

Get Free Enchanted Objects Design Human Desire And The Internet Of Things

## **Enchanted Objects Design Human Desire And The Internet Of Things**

The Jobs To Be Done Playbook  
Enchanted Objects  
Interaction Design  
My First Human Anatomy Coloring Book  
The Order of Things  
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Fullstack D3 and Data Visualization  
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Ethical Ripples of Creativity and Innovation  
Designing Design  
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The Wonderful Wizard of Oz  
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The Faraway Nearby  
A Field Guide to Getting Lost  
The Art of Game Design  
Design  
Pseudoscience and the Paranormal  
Pro PHP Refactoring  
A Certain World  
The Darkening Age  
The Tower Builder  
Experience Design  
Coloring Book  
Public Opinion

### **The Jobs To Be Done Playbook**

"This publication is issued on the occasion of the exhibition Book of Beasts: The

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Bestiary in the Medieval World, on view at the J. Paul Getty Museum at the Getty Center, Los Angeles, from May 14 to August 18, 2019."

### **Enchanted Objects**

A companion to A Field Guide for Getting Lost explores the ways that people construct lives from stories and connect to each other through empathy, narrative and imagination, sharing illustrative anecdotes about historical figures and members of her own family. By the National Book Critics Circle Award-winning author of River of Shadows.

### **Interaction Design**

These days, consumers have real power: they can research companies, compare ratings, and find alternatives with a simple tap. Focusing on customer needs isn't a nice-to-have, it's a strategic imperative. The Jobs To Be Done Playbook (JTBD) helps organizations turn market insight into action. This book shows you techniques to make offerings people want, as well as make people want your offering.

### **My First Human Anatomy Coloring Book**

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Poesi og prosa - og meget andet - i udvalg

## **The Order of Things**

This book is the first in-depth study of the still life as interpreted and transformed by avant-garde artists of the 20th century. Published to accompany a major exhibition opening in May 1997 at The Museum of Modern Art, New York, *Objects of Desire* traces a radical rethinking of the genre in terms of subject matter and formal invention. Through unprecedented juxtapositions of works by 56 artists, *Objects of Desire* profiles the changing cultural values that are patently evident in the still life, reflected in the choice of objects -- from pitchers to bicycle wheels to soup cans -- and their perceptual or conceptual, objective or subversive representations.

## **Objects of Desire**

Many businesses and organizations depend on older high-value PHP software that risks abandonment because it is impossible to maintain. The reasons for this may be that the software is not well designed; there is only one developer (the one who created the system) who can develop it because he didn't use common design patterns and documentation; or the code is procedural, not object-oriented. With

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this book, you'll learn to identify problem code and refactor it to create more effective applications using test-driven design.

### **Enchanted Objects**

Essential reading for designers, business leaders, technologists and entrepreneurs, an MIT Media Lab scientist and founder of Ambient Devices presents a blueprint for a better future where efficient solutions come hand in hand with technology that delights our senses.

### **Emotionally Durable Design**

A New York Times Notable Book of 2018 “Searingly passionate...Nixey writes up a storm. Each sentence is rich, textured, evocative, felt...[A] ballista-bolt of a book.” —New York Times Book Review In Harran, the locals refused to convert. They were dismembered, their limbs hung along the town’s main street. In Alexandria, zealots pulled the elderly philosopher-mathematician Hypatia from her chariot and flayed her to death with shards of broken pottery. Not long before, their fellow Christians had invaded the city’s greatest temple and razed it—smashing its world-famous statues and destroying all that was left of Alexandria’s Great Library. Today, we refer to Christianity’s conquest of the West as a “triumph.” But this victory entailed

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an orgy of destruction in which Jesus's followers attacked and suppressed classical culture, helping to pitch Western civilization into a thousand-year-long decline. Just one percent of Latin literature would survive the purge; countless antiquities, artworks, and ancient traditions were lost forever. As Catherine Nixey reveals, evidence of early Christians' campaign of terror has been hiding in plain sight: in the palimpsests and shattered statues proudly displayed in churches and museums the world over. In *The Darkening Age*, Nixey resurrects this lost history, offering a wrenching account of the rise of Christianity and its terrible cost.

