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Wireless Networking Absolute Beginner's Guide-Michael Miller 2013-02-08 Make the most of your wireless network...without becoming a technical expert! This book is the fastest way to connect all your wireless devices, get great performance with everything from streaming media to printing, stay safe and secure, and do more with Wi-Fi than you ever thought possible! Even if you've never set up or run a network before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Wireless networking has never, ever been this simple! Who knew how simple wireless networking could be? This is today's best beginner's guide to creating, using, troubleshooting, and doing more with your wireless network...simple, practical instructions for doing everything you really want to do at home.

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or in your business! Here's a small sample of what you'll learn:

- Buy the right equipment without overspending
- Reliably connect Windows PCs, Macs, iPads, Android tablets, game consoles, Blu-ray players, smartphones, and more
- Get great performance from all your networked devices
- Smoothly stream media without clogging your entire network
- Store music and movies so you can play them anywhere in your home
- Keep neighbors and snoopers out of your network
- Share the files you want to share—and keep everything else private
- Automatically back up your data across the network
- Print from anywhere in the house—or from anywhere on Earth
- Extend your network to work reliably in larger homes or offices
- Set up a “guest network” for visiting friends and family
- View streaming videos and other web content on your living room TV
- Control your networked devices with your smartphone or tablet
- Connect to Wi-Fi hotspots and get online in your car
- Find and log onto hotspots, both public and hidden
- Quickly troubleshoot common wireless network problems

Michael Miller is the world's #1 author of beginning computer books. He has written more than 100 best-selling books over the past two decades, earning an international reputation for his friendly and easy-to-read style, practical real-world advice, technical accuracy, and exceptional ability to demystify complex topics. His books for Que include Computer Basics Absolute Beginner's Guide; Facebook for Grown-Ups; My Pinterest; Ultimate Digital Music Guide; Speed It Up! A Non-Technical Guide for Speeding Up Slow PCs, and Googlepedia: The Ultimate Google Resource. Category: Networking Covers: Wireless Networking User Level: Beginning Game Informer Magazine- 2008

Ubiquitous Computing Fundamentals-John Krumm 2018-10-08 "...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field." -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves

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any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John Krumm, an original ubicomp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise. Starting with a historical introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book examines: How to build an infrastructure that supports ubiquitous computing applications Privacy protection in systems that connect personal devices and personal information Moving from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and understand other sensor measurements While we needn't become expert in every sub-discipline of ubicomp, it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives. This is important, if we are to encourage future generations to be as successfully innovative as the field's originators.

Digital Information and Communication Technology and Its Applications-Hocine Cherifi 2011-06-17 This two-volume set CCIS 166 and 167 constitutes the refereed proceedings of the International Conference on Digital Information and Communication Technology and its Applications, DICTAP 2011, held in Dijon, France, in June 2010. The 128 revised full papers presented in both volumes were carefully reviewed and selected from 330 submissions. The papers are organized in topical sections on Web applications; image processing; visual interfaces and user experience; network security; ad hoc network; cloud computing; Data Compression; Software Engineering; Networking and Mobiles; Distributed and Parallel processing; social networks; ontology; algorithms; multimedia; e-learning; interactive environments and emergent

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technologies for e-learning; signal processing; information and data management.

My PlayStation Vita-Bill Loguidice 2012-11-15 Step-by-step instructions with callouts to PlayStation Vita images that show you exactly what to do. Help when you run into problems with your PlayStation Vita. Tips and Notes to help you get the most from your PlayStation Vita. Full-Color, Step-by-Step Tasks Show You How to Have Maximum Fun with Your PlayStation Vita! Unbox your PS Vita™, get connected, and start having fun, fast Master PS Vita's built-in and downloadable apps, from games to social media Discover hot new PS Vita games—and play PlayStation classics, too Chat with groups of friends in real time—even if they're playing different games Leave gifts for nearby gamers to find and play with or launch neighborhood competitions Post on Facebook and Twitter right from your PS Vita Use “augmented reality” cameras to embed yourself into the game Make the most of PS Vita's advanced HTML5 web browser Take great photos and videos with PS Vita's built-in cameras Control your PS3 from your PS Vita—even if you're thousands of miles away Transform your PS Vita into a world-class music player Get instant walking or driving directions from Google Maps Set parental controls to protect your kids Create Privacy Zones so other gamers don't know what you're doing Buy or rent videos from the PlayStation Store Safely back up your PS Vita on your PC, Mac, or PS3 Solve PS Vita and connectivity problems fast and get back to having fun

