
Green Line 1 Workbook Mit Audio Cds Und Ubungssof

Designing with the Body
Working with AI
Photonic Crystals
Street-Fighting Mathematics
Views from the Alps
Wanderlust
A First Course in String Theory
The Alchemy of Us
Introduction to Computation and Programming Using Python, second edition
Teaching Computational Thinking
Green Energy and Infrastructure
10 PRINT CHR\$(205.5+RND(1)); : GOTO 10
Principles of Model Checking
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The Promise of Access
Against Reduction
Living Books
Design Justice
Balancing Green
Beyond the Valley
Programmed Inequality
Designed for Digital
Failure to Disrupt
Learning English - Green Line New Drive
Alliance Formation in Civil Wars
Democratizing Innovation
Zones of Control
German and English
Traveling with Sugar
Interface
Good Economics for Hard Times
For the Love of Physics
Green Line 3. Schülerbuch. (Flexibler Einband)
Natural Language Semantics
One Long Line: Marching Caterpillars and the Scientists Who Followed Them

BARTLETT BRIANNA

Designing with the Body University of California Press

A look at wargaming's past, present, and future—from digital games to tabletop games—and its use in entertainment, education, and military planning. With examples from Call of Duty: Modern Warfare, Harpoon, Warhammer 40,000, and more! Games with military themes date back to antiquity, and yet they are curiously neglected in much of the academic and trade literature on games and game history. This volume fills that gap, providing a diverse set of perspectives on wargaming's past, present, and future. In *Zones of Control*, contributors consider wargames played for entertainment, education, and military planning, in terms of design, critical analysis, and historical contexts. They consider both digital and especially tabletop games, most of which cover specific historical conflicts or are grounded in recognizable real-world geopolitics. Game designers and players will find the historical and critical contexts often missing from design and hobby literature; military analysts will find connections to game design and the humanities; and academics will find documentation and critique of a sophisticated body of cultural work in which the complexity of military conflict is represented in ludic systems and procedures. Each section begins with a long anchoring chapter by an established authority, which is followed by a variety of shorter pieces both analytic and anecdotal. Topics include the history of playing at war; operations research and systems design;

wargaming and military history; wargaming's ethics and politics; gaming irregular and non-kinetic warfare; and wargames as artistic practice.

Working with AI MIT Press

This book describes the transformation of telecommunications from national network monopolies to a new system, the "network of networks," and the glue that holds it together, interconnection. By their very nature, monopoly-owned networks provided a small number of standardized, nationwide services. Over the past two decades, however, new forces in the world economy began to unravel this traditional system. The driving force behind the change was the shift toward an information-based economy. Especially for large organizations, the price, control, security, and reliability of telecommunications became variables requiring organized attention. Thus, monopoly began to give way to the "network of networks," the foundation of today's telecommunications and Internet infrastructure. Taking a broad, multidisciplinary perspective Eli Noam discusses the importance and history of interconnection policy, as well as recent policy reforms both within the United States and around the globe. Other important topics he discusses include interconnection prices, the unbundling of interconnection, and the technology of interconnection. He concludes with an examination of social and policy issues, including the free flow of content, universal service and privacy protection, and the future of telecommunications.

Photonic Crystals MIT Press

THE MILLION-COPY GLOBAL BESTSELLER
- BASED ON THE LIFE-CHANGING TED
TALK! DISCOVER YOUR PURPOSE WITH
ONE SIMPLE QUESTION: WHY? 'One of
the most incredible thinkers of our time;

someone who has influenced the way I think and act every day' Steven Bartlett, investor, BBC Dragon and host of The Diary of a CEO podcast ***** Why are some people more inventive, pioneering and successful than others? And why are they able to repeat their success again and again? Because it doesn't matter what you do, it matters WHY you do it. Those who have had the greatest influence in the world all think, act, and communicate in the same way - and it's the opposite to most. In Start with Why, Simon Sinek uncovers the fundamental secret of their success. How you lead, inspire, live, it all starts with why. WHAT READERS ARE SAYING: 'It's amazing how a book can change the course of your life, and this book did that.' 'Imagine the Ted Talk expanded to 2 hours long, with more depth, intrigue and examples.' 'What he does brilliantly is demonstrate his own why - to inspire others - throughout.'