### **Flow**

When one defines "order" as a sorting of priorities, it becomes beautifully clear as to what Foucault is doing here. With virtuoso showmanship, he weaves an intensely complex history of thought. He dips into literature, art, economics and even biology in *The Order of Things*, possibly one of the most significant, yet most overlooked, works of the twentieth century. Eclipsed by his later work on power and discourse, nonetheless it was *The Order of Things* that established Foucault's reputation as an intellectual giant. Pirouetting around the outer edge of language, Foucault unsettles the surface of literary writing. In describing the limitations of our usual taxonomies, he opens the door onto a whole new system of thought, one ripe with what he calls "exotic charm". Intellectual pyrotechnics from the master of critical thinking, this book is crucial reading for those who wish to gain insight into

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that odd beast called Postmodernism, and a must for any fan of Foucault.

### **The Botany of Desire**

Every firm must maintain an entrepreneurial ecosystem and a coherent innovation strategy in order to stay ahead of the competition. For managers this means being able to build a vision of what innovation looks like in the context of their organization, fostering entrepreneurial behaviour, spotting opportunities and making the right decisions. Based on years of practical experience and unique insight, this handy guide identifies fundamental challenges and is rooted in concrete examples. Accompanied by a brand new app for iPhone and Android as well as a companion website ([www.NavigatingInnovation.org](http://www.NavigatingInnovation.org)), this is an easy dip in, dip out guide with a focus on successful execution. Navigating Innovation is a one-stop-shop, giving you a deeper understanding of the core concepts and tools to capture the right opportunities for your business.

### **We Set the Dark on Fire**

A compelling defense for the importance of design and how it shapes our behavior, our emotions, and our lives Design has always prided itself on being relevant to the world it serves, but interest in design was once limited to a small community of

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design professionals. Today, books on "design thinking" are best sellers, and computer and Web-based tools have expanded the definition of who practices design. Looking at objects, letterforms, experiences, and even theatrical performances, award-winning author Jessica Helfand asserts that understanding design's purpose is more crucial than ever. Design is meaningful not because it is pretty but because it is an intrinsically humanist discipline, tethered to the very core of why we exist. For example, as designers collaborate with developing nations on everything from more affordable lawn mowers to cleaner drinking water, they must take into consideration the full range of a given community's complex social needs. Advancing a conversation that is unfolding around the globe, Helfand offers an eye-opening look at how designed things make us feel as well as how--and why--they motivate our behavior.

### **The 7 Laws of Magical Thinking**

THE BESTSELLING CLASSIC ON 'FLOW' - THE KEY TO UNLOCKING MEANING, CREATIVITY, PEAK PERFORMANCE, AND TRUE HAPPINESS Legendary psychologist Mihaly Csikszentmihalyi's famous investigations of "optimal experience" have revealed that what makes an experience genuinely satisfying is a state of consciousness called flow. During flow, people typically experience deep enjoyment, creativity, and a total involvement with life. In this new edition of his groundbreaking classic work, Csikszentmihalyi ("the leading researcher into 'flow

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states'" —Newsweek) demonstrates the ways this positive state can be controlled, not just left to chance. Flow: The Psychology of Optimal Experience teaches how, by ordering the information that enters our consciousness, we can discover true happiness, unlock our potential, and greatly improve the quality of our lives. "Explores a happy state of mind called flow, the feeling of complete engagement in a creative or playful activity." —Time

### **The Story of Snowflake and Inkdrop**

Enchantment, as defined by bestselling business guru Guy Kawasaki, is not about manipulating people. It transforms situations and relationships. It converts hostility into civility and civility into affinity. It changes the skeptics and cynics into the believers and the undecided into the loyal. Enchantment can happen during a retail transaction, a high-level corporate negotiation, or a Facebook update. And when done right, it's more powerful than traditional persuasion, influence, or marketing techniques. Kawasaki argues that in business and personal interactions, your goal is not merely to get what you want but to bring about a voluntary, enduring, and delightful change in other people. By enlisting their own goals and desires, by being likable and trustworthy, and by framing a cause that others can embrace, you can change hearts, minds, and actions. For instance, enchantment is what enabled . . .