FORTNITE (Official): Outfits-Epic Games 2019-07-30 From the fun to the fearsome, discover the best Outfits in the ONLY official collectors' guide from Epic Games, including exclusive concept art and insights from legendary gamers and featuring the authentic Fortnite holographic seal. What do you have in your locker? Keep track of your Outfits and find new favorites in the only official collectors' guide from Epic Games! You'll be able to: KEEP TRACK OF YOUR FAVORITES: Look back on Fortnite's most popular Outfits and make note of the rare ones you might have missed in the first seven seasons! PEEK BEHIND THE SCENES: Learn the stories behind your favorite Outfits and admire Epic's exclusive concept art! HEAR FROM THE LEGENDS THEMSELVES: Find out what well-known gamers think of your favorite

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Outfits. BE COOL AND CUSTOMIZE: Discover all of the contrails, gliders, harvesting tools, and back bling you need to complete your look! Whether you choose to be Wild Card or Whiplash, Beef Boss or Burnout, your look says a lot about you--so take one last look in the mirror and LET'S GO!

Game Engine Architecture, Third Edition-Jason Gregory 2018-07-20 In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

Designing EEG Experiments for Studying the Brain-Aamir Saeed Malik 2017-05-25 Designing EEG Experiments for Studying the Brain: Design Code and Example Datasets details the design of various brain experiments using electroencephalogram (EEG). Providing guidelines for designing an EEG experiment, it is primarily for researchers who want to venture into this field by designing their own experiments as well

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as those who are excited about neuroscience and want to explore various applications related to the brain. The first chapter describes how to design an EEG experiment and details the various parameters that should be considered for success, while remaining chapters provide experiment design for a number of neurological applications, both clinical and behavioral. As each chapter is accompanied with experiment design codes and example datasets, those interested can quickly design their own experiments or use the current design for their own purposes. Helpful appendices provide various forms for one's experiment including recruitment forms, feedback forms, ethics forms, and recommendations for related hardware equipment and software for data acquisition, processing, and analysis. Written to assist neuroscientists in experiment designs using EEG Presents a step-by-step approach to designing both clinical and behavioral EEG experiments Includes experiment design codes and example datasets Provides inclusion and exclusion criteria to help correctly identify experiment subjects and the minimum number of samples Includes appendices that provide recruitment forms, ethics forms, and various subjective tests associated with each of the chapters

Learn Robotics with Raspberry Pi-Matt Timmons-Brown 2019-01-22 In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and

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regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

Cyberpunk 2077-Piggyback 2020-04-16 The Complete Official Guide to Cyberpunk 2077 is a massive book covering everything in the game. With details on every last challenge and feature, the guide offers streamlined progression through the entire adventure, as well as a commanding expertise on all key systems. 100% authoritative: all branching paths, all side quests, all rewards, and all endings fully mapped out; also includes optional challenges, mini-games, unlockables, secrets, and more. Foolproof explanations: every mission, every game mechanic, every meaningful choice covered with accessible solutions. Hi-res maps of Night City: each annotated with locations of collectibles and points of interest. Reference & Analysis Chapter: in-depth coverage of all major game systems, including character progression, abilities, perks, Street Cred, Trophies/Achievements, among others. At-a-glance Walkthroughs: annotated screenshots and sequential steps show optimal ways through every mission. Expert Combat Strategies: practical, reproducible tactics to crush all enemies and bosses. Comprehensive references: all-inclusive appraisals of all items and weapons - including statistics and unlock conditions. Spoiler-sensitive: carefully designed to avoid spoilers, ensuring you can read without ever ruining your appreciation of the story. Instant searches: print navigation systems and an extensive index give you immediate access to the information you need. Concept art: direct from the development team and beautifully laid out

E-Learning and Games-Abdenour El Rhalibi 2019-07-16 This book constitutes the refereed proceedings of the 12th International Conference on e-Learning and Games, EDUTAINMENT 2018, held in Xi'an, China, in June 2018. The 32 full and 32 short papers presented in this volume were carefully reviewed and selected from 85 submissions. The papers were organized in topical sections named: virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and

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applications; game rendering and animation; game rendering and animation and computer vision in edutainment; e-learning and game; and computer vision in edutainment.