Street-Fighting Mathematics Cambridge University Press

Traveling with Sugar reframes the rising diabetes epidemic as part of a five-hundred-year-old global history of sweetness and power. Amid eerie injuries, changing bodies, amputated limbs, and untimely deaths, many people across the Caribbean and Central America simply call the affliction "sugar"—or, as some say in Belize, "traveling with sugar." A decade in the making, this book unfolds as a series of crónicas—a word meaning both slow-moving story and slow-moving disease. It profiles the careful work of those "still fighting it" as they grapple with unequal material infrastructures and unsettling dilemmas. Facing a new incarnation of blood sugar, these individuals speak back to science and policy misrecognitions that have prematurely

cast their lost limbs and deaths as normal. Their families' arts of maintenance and repair illuminate ongoing struggles to survive and remake larger systems of food, land, technology, and medicine.

Views from the Alps MIT Press

A cultural theory of the interface as a relation that is both ubiquitous and elusive, drawing on disciplines from cultural theory to architecture. In this book, Branden Hookway considers the interface not as technology but as a form of relationship with technology. The interface, Hookway proposes, is at once ubiquitous and hidden from view. It is both the bottleneck through which our relationship to technology must pass and a productive encounter embedded within the use of technology. It is a site of contestation—between human and machine, between the material and the social, between the political and the technological—that both defines and elides differences. A virtuoso in multiple disciplines, Hookway offers a theory of the interface that draws on cultural theory, political theory, philosophy, art, architecture, new media, and the history of science and technology. He argues that the theoretical mechanism of the interface offers a powerful approach to questions of the human relationship to technology. Hookway finds the origin of the term interface in nineteenth-century fluid dynamics and traces its migration to thermodynamics, information theory, and cybernetics. He discusses issues of subject formation, agency, power, and control, within contexts that include technology, politics, and the social role of games. He considers the technological augmentation of humans and the human-machine system, discussing notions of embodied intelligence. Hookway views the figure of the subject

as both receiver and active producer in processes of subjectification. The interface, he argues, stands in a relation both alien and intimate, vertiginous and orienting to those who cross its threshold.

Wanderlust MIT Press

Artists as voyagers who leave their studios to make art, including Nancy Holt, Vito Acconci, Sophie Calle, and Richard Long. *Wanderlust* highlights artists as voyagers who leave their studios to make art. This book (and the exhibition it accompanies) is the first comprehensive survey of the artist's need to roam and the work that emerges from this need. *Wanderlust* presents the work of under-recognized yet pioneering artists alongside their well-known counterparts, and represents works that vary in process, with some artists working as solitary figures implanting themselves physically on the landscape while others perform and create movements in a collaborative manner or in public. Many of the earlier works use what were at the time nontraditional methods of art making. In *Trail Markers* (1969), for example, Nancy Holt spent time in the English countryside, where she documented the painted orange trail markers she found dotting the landscape. Vito Acconci explored his body's "occupancy" of public space through the execution of preconceived actions or activities. In *Following Piece* (1969), Acconci followed one randomly chosen stranger through the streets of New York. *A Line Made by Walking* (1967), a black-and-white photograph of Richard Long's imprint of a straight line in a field, was Long's first walking art work, made on a journey to St Martin's from his home in Bristol. Ana Mendieta's influential *Siluetas* Works in Mexico (1977) documents performances by the

artist during her travel between Iowa and Mexico, in which she imprints her body on the landscape while addressing issues of displacement. Each of these works recognizes the walk and the journey as much more than just a basic human act. Rebecca Solnit observes that walking replicates thinking, adding "the motions of the mind cannot be traced, but those of the feet can." These works trace the motions of wandering artists' focused minds. Artists Vito Acconci, Bas Jan Ader, Nevin Aladag, Francis Alÿs, Janine Antoni, John Baldessari, Kim Beck, Roberley Bell, Blue Republic, Sophie Calle, Rosemarie Castoro, Cardiff/Miller, Zoe Crosher, Fallen Fruit, Mona Hatoum, Nancy Holt, Kenneth Josephson, William Lamson, Richard Long, Marie Lorenz, Mary Mattingly, Anthony McCall, Ana Mendieta, Teresa Murak, Wangechi Mutu, Efrat Natan, Gabriel Orozco, Carmen Papalia, John Pfahl, Pope.L, Teri Rueb, Michael X. Ryan, Todd Shalom, Mary Ellen Strom, and Guido van der Werve. Contributors Rachel Adams, Lucy Ainsworth, Andrew Barron, Pamela Campanaro, Andy Campbell, Hannah Cattarin, Ian Cofre, Jamie DiSarno, Katherine Finerty, Joshua Fischer, Natalie Fleming, Melanie Flood, Jason Foubberg, Allison Glenn, Kate Green, Ross Stanton Jordan, Anna Kaplan, Jamilee Lacy, Jennie Lamensdorf, Toby Lawrence, Jane McFadden, Lynnette Miranda, Conor Moynihan, Liz Munsell, Karen Patterson, Ariel Lauren Pittman, Sean Ripple, Eve Schillo, Holly Shen, Rebecca Solnit, Lexi Lee Sullivan, Whitney Tassie, Charlie Tatum, Zoë Taleporos, Lori Waxman

