* The Holy See \* The Roman Curia \* The Divine Office \* Holy Oils \* Genuflecting \* Relics \* Stations of the Cross \* The Sacraments \* The Angelus \* Litanies \* Patron Saints and much more to acquaint you with the many wonderful treasures and traditions of the Catholic Faith!

From early twentieth-century stag films to 1960s sexploitation pictures to the boom in 1970s “porno chic,” adult cinema's vintage forms are now being reappraised by a new generation of historians, fans, preservationists, and home video entrepreneurs—all of whom depend on and help shape the archive of film history. But what is the present-day allure of these artifacts that have since become eroticized more for their “pastness” than the explicit acts they show? And what are the political implications of recovering these rare but still-visceral films from a less “enlightened,” pre-feminist past? Drawing on media industry analysis, archival theory, and interviews with adult video personnel, David Church argues that vintage pornography retains its retrospective fascination precisely because these culturally denigrated texts have been so poorly preserved on political and aesthetic grounds. Through these films' ongoing moves from cultural emergence to concealment to rediscovery, the archive itself performs a “striptease,” permitting tangible contact with these corporeally stimulating forms at a moment when the overall physicality of media objects is undergoing rapid transformation. Disposable Passions explores the historiographic lessons that vintage pornography can teach us about which materials our society chooses to keep, and how a long-neglected genre is primed for serious rediscovery as more than mere autoerotic fodder.

An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170

illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

A series of noir comics with frequently-recurring characters and linked stories set in Basin City, a fictional city in California.

Artificial intelligence (AI) is a field within computer science that is attempting to build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries.

Congressman John Lewis (GA-5) is an American icon, one of the key figures of the civil rights movement. His commitment to justice and nonviolence has taken him from an Alabama sharecropper's farm to the halls of Congress, from a segregated schoolroom to the 1963 March on Washington, and from receiving beatings from state troopers to receiving the Medal of Freedom from the first African-American president. Now, to share his remarkable story with new generations, Lewis presents *March*, a graphic novel trilogy, in collaboration with co-writer Andrew Aydin and New York Times best-selling artist Nate Powell (winner of the Eisner Award and LA Times Book Prize finalist for *Swallow Me Whole*). *March* is a vivid first-hand account of John Lewis' lifelong struggle for civil and human rights, meditating in the modern age on the distance traveled since the days of Jim Crow and segregation. Rooted in Lewis' personal story, it also reflects on the highs and lows of the broader civil rights movement. Book One spans John Lewis' youth in rural Alabama, his life-changing meeting with Martin Luther King, Jr., the birth of the Nashville Student Movement, and their battle to tear down segregation through nonviolent lunch counter sit-ins, building to a stunning climax on the steps of City Hall. Many years ago, John Lewis and other student activists drew inspiration from the 1958 comic book *Martin Luther King and the Montgomery Story*. Now, his own comics bring those days to life for a new audience, testifying to a movement whose echoes will be heard for generations.

Finally a go-to guide to creating and publishing the kind of content that will make your business thrive. *Everybody Writes* is a go-to guide to attracting and retaining customers through stellar online communication, because in our content-driven world, every one of us is, in fact, a writer. If you have a web site, you are a publisher. If you are on social media, you are in marketing. And that means that we are all relying on our words to carry our marketing messages. We are all writers. Yeah, but who cares about writing anymore? In a time-challenged world dominated by short and snappy, by click-bait headlines and Twitter streams and Instagram feeds and gifs and video and Snapchat and YOLO and LOL and #tbt. . . does the idea of focusing on writing seem pedantic and ordinary? Actually, writing matters more now, not less. Our online words are our currency; they tell our customers who we are. Our writing can make us look smart or it can make us look stupid. It can