Blended Learning. Enhancing Learning Success-Simon K.S. Cheung 2018-07-21 This book constitutes the refereed proceedings of the 11th International Conference on Blended Learning, ICBL 2018, held in Osaka, Japan, in July/ August 2018. The 35 papers presented were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections named: Experiences in Blended Learning, Content Development for Blended Learning, Assessment for Blended Learning, Computer-Support Collaborative Learning, Improved Flexibility of Learning Processes, Open Educational Resources, and Pedagogical and Psychological Issues.

Dissecting the Hack-Jayson E Street 2015-07-20 Dissecting the Hack: The V3rb0t3n Network ventures further into cutting-edge techniques and methods than its predecessor, Dissecting the Hack: The F0rb1dd3n Network. It forgoes the basics and delves straight into the action, as our heroes are chased around the world in a global race against the clock. The danger they face will forever reshape their lives and the price they pay for their actions will not only affect themselves, but could possibly shake the foundations of an entire nation. The book is divided into two parts. The first part, entitled "The V3rb0t3n Network," continues the fictional story of Bob and Leon, two hackers caught up in an adventure in which they learn the deadly consequence of digital actions. The second part, "Security Threats Are Real" (STAR), focuses on these real-world lessons and advanced techniques, as used by characters in the story. This gives the reader not only textbook knowledge, but real-world context around how cyber-attacks may manifest. "The V3rb0t3n Network" can be read as a stand-alone story or as an illustration of the issues described in STAR. Scattered throughout "The V3rb0t3n Network" are "Easter eggs"—references, hints, phrases, and more that will lead readers to insights into hacker culture. Drawing on "The V3rb0t3n Network," STAR explains the various aspects of reconnaissance; the scanning phase of an attack; the attacker's search for network weaknesses and vulnerabilities to exploit; the various angles of attack used

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by the characters in the story; basic methods of erasing information and obscuring an attacker's presence on a computer system; and the underlying hacking culture. All new volume of Dissecting the Hack by Jayson Street, with technical edit by Brian Martin Uses actual hacking and security tools in its story - helps to familiarize readers with the many devices and their code Features cool new hacks and social engineering techniques, in real life context for ease of learning

Raspberry Pi Projects For Dummies-Mike Cook 2015-07-13 Join the Raspberry revolution with these fun and easy Pi projects The Raspberry Pi has opened up a whole new world of innovation for everyone from hardware hackers and programmers to students, hobbyists, engineers, and beyond. Featuring a variety of hands-on projects, this easy-to-understand guide walks you through every step of the design process and will have you creating like a Raspberry Pi pro in no time. You'll learn how to prepare your workspace, assemble the necessary tools, work with test equipment, and find your way around the Raspberry Pi before moving on to a series of fun, lively projects that brings some power to your plain ol' Pi. Introduces Raspberry Pi basics and gives you a solid understanding of all the essentials you'll need to take on your first project Includes an array of fun and useful projects that show you how to do everything from creating a magic light wand to enhancing your designs with Lego sensors, installing and writing games for the RISC OS, building a transistor tester, and more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers and innovators of all ages Bring the power of Pi to your next cool creation with Raspberry Pi Projects For Dummies!

Getting an IT Help Desk Job For Dummies-Tyler Regas 2015-04-15 Stand out in one of IT's fastest growing job markets If you're looking for a job in IT, the help desk is the heart and soul of most IT operations, and an excellent starting point for a promising career. With the help of Getting an IT Help Desk Job For Dummies, you'll gain the knowledge and know-how to cut through the confusion of navigating the Information Technology job market. IT can be intimidating to hopeful-yet-inexperienced job candidates, but this guide will help you find and land the job of your dreams. Through easy-to-follow explanations,

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authoritative information, and a bit of humor, *Getting an IT Help Desk Job For Dummies* serves as your thorough and approachable guide to maximizing your competitive edge in this booming market. The IT job market has continued to expand as technology matures and deepens its roots in business operations. This is good news for you! However, it makes it that much harder to get a job in IT, as recent grads and other professionals are practically stampeding to get their feet in the door of this rapidly expanding industry. Luckily, *Getting an IT Help Desk Job For Dummies* gives you an advantage by providing expert instruction on how to score an interview and secure a job offer, the skills needed to obtain and maintain an IT position, and authoritative information on how to establish a career path in the IT field. Explore careers in the IT Help Desk field and establish the path you want to follow Plan for post-education certifications and training to make yourself more marketable Get expert guidance for creating a winning resume and cover letter Prepare for your IT Help Desk interview Loaded with simple, straight-forward advice, *Getting an IT Help Desk Job For Dummies* is your all-in-one guide to starting your IT career on the right foot!