- A Peace Corps volunteer to finesse a potentially violent confrontation with armed guerrillas.
- A small cable channel (E!) to win the TV

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broadcast rights to radio superstar Howard Stern. • A seemingly crazy new running shoe (Vibram Five Fingers) to methodically build a passionate customer base. • A Canadian crystal maker (Nova Scotian Crystal) to turn observers into buyers. This book explains all the tactics you need to prepare and launch an enchantment campaign; to get the most from both push and pull technologies; and to enchant your customers, your employees, and even your boss. It shows how enchantment can turn difficult decisions your way, at times when intangibles mean more than hard facts. It will help you overcome other people's entrenched habits and defy the not-always-wise "wisdom of the crowd." Kawasaki's lessons are drawn from his tenure at one of the most enchanting organizations of all time, Apple, as well as his decades of experience as an entrepreneur and venture capitalist. There are few people in the world more qualified to teach you how to enchant people. As Kawasaki writes, "Want to change the world? Change caterpillars into butterflies? This takes more than run-of-the-mill relationships. You need to convince people to dream the same dream that you do." That's a big goal, but one that's possible for all of us. From the Hardcover edition.

## **The Psychosocial Implications of Disney Movies**

"Representing a new generation of designers in Japan, Kenya Hara (born 1958) pays tribute to his mentors, using long overlooked Japanese icons and images in much of his work. In *Designing Design*, he impresses upon the reader the

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importance of emptiness in both the visual and philosophical traditions of Japan, and its application to design, made visible by means of numerous examples from his own work: Hara for instance designed the opening and closing ceremony programs for the Nagano Winter Olympic Games 1998. In 2001, he enrolled as a board member for the Japanese label MUJI and has considerably moulded the identity of this successful corporation as communication and design advisor ever since. Kenya Hara, alongside Naoto Fukasawa one of the leading design personalities in Japan, has also called attention to himself with exhibitions such as Re-Design: The Daily Products of the 21st Century of 2000. "

### **Case of the Missing Cutlery**

sure to please both the armchair skeptic looking for clear rebuttals to paranormal nonsense and the scientist interested in understanding the cognitive mechanisms involved in supernatural beliefs.- Skeptical InquirerI found [it] an eye-opener in everything said.Hines writes with great insight and plain speaking without belittling the reader with anything but common-sense.this book has my unreserved recommendation to be read and thoroughly digested and deeply thought about.- SFCrowsnest.co.ukTelevision, the movies, and computer games fill the minds of their viewers with a daily staple of fantasy, from tales of UFO landings, haunted houses, and communication with the dead to claims of miraculous cures by gifted healers or breakthrough treatments by means of fringe medicine. The paranormal

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is so ubiquitous in one form of entertainment or another that many people easily lose sight of the distinction between the real and the imaginary, or they never learn to make the distinction in the first place. In this thorough review of pseudoscience and the paranormal in contemporary life, psychologist Terence Hines teaches readers how to carefully evaluate all such claims in terms of scientific evidence. Hines devotes separate chapters to psychics; life after death; parapsychology; astrology; UFOs; ancient astronauts, cosmic collisions, and the Bermuda Triangle; faith healing; and more. New to this second edition are extended sections on psychoanalysis and pseudopsychologies, especially recovered memory therapy, satanic ritual abuse, facilitated communication, and other questionable psychotherapies. There are also new chapters on alternative medicine, which is now marketed in our drug stores, and on environmental pseudoscience, with special emphasis on the evidence that certain technologies like cell phones or environmental agents like asbestos cause cancer. Finally, Hines discusses the psychological causes for belief in the paranormal despite overwhelming evidence to the contrary. This valuable, highly interesting, and completely accessible analysis critiques the whole range of current paranormal claims. Terence M. Hines (Pleasantville, NY) is professor of psychology at Pace University, and the author of the first edition of *Pseudoscience and the Paranormal*.