make us seem fun, or warm, or competent, or trustworthy. But it can also make us seem humdrum or discombobulated or flat-out boring. That means you've got to choose words well, and write with economy and the style and honest empathy for your customers. And it means you put a new value on an often-overlooked skill in content marketing: How to write, and how to tell a true story really, really well. That's true whether you're writing a listicle or the words on a Slideshare deck or the words you're reading right here, right now... And so being able to communicate well in writing isn't just nice; it's necessity. And it's also the oft-overlooked cornerstone of nearly all our content marketing. In *Everybody Writes*, top marketing veteran Ann Handley gives expert guidance and insight into the process and strategy of content creation, production and publishing, with actionable how-to advice designed to get results. These lessons and rules apply across all of your online assets — like web pages, home page, landing pages, blogs, email, marketing offers, and on Facebook, Twitter, LinkedIn, and other social media. Ann deconstructs the strategy and delivers a practical approach to create ridiculously compelling and competent content. It's designed to be the go-to guide for anyone creating or publishing any kind of online content — whether you're a big brand or you're small and solo. Sections include: How to write better. (Or, for "adult-onset writers": How to hate writing less.) Easy grammar and usage rules tailored for business in a fun, memorable way. (Enough to keep you looking sharp, but not too much to overwhelm you.) Giving your audience the gift of your true story, told well. Empathy and humanity and inspiration are key here, so the book covers that, too. Best practices for creating credible, trustworthy content steeped in some time-honored rules of solid journalism. Because publishing content and talking directly to your customers is, at its heart, a privilege. "Things Marketers Write": The fundamentals of 17 specific kinds of content that marketers are often tasked with crafting. Content Tools: The sharpest tools you need to get the job done. Traditional marketing techniques are no longer enough. *Everybody Writes* is a field guide for the smartest businesses who know that great content is the key to thriving in this digital world. Considers how comics display our everyday stuff—junk drawers, bookshelves, attics—as a way into understanding how we represent ourselves now For most of their history, comics were widely understood as disposable—you read them and discarded them, and the pulp paper they were printed on decomposed over time. Today, comic books have been rebranded as graphic novels—clothbound high-gloss volumes that can be purchased in bookstores, checked out of libraries, and displayed proudly on bookshelves. They are reviewed by serious critics and studied in university classrooms. A medium once considered trash has been transformed into a respectable, if not elite, genre. While the American comics of the past were about hyperbolic battles between good and evil, most of today's graphic novels focus on everyday personal experiences. Contemporary culture is awash with stuff. They give vivid expression to a culture preoccupied with the processes of circulation and appraisal, accumulation and possession. By design, comics encourage the reader to scan the landscape, to pay attention to the physical objects that fill our lives and constitute our familiar surroundings. Because comics take place in a completely fabricated world, everything is there intentionally. Comics are stuff; comics tell stories about stuff; and they display stuff. When we use the phrase “and stuff” in everyday speech, we often mean something vague, something like “etcetera.” In this book, stuff refers not only to physical objects, but also to the emotions, sentimental attachments, and nostalgic longings that we express—or hold at bay—through our relationships with stuff. In *Comics and Stuff*, his first solo authored book in over a decade, pioneering media scholar Henry Jenkins moves through anthropology, material culture, literary criticism, and art history to resituate comics in the cultural landscape. Through over one hundred full-color illustrations, using close readings of contemporary graphic novels, Jenkins explores how comics depict stuff and exposes the central role that stuff plays in how we curate our identities, sustain memory, and make meaning. *Comics and Stuff* presents an innovative new way of thinking about comics and graphic novels that will change how we think about our stuff and ourselves.

Before the enormously successful NES console changed the video game landscape in the 1980s, Nintendo became famous for producing legendary arcade machines like Donkey Kong and Mario Bros. Drawing on original interviews, news reports and other documents, this book traces Nintendo's rise from a small business that made playing cards to the top name in the arcade industry. Twenty-eight game titles are examined in-depth, along with the people and events that defined the company for more than four decades.

Almost as soon as 'club culture' took hold - during the UK's Second Summer of Love in 1988 - its sociopolitical impact became clear, with journalists, filmmakers and authors all keen to use this cultural context as source material for their texts. This book uses that electronic music subculture as a route into an analysis of these principally literary representations of a music culture: why such secondary artefacts appear and what function they serve. The book conceives of a new literary genre to accommodate these stories born of the dancefloor - 'dancefloor-driven literature'. Using interviews with Irvine Welsh, author of *Trainspotting* (1994), alongside other dancefloor-driven authors Nicholas Blincoe and Jeff Noon as case studies, the book analyzes three separate ways writers draw on electronic dance music in their fictions, interrogating that very particular intermedial intersection between the sonic and the linguistic. It explores how such authors write about something so subterranean as the nightclub scene, and analyses what specific literary techniques they deploy to write lucidly and fluidly about the metronomic beat of electronic music and the chemical accelerant that further alters that relationship.

The host of the award-winning humorous news program offers tongue-in-cheek insight into American democracy with coverage of such topics as the republican qualities of ancient Rome, the antics of our nation's founders, and the ludicrous nature of today's media.

Containing chapters 51-100 of China's best-loved work, in an edited, yet complete and wholly accurate translation for the Western reader. Travel with Monkey, Pig, Friar Sand and the Tang Priest as they continue their journey to India and finally attain the scriptures. Volume 2 contains some of the most famous episodes from this classic, including Monkey's duel with the Princess Iron Fan.

"Stylish, smart, and scary as hell." —Chris Bohjalian, #1 New York Times bestselling author "A nightmarish white-knuckler." —O, The Oprah Magazine Oliver Park, a recovering addict from Indiana, finally has everything he ever wanted: sobriety and a loving, wealthy partner in Nathan, a prominent DC trauma surgeon. Despite their difference in age and disparate backgrounds, they've made a perfect life together. With everything to lose, Oliver shouldn't be visiting Haus, a gay bathhouse. But through the entrance he goes, and it's a line crossed. Inside, he follows a man into a private room, and it's the final line. Whatever happens next, Nathan can never know. But then, everything goes wrong, terribly wrong, and Oliver barely escapes with his life. He races home in full-blown terror as the hand-shaped bruise grows dark on his neck. The truth will destroy Nathan and everything they have together, so Oliver does the thing he used to do so well: he lies. What follows is a classic runaway-train narrative, full of the exquisite escalations, edge-of-your-seat thrills, and oh-my-god twists. P. J. Vernon's Bath Haus is a scintillating thriller with an emotional

punch, perfect for readers curious for their next must-read novel.

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