New Trends in Image Analysis and Processing -- ICIAP 2015 Workshops-Vittorio Murino 2015-08-20 This book constitutes the refereed proceedings of seven workshops held at the 18th International Conference on Image Analysis and Processing, ICIAP 2015, in Genoa, Italy, in September 2015: International Workshop on Recent Advances in Digital Security: Biometrics and Forensics, BioFor 2015; International Workshop on Color in Texture and Material Recognition, CTMR 2015; International Workshop on Medical Imaging in Rheumatology: Advanced applications for the analysis of inflammation and damage in the rheumatoid joint, RHEUMA 2015; International Workshop on Image-Based Smart City Application, ISCA 2015; International Workshop on Multimedia Assisted Dietary Management, MADiMa 2015; International Workshop on Scene Background Modeling and Initialization, SBMI 2015; and International Workshop on Image and Video Processing for Quality of Multimedia Experience, QoEM 2015.

Space Time Play-Friedrich von Borries 2007-09-14 Computer and video games are leaving the PC and conquering the arena of everyday life in the form of mobile applications—the result is new types of cities

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and architecture. How do these games alter our perception of real and virtual space? What can the designers of physical and digital worlds learn from one another?

Music, Mind, and Embodiment-Richard Kronland-Martinet 2016-09-22 This book constitutes the thoroughly refereed post-conference of the 11th International Symposium on Computer Music Modeling and Retrieval, CMMR 2015, held in Plymouth, UK, in June 2015. The 30 full papers presented were carefully reviewed and selected from 126 submissions. This year's post symposium edition contains peer-reviewed and revised articles centered around the conference theme "Music, Mind, and Embodiment". It is divided into 6 sections devoted to various sound and technology issues with a particular emphasis on performance, music generation, composition, analysis and information retrieval, as well as relations between sound, motion and gestures and human perception and culture.

Building the Perfect PC-Robert Bruce Thompson 2010-11-16 Build a PC that will outperform any brand-name box on the market Yes, even if you're not a total geek you can build your own PC -- and we guarantee it's worth the effort. You'll discover that the quality is better and the cost is much lower than any comparable off-the-shelf PC you can buy. Design the custom computer you want, and have fun doing it. Get high-quality PC hardware from local stores and online vendors Plan your computer project with a complete checklist Create the ideal PC that will run Windows 7 or Linux Take advantage of the latest multi-core CPUs Assemble, test, and configure your PC with ease Build a PC that meets your needs and fits your budget Written by hardware experts, this book delivers complete instructions for building your own dream machine with high-quality components, whether it's a PC for general use, extreme gaming, a media center, or home server. Straightforward language, clear directions, and easy-to-follow illustrations make this guide a breeze for computer builders of any skill level, even those with no experience. Building the Perfect PC presents six in-depth custom PC projects: Mainstream PC -- Fast, flexible, quiet, and reliable at a reasonable price Extreme System -- A wicked fast PC for video editing, gaming, and more Media Center -- One PC to replace your TiVo, game console, DVD, and CD player Home Server -- Ideal

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home network hub to store, share, and secure data Appliance PC -- A tiny, quiet, inexpensive PC you can put anywhere Budget System -- Reliable and highly functional at a low, low price

Feminism and the Politics of Travel After the Enlightenment-Yaël Rachel Schlick 2012-01 Taking the Enlightenment and the feminist tradition to which it gave rise as its historical and philosophical coordinates, *Feminism and the Politics of Travel After the Enlightenment* explores the coincidence of feminist vindications and travel in the late eighteenth and nineteenth centuries, the way travel's utopian dimension and feminism's utopian ideals have intermittently fed off each other in productive ways. Travel's gender politics is analyzed in the works of J.-J. Rousseau, Mary Wollstonecraft, Stéphanie-Félicité de Genlis, Germaine de Staël, Frances Burney, Flora Tristan, Suzanne Voilquin, Gustave Flaubert George Sand, Robyn Davidson, and Sara Wheeler.