### **Fullstack D3 and Data Visualization**

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When strange accidents start happening around thirteen year-old necromancer Ennara and her friends, she must search for the mysterious stolen artifacts causing the attacks while learning the highest form of magic—the spells that could prevent the fruition of a terrible prophecy.

### **Objects in Mirror are Closer Than They Appear**

Focusing on the human relationship with plants, the author of *Second Nature* uses botany to explore four basic human desires--sweetness, beauty, intoxication, and control--through portraits of four plants that embody them: the apple, tulip, marijuana, and potato. 100,000 first printing.

### **Ennara and the Book of Shadows**

Pervasive healthcare is the conceptual system of providing healthcare to anyone, at anytime, and anywhere by removing restraints of time and location while increasing both the coverage and the quality of healthcare. Pervasive Healthcare Computing is at the forefront of this research, and presents the ways in which mobile and wireless technologies can be used to implement the vision of pervasive healthcare. This vision includes prevention, healthcare maintenance and checkups; short-term monitoring (home healthcare), long-term monitoring (nursing home),

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and personalized healthcare monitoring; and incidence detection and management, emergency intervention, transportation and treatment. The pervasive healthcare applications include intelligent emergency management system, pervasive healthcare data access, and ubiquitous mobile telemedicine. Pervasive Healthcare Computing includes the treatment of several new wireless technologies and the ways in which they will implement the vision of pervasive healthcare.

### **Weight of Glory**

In this witty and perceptive debut, a former editor at Psychology Today shows us how magical thinking makes life worth living. Psychologists have documented a litany of cognitive biases- misperceptions of the world-and explained their positive functions. Now, Matthew Hutson shows us that even the most hardcore skeptic indulges in magical thinking all the time-and it's crucial to our survival. Drawing on evolution, cognitive science, and neuroscience, Hutson shows us that magical thinking has been so useful to us that it's hardwired into our brains. It encourages us to think that we actually have free will. It helps make us believe that we have an underlying purpose in the world. It can even protect us from the paralyzing awareness of our own mortality. In other words, magical thinking is a completely irrational way of making our lives make rational sense. With wonderfully entertaining stories, personal reflections, and sharp observations, Hutson reveals

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our deepest fears and longings. He also assures us that it is no accident his surname contains so many of the same letters as this imprint.

### **Objects and Imagination**

Emotionally Durable Design presents counterpoints to our 'throwaway society' by developing powerful design tools, methods and frameworks that build resilience into relationships between people and things. The book takes us beyond the sustainable design field's established focus on energy and materials, to engage the underlying psychological phenomena that shape patterns of consumption and waste. In fluid and accessible writing, the author asks: why do we discard products that still work? He then moves forward to define strategies for the design of products that people want to keep for longer. Along the way we are introduced to over twenty examples of emotional durability in smart phones, shoes, chairs, clocks, teacups, toasters, boats and other material experiences. Emotionally Durable Design transcends the prevailing doom and gloom rhetoric of sustainability discourse, to pioneer a more hopeful, meaningful and resilient form of material culture. This second edition features pull-out quotes, illustrated product examples, a running glossary and comprehensive stand firsts; this book can be read cover to cover, or dipped in-and-out of. It is a daring call to arms for professional designers, educators, researchers and students from in a range of disciplines from product design to architecture; framing an alternative genre of

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design that reduces the consumption and waste of resources by increasing the durability of relationships between people and things.