A First Course in String Theory MIT Press

The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of *When: The Scientific Secrets of Perfect Timing* Most people believe that

the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of *To Sell Is Human: The Surprising Truth About Motivating Others*). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction—at work, at school, and at home—is the deeply human need to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the three elements of true motivation—autonomy, mastery, and purpose—and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live. *The Alchemy of Us* Harvard University Press

A comprehensive introduction to the foundations of model checking, a fully automated technique for finding flaws in hardware and software; with extensive examples and both practical and theoretical exercises. Our growing dependence on increasingly complex computer and software systems necessitates the development of formalisms, techniques, and tools for assessing functional properties of these systems. One such technique that has emerged in the last twenty years is model checking, which systematically (and automatically) checks whether a model of a given system satisfies a desired property such as deadlock freedom, invariants, and request-response properties. This automated technique for verification and debugging

has developed into a mature and widely used approach with many applications. *Principles of Model Checking* offers a comprehensive introduction to model checking that is not only a text suitable for classroom use but also a valuable reference for researchers and practitioners in the field. The book begins with the basic principles for modeling concurrent and communicating systems, introduces different classes of properties (including safety and liveness), presents the notion of fairness, and provides automata-based algorithms for these properties. It introduces the temporal logics LTL and CTL, compares them, and covers algorithms for verifying these logics, discussing real-time systems as well as systems subject to random phenomena. Separate chapters treat such efficiency-improving techniques as abstraction and symbolic manipulation. The book includes an extensive set of examples (most of which run through several chapters) and a complete set of basic results accompanied by detailed proofs. Each chapter concludes with a summary, bibliographic notes, and an extensive list of exercises of both practical and theoretical nature.

[Introduction to Computation and Programming Using Python, second edition](#) Simon and Schuster

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? “Design justice” is an approach to design that is led by marginalized communities and that aims explicitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of

designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to “build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability.” Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

Teaching Computational Thinking MIT Press

FROM THE WINNERS OF THE 2019 NOBEL PRIZE IN ECONOMICS

'Wonderfully refreshing . . . A must read' Thomas Piketty In this revolutionary book, prize-winning economists Abhijit V. Banerjee and Esther Duflo show how economics, when done right, can help us solve the thorniest social and political problems of our day. From immigration to inequality, slowing growth to accelerating climate change, we have the resources to address the challenges we face but we are so often blinded by ideology. Original, provocative and urgent, *Good Economics for Hard Times* offers the new thinking that we need. It builds on cutting-edge research in

economics - and years of exploring the most effective solutions to alleviate extreme poverty - to make a persuasive case for an intelligent interventionism and a society built on compassion and respect. A much-needed antidote to polarized discourse, this book shines a light to help us appreciate and understand our precariously balanced world.

Green Energy and Infrastructure MIT Press

C. S. Lewis rightly instructed, "The task of the modern educator is not to cut down jungles, but to irrigate deserts." This book aims to achieve this task by pushing the frontiers of scholarship for securing a sustainable future through green energy and infrastructure. This encompasses the notion that what we create is in harmony and integration with both the spatial and temporal domains. Through numerous practical examples and illustrations, this book examines a comprehensive review of the latest science on indoor environmental health, energy requirements for buildings, and the "greening" of infrastructure. Also, it provides a discussion on the underlying properties of biomass and its influence on furthering energy conversion technologies. Energy storage is essential for driving the integration of renewable energy, and different storage approaches are discussed in terms of power balancing, grid stability, and reliability. Features: Focuses on the importance of coupling green energy with green infrastructure Provides an unbiased update of the state-of-the-art of sustainability science Discusses utilizing sustainable building materials for simultaneous improvement in energy, economic, and environmental bottom lines for industry Illuminates

practical steps that need to be undertaken to achieve a greener infrastructure. *Green Energy and Infrastructure: Securing a Sustainable Future* is appropriate for researchers, students, and decision-makers seeking the latest, practical information on environmental sustainability.