Monsters and Heroes of the Realms-Templar Books 2016-09-06 Go on a journey through the fabled Forgotten Realms and color in an array of monsters, rogues, heroes and villains! *The Monsters and Heroes of the Realms: A Dungeons & Dragons Coloring Book* is a treasure trove of illustrations summoned from the pages of the official Dungeons & Dragons manuals. It features never-before-seen artwork and it includes 16 pages of inspirational full-color illustrations. In this book the pen IS mightier than the sword! *Succeeding with Technology*-Ralph M. Stair 2004 *Succeeding with Technology* offers a truly revolutionary approach to teaching computer concepts. From using computers to achieve personal and professional goals, understanding the many different uses of technology in various career areas, and a discussion of ethical and social issues, this book will help your students unlock the power of technology.

SRB's Manual of Surgery-Sriram Bhat 2009-08 The fourth edition of SRB's Manual of Surgery brings trainee surgeons fully up to date with the latest procedures and techniques in general surgery. Each chapter examines both common and uncommon disorders that may occur in different parts of the body and the surgical procedures used to treat them. Malignancies are covered in greater detail in the new edition, discussing staging and current oncological trends. This 1336pp comprehensive manual includes

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2200 full colour clinical photographs with detailed explanations, as well as boxes highlighting key physical signs to assist learning. The previous edition published in 2010. Key points 1350pp new edition bringing trainees up to date with latest procedures and techniques in general surgery Discusses common and less common conditions in all parts of the body Greater coverage of malignancies in the fourth edition 2200 full colour clinical photographs with explanations Includes key learning boxes highlighting physical signs Previous edition published in 2010

Doom 3: Worlds on Fire-Matthew Costello 2008-02-26 The year is 2144...and the battle over Earth's precious resources has raged for a century. With global economies in ruins and all-out world war more than a possibility, the U.S government turned to the Union Aerospace Corporation, giving it carte blanche on the legendary red planet of Mars in a desperate bid to construct an off-world outpost that might provide resources, a military advantage...as well as something so secret that even members of government don't have a clue about it.... Special Ops Marine Lieutenant John Kane was once a careerist simply glad to have a job, and couldn't care less about politics just as long as Uncle Sam's check cleared. But that was before he listened to his conscience and disobeyed a direct order. Busted down to private, Kane has been reassigned to the "U.S. Space Marines" -- the private army of the UAC -- with the prospect of becoming little more than a glorified security guard on Mars.... Now Lt. Kane's fate leads him to Mars City -- part environmental community, part lab center, and all owned and protected by the UAC. It's a strange world with a fatal environment, and the thousands who live and work within the city have already begun to think of themselves as Martians. And away from Mars City, at the strange ancient sites uncovered on the planet, a small squad of marines stand guard while scientists uncover wall glyphs and search for artifacts, having already found something that is so far amazing and inexplicable -- including the relic called "U1," nicknamed "the Soul Cube" -- and unknown to all, the bringer of destructive chaos and unspeakable horror....

Playing the Past-Zach Whalen 2008 Playing the Past brings together a group of interdisciplinary scholars

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to examine the complementary notions of history and nostalgia as they are expressed through video games and in gaming culture. The scope of these related concepts moves from the personal to the cultural, and essays in this collection address video game nostalgia as both an individual and societal phenomenon, connecting the fond memories many of us have of classic gaming to contemporary representations of historical periods and events in video games. From Ms. Pac-Man and Space Invaders to Call of Duty and JFK: Reloaded, the games many of us have played since childhood inform how we see the world today, and the games we make and play today help us communicate ideas about real world history. By focusing on specific games, historical periods and media ecologies, these essays collectively take an in depth look at the related topics of nostalgia for classic gaming, gaming and histories of other media, and representations of real history in video games.