### **Enchantment**

Here is storytelling on a grand scale — the stuff of which a classic is made. Weaveworld begins with a rug — a wondrous, magnificent rug — into which a world has been woven. It is the world of the Seerkind, a people more ancient than man, who possesses raptures — the power to make magic. In the last century they were hunted down by an unspeakable horror known as the Scourge, and, threatened with annihilation, they worked their strongest raptures to weave themselves and their culture into a rug for safekeeping. Since then, the rug has been guarded by human caretakers. The last of the caretakers has just died. Vying for possession of the rug is a spectrum of unforgettable characters: Suzanna, granddaughter of the last caretaker, who feels the pull of the Weaveworld long before she knows the extent of her own powers; Calhoun Mooney, a pigeon-raising clerk who finds the world he's always dreamed of in a fleeting glimpse of the rug; Immacolata, an exiled Seerkind witch intent on destroying her race even if it means calling back the Scourge; and her sidekick, Shadwell, the Salesman, who will sell the Weaveworld to the highest bidder. In the course of the novel the rug is unwoven, and we travel deep into the glorious raptures of the Weaveworld before we witness the final, cataclysmic struggle for its possession. Barker takes us to places where

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we have seldom been in fiction--places terrifying and miraculous, humorous, and profound. With keen psychological insight and prodigious invention, his trademark graphic vision balanced by a spirit of transcendent promise, Barker explores the darkness and the light, the magical and the monstrous, and celebrates the triumph of the imagination.

### **Book of Beasts**

A stimulating exploration of wandering, being lost, and the uses of the unknown from the author of *Recollections of My Nonexistence* Written as a series of autobiographical essays, *A Field Guide to Getting Lost* draws on emblematic moments and relationships in Rebecca Solnit's life to explore issues of uncertainty, trust, loss, memory, desire, and place. Solnit is interested in the stories we use to navigate our way through the world, and the places we traverse, from wilderness to cities, in finding ourselves, or losing ourselves. While deeply personal, her own stories link up to larger stories, from captivity narratives of early Americans to the use of the color blue in Renaissance painting, not to mention encounters with tortoises, monks, punk rockers, mountains, deserts, and the movie *Vertigo*. The result is a distinctive, stimulating voyage of discovery.

### **Ethical Ripples of Creativity and Innovation**

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Despite the wide interest in material culture, art, and aesthetics, few studies have considered them in light of the importance of the social imagination - the complex ways in which we conceptualize our social surroundings. This collection engages the “material turn” in the arts, humanities, and social sciences through a range of original contributions on creativity in diverse global and contemporary social settings. The authors engage with everyday objects, art, rituals, and ethnographic exhibitions to analyze the relationship between material culture and the social imagination. What results is a better understanding of how the material embodies and influences our idea of the social world.

### **Designing Design**

Anyone can master the fundamentals of game design - no technological expertise is necessary. *The Art of Game Design: A Book of Lenses* shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and

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anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

### **Voyage of the Basilisk**

Kevin Allen, author of the Wall Street Journal best-selling *The Hidden Agenda: A Proven Way to Win Business and Create a Following*, is back, with a fabulously entertaining (and true) tale of a newly minted leader made buoyant during *The Case of the Missing Cutlery: A Leadership Course for the Rising Star*. As a young manager at an airline catering facility, Kevin had to find out why silverware was disappearing at a rapid clip. The route to solving this mystery of *The Case of the Missing Cutlery* results in Kevin learning to rise to the occasion, to become a leader who inspires followers and is able to rely on their hard work and support. For those who might find reading about leadership success at the Fortune 50 level inspiring but too far removed from their experience, the author offers up this down-to-earth story of an everyday employee turned rising star. *The Case of the Missing Cutlery* also provides exercises and further examples to bring the leadership messages home. [This edition contains content previously published as *The Buoyant Leader*.]