10 PRINT CHR\$(205.5+RND(1)); : GOTO 10 MIT Press

Interaction design that entails a qualitative shift from a symbolic, language-oriented stance to an experiential stance that encompasses the entire design and use cycle. With the rise of ubiquitous technology, data-driven design, and the Internet of Things, our interactions and interfaces with technology are about to change dramatically, incorporating such emerging technologies as shape-changing interfaces, wearables, and movement-tracking apps. A successful interactive tool will allow the user to engage in a smooth, embodied, interaction, creating an intimate correspondence between users' actions and system response. And yet, as Kristina Höök points out, current design methods emphasize symbolic, language-oriented, and predominantly visual interactions. In *Designing with the Body*, Höök proposes a qualitative shift in interaction design to an experiential, felt, aesthetic stance that encompasses the entire design and use cycle. Höök calls this new approach soma design; it is a process that reincorporates body and movement into a design regime that has long privileged language and logic. Soma design offers an alternative to the aggressive, rapid design processes that dominate commercial interaction design; it allows (and requires) a slow, thoughtful process that takes into account fundamental human values. She

argues that this new approach will yield better products and create healthier, more sustainable companies. Höök outlines the theory underlying soma design and describes motivations, methods, and tools. She offers examples of soma design "encounters" and an account of her own design process. She concludes with "A Soma Design Manifesto," which challenges interaction designers to "restart" their field—to focus on bodies and perception rather than reasoning and intellect.

Principles of Model Checking Penguin

The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In *Democratizing Innovation*, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and why it often pays users to reveal their innovations freely for the use of all. The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel's many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is

concentrated among "lead users," who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for. An electronic version of this book is available under a Creative Commons license.

Milton and the Resources of the

Line Cambridge University Press

A "timely, informative, and fascinating" study of 8 inventions—and how they shaped our world—with "totally compelling" insights on little-known inventors throughout history (Elizabeth Kolbert, Pulitzer Prize-winning author of *The Sixth Extinction*) In *The Alchemy of Us*, scientist and science writer Ainissa Ramirez examines 8 inventions and reveals how they shaped the human experience: • Clocks • Steel rails • Copper communication cables • Photographic film • Light bulbs • Hard disks • Scientific labware • Silicon chips Ramirez tells the stories of the woman who sold time, the inventor who inspired Edison, and the hotheaded undertaker whose invention pointed the way to the computer. She describes how our pursuit of precision in timepieces changed how

we sleep; how the railroad helped commercialize Christmas; how the necessary brevity of the telegram influenced Hemingway's writing style; and how a young chemist exposed the use of Polaroid's cameras to create passbooks to track black citizens in apartheid South Africa. These fascinating and inspiring stories offer new perspectives on our relationships with technologies. Ramirez shows not only how materials were shaped by inventors but also how those materials shaped culture, chronicling each invention and its consequences—intended and unintended. Filling in the gaps left by other books about technology, Ramirez showcases little-known inventors—particularly people of color and women—who had a significant impact but whose accomplishments have been hidden by mythmaking, bias, and convention. Doing so, she shows us the power of telling inclusive stories about technology. She also shows that innovation is universal—whether it's splicing beats with two turntables and a microphone or splicing genes with two test tubes and CRISPR.

Interconnecting the Network of Networks MIT Press

A fresh and fascinating look at caterpillars gives new meaning to the words "line leader"—and ushers kids into the process of scientific discovery—in this first book in the *Discovery Chronicles* by a biologist and award-winning children's author. This is a story about remarkable creatures, inquisitive people, and fascinating conversations. The creatures? Pine processionary caterpillars with mysterious group habits. The people? Jean Henri Fabre and, many years later, Terrence Fitzgerald—scientists with big questions about the behavior of these caterpillars.

And the conversations? The conversations span lifetimes, as one researcher continues a dialogue started by the other. In this playful, candid, and accessible book for young readers, biologist Loree Griffin Burns captures the unique leader-follower behavior of pine processionary caterpillars through a glimpse into the “ask, test, repeat” nature of the scientific process—and shows how that process creates one long line of questioning and learning. Back matter includes more details about the two scientists as well as a glossary, bibliography, source notes, and suggestions for further reading.