Meet the Raspberry Pi-Eben Upton 2012-07-12 The essential preview guide to getting started with Raspberry Pi ® computing and programming Originally conceived of as a fun, easy way for kids (and curious adults) to learn computer programming, the Raspberry Pi quickly evolved into a remarkably robust, credit-card-size computer that can be used for everything from playing HD videos and hacking around with hardware to learning to program! Co-authored by one of the creators of the Raspberry Pi, this special preview eBook fills you in on everything you need to know to get up and running on your Raspberry Pi in no time, including how to:

- Connect to a keyboard, mouse, monitor and other peripherals
- Install software
- Master basic Linux system administration
- Configure your Raspberry Pi
- Connect to wired or wireless networks
- Diagnose and troubleshoot common problems
- Use the GPIO port to flash an LED or read a button

Meet the Raspberry Pi provides a sneak peek preview of how to make the most out of the world's first truly compact computer.

Growth and International Trade-Karl Farmer 2013-02-01 This textbook guides the reader towards various aspects of growth and international trade in a Diamond-type overlapping generations framework. Using the same model type throughout the book, timely topics such as growth with bubbles, debt reduction in

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rich countries and policies to mitigate climate change are explored . The first part starts from the “old” growth theory and bridges to the “new” growth theory (including R&D and human capital approaches). The second part presents an intertemporal equilibrium theory of inter and intra-sectoral trade and concludes by analyzing the debt mechanics inducing the huge imbalances among eurozone countries. The book is primarily addressed to graduate students wishing to proceed to the analytically more demanding journal literature.

Linux Bible-Christopher Negus 2012-09-07 More than 50 percent new and revised content for today's Linux environment gets you up and running in no time! Linux continues to be an excellent, low-cost alternative to expensive operating systems. Whether you're new to Linux or need a reliable update and reference, this is an excellent resource. Veteran bestselling author Christopher Negus provides a complete tutorial packed with major updates, revisions, and hands-on exercises so that you can confidently start using Linux today. Offers a complete restructure, complete with exercises, to make the book a better learning tool Places a strong focus on the Linux command line tools and can be used with all distributions and versions of Linux Features in-depth coverage of the tools that a power user and a Linux administrator need to get started This practical learning tool is ideal for anyone eager to set up a new Linux desktop system at home or curious to learn how to manage Linux server systems at work.

Tomb Raider: The Beginning-Rhianna Pratchett 2015-08-05 In this prelude to the exciting new entry in the _Tomb Raider_ video game saga, lead game writer Rhianna Pratchett reveals the untold story behind Lara Croft's earliest adventure. Join Lara and the crew of the _Endurance_ as they prepare for a thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the _Tomb Raider_ adventures have been some the most enduring and popular in the world of video games. Now, Lara Croft's bold new re-imagining is further explored by some of comics' most talented creators in this exclusive volume.

How it Works Book of Amazing Technology-Hannah Westlake 2015

Advances in Computer Entertainment-Anton Nijholt 2012-10-12 This book constitutes the refereed

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conference proceedings of the 9th International Conference on Advances in Computer Entertainment, ACE 2012, held in Kathmandu, Nepal, in November 2012. The 10 full paper and 19 short papers presented together with 5 papers from the special track Arts and Culture and 35 extended abstracts were carefully reviewed and selected from a total of 140 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. Focusing on all areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.

World of Warcraft Strategy Guide-Michael Lummis 2004-11 BradyGames' World of Warcraft Limited Edition Strategy Guide includes the following: Maps of each city and region, with callouts for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data including contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Limited Edition product includes a complete strategy guide AND a collectible World of Warcraft 3-ring binder. Platform: PC Genre: MMORPG This product is available for sale worldwide.

Necronauts-Gordon Rennie 2003 When famous escapologist Harry Houdini slips into a near-death state while practicing his act, something horrible from the boundaries of consciousness follows him back. Now Houdini must join forces with the era's most famous aficionados of the uncanny - Sir Arthur Conan Doyle, Charles Fort and H. P. Lovecraft - and attempt to defeat an evil force which wants to enslave the human race. However, this intrepid group must not only face the enemy's terrifying agents on Earth, but also a traitor in their midst.

Game development essentials-Jeannie Novak 2009-07-01 Game Development Essentials: Game Testing & QA, International Edition explains the history of testing, basic and advanced techniques, educational

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background, and available online resources on testing. With *Game Development Essentials: Game Testing & QA*, dedicated gamers can learn what it takes to become a professional, well-paid QA or production testers - entering the game industry from the front door. Through first-hand experience and deep research, the authors shed light on the history of testing, basic and advanced techniques, job-hunting, and moving up in the ladder of game development.