### **Weaveworld**

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“We Set the Dark on Fire burns bright. It will light the way for a new generation of rebels and lovers.” —NPR “Mejia pens a compelling, gripping story that mirrors real world issues of immigration and equality.” —Buzzfeed Five starred reviews!! In this daring and romantic fantasy debut perfect for fans of *The Handmaid’s Tale* and Latinx authors Zoraida Córdova and Anna-Marie McLemore, society wife-in-training Dani has a great awakening after being recruited by rebel spies and falling for her biggest rival. At the Medio School for Girls, distinguished young women are trained for one of two roles in their polarized society. Depending on her specialization, a graduate will one day run a husband’s household or raise his children. Both paths promise a life of comfort and luxury, far from the frequent political uprisings of the lower class. Daniela Vargas is the school’s top student, but her pedigree is a lie. She must keep the truth hidden or be sent back to the fringes of society. And school couldn’t prepare her for the difficult choices she must make after graduation, especially when she is asked to spy for a resistance group desperately fighting to bring equality to Medio. Will Dani cling to the privilege her parents fought to win for her, or will she give up everything she’s strived for in pursuit of a free Medio—and a chance at a forbidden love?

### **Pervasive Healthcare Computing**

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular

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culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

### **The Wonderful Wizard of Oz**

At heart, this is a love story on multiple levels: love of a man for the woman he envisioned years before they met, for dangerous exciting work, and for the unique and mysterious wonders of past history. It is a tale of love toppled and then resurrected, told symbolically and literally through the true narrative of a near impossible rebuilding of fallen radio towers. A handsome, young tower engineer takes on the impossible task -- rebuild WWII-era, unique radio towers without blueprints. In recounting his work in the most dangerous job on earth, a tantalizing

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WWII mystery of an unusual rotating aircraft beacon is uncovered. Perched for decades atop a famous radio station, no one knows why it is there. Unsolved for seventy years, with scant records to pursue, it seems unlikely anyone will ever decipher the truth. Following whispering clues from a distant past, a little known history of aviation, WWII flight navigation, and the role of the iconic towers and radio in our country's history unfolds. In the process, the shroud obscuring the origins and purpose of the mysterious beacon is lifted. Parts love story, history, mystery, and biography, this amazing story of faith, danger, and passion will have you cheering by its startling conclusion.

### **Navigating Innovation**

Explore the world of design through the lens of designer and glassmaker Josie Gluck. Volume 2 of the Experience Design Series includes 50 abstract and literal single-sided designs inspired by the artist's studio experience. Coloring fanatics are invited to illuminate complex patterns composed from vessels, enliven optical glass phenomena, and color graphic interpretations of surface designs and studio processes. Illustrations include intricate mandalas, repeat patterns, detailed classical forms, and full-page artistic imagery that will captivate grown ups and advanced colorists of all ages.

## **The Faraway Nearby**

### **A Field Guide to Getting Lost**

Harriet Rose, 26, is an American photographer just winning recognition for her work. A travel fellowship brings her to visit her best friend and former roommate, Anne Gordon, in Switzerland. In an ongoing letter to her boyfriend, Harriet reports on strange developments in Anne's life, most notably her affair with a much older married man, which seems to be leading to a disastrous conclusion. Before she can rescue Anne, events take a series of unexpected turns, and Harriet must reexamine her own life and past, and come to terms with the difficulties and possibilities of human relationships. Already excerpted in *The New Yorker*, Katharine Weber's witty first novel of attraction and deception, a tale with the sensibility of a Margaret Atwood, pulses with cultural references and word games that echo Nabokov.

## **The Art of Game Design**

If we are going to promote creativity as an ideal to strive toward, shouldn't we make sure we also instil ethical anticipation so our creative contributions produce a

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better world rather than chaos and waste? Creativity drives cultural development. We all, directly or indirectly, collaborate in the creation of culture, and we are jointly responsible for the way that culture develops. The goals and decisions we make as both creators and adopters pave pathways into the future for us all. Instead of merely reflecting on past events, *Ethical Ripples of Creativity and Innovation* educates for 'profection'—through cases that present what-might-be scenarios for creative contributions that are emerging into mainstream culture, stimulating real-time thinking about creativity-in-action.. This book offers the opportunity to strengthen ethical anticipation by considering the possibilities streaming from current creative offerings that affect our bodies, emotions, selves, and social interactions.