Rules of Play MIT Press

Why simple technological solutions to complex social issues continue to appeal to politicians and professionals who should (and often do) know better. Why do we keep trying to solve poverty with technology? What makes us feel that we need to learn to code--or else? In *The Promise of Access*, Daniel Greene argues that the problem of poverty became a problem of technology in order to manage the contradictions of a changing economy. Greene shows how the digital divide emerged as a policy problem and why simple technological solutions to complex social issues continue to appeal to politicians and professionals who should (and often do) know better.

Start With Why MIT Press

Original publication and copyright date: 2011.

Deep Learning Candlewick Press

A Science “Reading List for Uncertain Times” Selection “A must-read for anyone with even a passing interest in the present and future of higher education.” —Tressie McMillan Cottom, author of *Lower Ed* “A must-read for the education-invested as well as the education-interested.” —Forbes

Proponents of massive online learning have promised that technology will radically accelerate learning and democratize education. Much-publicized experiments, often underwritten by Silicon Valley entrepreneurs, have been launched at elite universities and elementary schools in the poorest neighborhoods. But a decade after the “year of the MOOC,” the promise of disruption seems premature. In *Failure to Disrupt*, Justin Reich takes us on a tour of MOOCs, autograders, “intelligent tutors,” and other edtech platforms and delivers a sobering report card.

Institutions and investors favor programs that scale up quickly at the expense of true innovation. Learning technologies—even those that are free—do little to combat the growing inequality in education. Technology is a phenomenal tool in the right hands, but no killer app will shortcut the hard road of institutional change. “I’m not sure if Reich is as famous outside of learning science and online education circles as he is inside. He should be...Reading and talking about *Failure to Disrupt* should be a prerequisite for any big institutional learning technology initiatives coming out of COVID-19.” —Inside Higher Ed “The desire to educate students well using online tools and platforms is more pressing than ever. But as Justin Reich illustrates...many recent technologies that were expected to radically change schooling have instead been used in ways that perpetuate existing systems and their attendant inequalities.” —Science

—Science

The Promise of Access Princeton University Press

A guide for educators to incorporate computational thinking—a set of cognitive skills applied to problem solving—into a broad range of subjects.

Computational thinking—a set of mental and cognitive tools applied to problem solving—is a fundamental skill that all of us (and not just computer scientists) draw on. Educators have found that computational thinking enhances learning across a range of subjects and reinforces students' abilities in reading, writing, and arithmetic. This book offers a guide for incorporating computational thinking into middle school and high school classrooms, presenting a series of activities, projects, and tasks that employ a range of pedagogical practices and cross a variety of content areas. As students problem solve, communicate, persevere, work as a team, and learn from mistakes, they develop a concrete understanding of the abstract principles used in computer science to create code and other digital artifacts. The book guides students and teachers to integrate computer programming with visual art and geometry, generating abstract expressionist-style images; construct topological graphs that represent the relationships between characters in such literary works as *Harry Potter and the Sorcerer's Stone* and *Romeo and Juliet*; apply Newtonian physics to the creation of computer games; and locate, analyze, and present empirical data relevant to social and political issues. Finally, the book lists a variety of classroom resources, including the programming languages Scratch (free to all) and CodeSters (free to teachers). An accompanying website contains the executable programs used in the book's activities.

Against Reduction MIT Press

This book will change how readers read

not only Milton but any poetry. Whereas prose is written in sentences, poetry is written in lines, lines that may or may not coincide with the syntax of the sentence. Lines add an aural and visual mode of punctuation, with some degree of pause and weight at the line-turn. So lineation, the division of poetry into lines, opens a repertoire of possibilities to the poet. Notably, it encourages an enhanced concentration on meaning, rhythm, and sound. It makes metrical patterns possible, with interactions between regularity and deviation; or it makes possible the presence or absence of structural rhyme; or the multiple variations of the line-turn, whether in harmony with syntax or overflowing, in ways that may be either more or less conspicuous. Starting from theories of Derek Attridge, this book develops new methods for exploring the expressive resources of the verse line as exploited by the greatest of English poets, John Milton. Topics examined include: the interaction of strictness and freedom in the rhythms of Milton's line and paragraph; the interfusion of diverse prosodies in a single poem; approaches to free verse; rhyme in the earlier lyric verse and modes of near-rhyme in the later blank verse; the diverse modes of onomatopoeia; and the complex interweavings of prosody and ideology in this very political poet. The great themes and issues and characters of Milton's innovative and always controversial poetry are perceived afresh, being approached intimately through the rich possibilities of the line, and the insights of the approach illuminate the reading of any poetry.