Easy Computer Basics, Windows 10 Edition-Michael R. Miller 2015-08-27 In Full Color! See it done. Do it yourself. It's that Easy! *Easy Computer Basics, Windows 10 Edition*, teaches you the fundamentals to help you get the most from your computer hardware and software. Fully illustrated steps with simple instructions guide you through each task, building the skills you need to perform the most common computer tasks. No need to feel intimidated; we'll hold your hand every step of the way. Learn how to... Set up and configure your new Windows 10 computer Upgrade your system with new hardware and software Use Microsoft Windows 10--and personalize it just for you Connect to the Internet for web browsing, email, Facebook, and listening to digital music View and edit digital photos Watch your favorite movies and TV shows online with Netflix and Hulu Protect your family and your computer from viruses, spam, and spyware Set up a wireless home network and share your Internet connection with multiple computers

Final Fantasy XIII-2-Piggyback 2012-01 *Final Fantasy XIII-2 - The Complete Official Guide - Collector's Edition* includes: • Exclusive coffee table book printed on highest-quality paper and bound in a padded hard cover. • Limited print run, includes two ribbon bookmarks. • Includes a 16-page bonus section exclusive to this edition. • Every secret, every unlockable, every side-quest, every mini-game, every Achievement and every Trophy revealed and explained in a dedicated Extras chapter. We've also added a story recap and an artwork gallery. • The dedicated Walkthrough charts the critical path through the main narrative. It also provides regular prompts and tips to direct players to side quests and other optional features within the game world. • The Tour Guide chapter includes one section per game location in each

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time period. This complements the Walkthrough by examining all optional activities offered in the game (side quests, mini-games, puzzles and power-leveling spots). • The Completion Timeline chapter offers a visual and streamlined guide to 100% completion. • The Strategy & Analysis section gives an advanced analysis of the game's key systems and features. This also covers the most complex topics such as character development in a thorough, yet user-friendly way. • All-encompassing Inventory and Bestiary chapters feature exhaustive lists and tables covering all enemies, weapons, accessories, items and shops. • The 100% complete guide to Final Fantasy XIII-2. • Carefully designed to avoid unnecessary story spoilers.

Audio/video, Information and Communication Technology Equipment-Standards Australia (Organization) 2018

The World's Worst Parents-David Walliams 2020-07-02 Millions of young readers have loved the World's Worst Children tales and revelled in the World's Worst Teachers with their delightfully dreadful deeds - now prepare for...THE WORLD'S WORST PARENTS! From the phenomenally bestselling David Walliams and illustrated in glorious colour by the artistic genius, Tony Ross.

Viking Families and Farms-Andrea Hopkins 2002 Looks at what life was like for those who were not on an expedition, including Viking houses and farms, the roles of men and women, slavery, and what Viking feasts were like.

The State of Africa 2010/11-Korwa G. Adar 2010 The State of Africa series project was conceived by the Africa Institute of South Africa (AISA) during its 2003--04 financial year for purposes of mapping out on a regular basis critical issue areas relating to intra- and inter-African as well as extra-African relations. The first and second volumes of the series were published in 2004 and 2008 respectively. Volume 1: The State of Africa: Thematic and Factual Review served as an exploratory piece and covered a broad range of issues relating to politics and governance, millennium development goals (MDGs), peace and conflict and regional development. Volume 2: The State of Africa: Post-Conflict Reconstruction and Development

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focused thematically and examined--from critical and comprehensive perspectives--issues associated with post-conflict in Africa. The volume was grounded on the continent's quest for conflict prevention, management and resolution as a means of creating an enabling environment for the consolidation of democracy and reconstruction of societies affected by crisis in general and war in particular. This volume, Volume 3: Parameters and Legacies of Governance and Issue Areas takes a multi-pronged and multi-faceted approach to some of these issues by providing in-depth analysis of dynamics at national, regional, continental and international levels. The global transformation in the 1980s and 1990s, which witnessed the crumbling of the Soviet Union, the Warsaw Pact and opened a window of opportunities for East--West bipolar rapprochement, particularly between the United States and Russia, also had impact on Africa at the national, regional and continental levels. Focusing on conceptual units, such as the state, indigenous organisations, regional and continental organisations as well as selected priority issues--in particular gender and empowerment, the global South, and space science--the chapters in the book provide useful insights into the nature and impact of the transformation and its impact on the socio-economic and politico-security situation in Africa.

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