### **Design**

The thrilling adventure of Lady Trent continues in Marie Brennan's *Voyage of the Basilisk* . . . Devoted readers of Lady Trent's earlier memoirs, *A Natural History of Dragons* and *The Tropic of Serpents*, may believe themselves already acquainted with the particulars of her historic voyage aboard the Royal Survey Ship *Basilisk*, but the true story of that illuminating, harrowing, and scandalous journey has never been revealed—until now. Six years after her perilous exploits in *Eriga*, Isabella embarks on her most ambitious expedition yet: a two-year trip around the world to study all manner of dragons in every place they might be found. From

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feathered serpents sunning themselves in the ruins of a fallen civilization to the mighty sea serpents of the tropics, these creatures are a source of both endless fascination and frequent peril. Accompanying her is not only her young son, Jake, but a chivalrous foreign archaeologist whose interests converge with Isabella's in ways both professional and personal. Science is, of course, the primary objective of the voyage, but Isabella's life is rarely so simple. She must cope with storms, shipwrecks, intrigue, and warfare, even as she makes a discovery that offers a revolutionary new insight into the ancient history of dragons. The Lady Trent

Memoirs 1. A Natural History of Dragons 2. The Tropic of Serpents 3. Voyage of the Basilisk 4. In the Labyrinth of Drakes 5. Within the Sanctuary of Wings

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## **Pseudoscience and the Paranormal**

Build beautiful data visualizations with D3 The Fullstack D3 book is the complete guide to D3. With dozens of code examples showing each step, you can gain new insights into your data by creating visualizations. Learn how to quickly turn data into insights with D3 We have the data. But it needs to be understood by humans. The best way to convert this data into an understandable format is to mold it into a data visualization. And D3 is the best tool for job if you need to create custom data visualizations. With Fullstack D3 and Data Visualization you and your team will be

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able to share key insights, uncover problems before they start, and impress your boss by creating gorgeous visualizations. What's Inside Chapter 0: Introduction When would you want to use D3.js? There is a spectrum of libraries to create charts on the web: on one end, you have easy-to-use, basic libraries that will create a standard chart type. Chapter 1: Making your first chart In this chapter we make a line chart. Line charts are a great starting place because of their popularity, but also because of their simplicity. Chapter 2: Making a scatterplot When looking at the relationship between two metrics, a scatterplot is a good choice. In this chapter we show how to create a scatterplot. Chapter 3: Making a bar chart In this chapter we cover how to create a histogram, which is a bar chart that shows the distribution of one metric, with the metric values on the x axis and the frequency of values on the y axis. Chapter 4: Animations and Transitions When we update our charts, we can animate elements from their old to their new positions. These animations can be visually exciting, but more importantly, they have functional benefits. Chapter 5: Interactions The biggest advantage of creating charts with JavaScript is the ability to respond to user input. Chapter 6: Making a map Maps are also uniquely good at answering geography-based questions. In this chapter, we'll build a map and learn how to plot values within a location. Chapter 7: Data Visualization Basics Now that we're comfortable with how to create a chart, we should zoom out a bit and talk about what chart to create. Chapter 8: Common Charts In this chapter, we talk about common chart types and when to use them. Chapter 9: Dashboard Design A dashboard is any web interface that makes sense

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out of dynamic data, and in this chapter we learn how to make one. Chapter 10: Advanced Visualization: Marginal Histogram First, we'll focus on enhancing a chart we've already made: our scatter plot. This chart will have multiple goals, all exploring the daily temperature ranges in our weather dataset. Chapter 11: Advanced Visualization: Radial Weather Chart We talked about radar charts in Chapter 10. For this project, we'll build a more complex radar chart. Chapter 12: Advanced Visualization: Animated Sankey Diagram In this project, we'll be simulating real data and creating an animated diagram to engage our viewers. Chapter 13: D3 and React What's the best way to draw a chart within React? It turns out that there is a fair bit of overlap in functionality between a React and D3 - we'll discuss how we can create blazing fast charts using the two together. Chapter 14: D3 and Angular In this chapter we show how to create optimized SVG charts using D3 and Angular.

### **Pro PHP Refactoring**

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