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Video Vortex Reader II-Geert Lovink 2011

Law's Order-David D. Friedman 2001-07-02 What does economics have to do with law? Suppose legislators propose that armed robbers receive life imprisonment. Editorial pages applaud them for getting tough on crime. Constitutional lawyers raise the issue of cruel and unusual punishment. Legal philosophers ponder questions of justness. An economist, on the other hand, observes that making the punishment for armed robbery the same as that for murder encourages muggers to kill their victims. This is the cut-to-the-chase quality that makes economics not only applicable to the interpretation of law, but beneficial to its crafting. Drawing on numerous commonsense examples, in addition to his extensive knowledge of Chicago-school economics, David D. Friedman offers a spirited defense of the economic view of law. He clarifies the relationship between law and economics in clear prose that is friendly to students, lawyers, and lay readers without sacrificing the intellectual heft of the ideas presented. Friedman is the ideal spokesman for an approach to law that is controversial not because it overturns the conclusions of traditional legal scholars--it can be used to advocate a surprising variety of political positions, including both sides of such contentious issues as capital punishment--but rather because it alters the very nature of their arguments. For example, rather than viewing landlord-tenant law as a matter of favoring landlords over tenants or tenants over landlords, an economic analysis makes clear that a bad law injures both groups in the long run. And unlike traditional legal doctrines, economics offers a unified approach, one that applies the same fundamental ideas to understand and evaluate legal rules in contract, property, crime, tort, and every other category of law, whether in modern day America or other times and places--and systems of non-legal rules, such as social norms, as well. This book will undoubtedly raise the discourse on the increasingly important topic of the economics of law, giving both supporters and critics of the economic perspective a place to organize their ideas.

Space Lizards Ate My Sister!-Mark Griffiths 2012-08-02 Asteroid Peach is heading straight for Earth, and the planet will be destroyed in a matter of days. In desperation the world turns to the evil space lizard Admiral Skink, currently imprisoned in Cottelton police station in the body of Pickles the iguana. In return for his freedom, Admiral Skink promises to destroy the asteroid and save Earth, but instead he builds a wormhole bridge to his home planet, Swerdlix, and escapes! And just as Skink is making his getaway, a giant thrall-beast emerges from the wormhole, promptly eating Sally Spratley, Lance's little sister. It's up to Lance and his best friend, Tori, to travel to Swerdlix, capture Admiral Skink, stop the asteroid from destroying humanity, and find some flooblescoop powder to make the thrall-beast sneeze out Sally ... which shouldn't be that hard, should it?

The Accident of Art-Sylvère Lotringer 2005 Virilio discusses the relationship of war trauma and art and the failure of visual art to reinvent itself when confronted with technology.

Delusive Spaces-Eric Kluitenberg 2008 Text by Eric Kluitenberg.

Video Vortex Reader- 2008

The History of Television, 1880 to 1941-Albert Abramson 2009-01 Uses interviews with scientists, archival research, and rare photographs to present a history of television, discussing the interactions of the several hundred scientists that made it possible and examining the first devices, early camera tubes, the kinescope, and the iconoscope.

What Do We Need?-Trisha Callella 2017-08-30 Both people and animals have basic needs for food, water, shelter, warmth, and affection.

Second Life-Michael Rymaszewski 2008-01-22 This text on Second Life, the virtual world with more than 240,000 residents, will help all residents fully enjoy the metaverse. The guide explores every aspect of this multilayered world, including scripting, building objects, buying and selling items, and socializing.

Tube-David E. Fisher 1996 Chronicles the creation of television from the earliest prototypes to courtroom battles for control of the market, and offers portraits of the inventors

Essays on Sound and Vision-John Richardson 2009

Shaded Lives-Beretta E. Smith-Shomade 2002 Since its invention, television has been one of the biggest influences on American culture. Through this medium, multiple visions and disparate voices have attempted to stake a place in viewer consumption. Yet even as this programming supposedly reflects characteristics of the general American populace, television-generated images are manipulated and contradictory, predicated by the various economic, political, and cultural forces placed upon it. In *Shaded Lives*, Beretta Smith-Shomade sets out to dissect images of the African American woman in television from the 1980s. She calls their depiction "binaristic," or split. African American women, although an essential part of television programming today, are still presented as distorted and deviant. By closely examining the television texts of African-American women in comedy, music video, television news and talk shows (Oprah Winfrey is highlighted), Smith-Shomade shows how these voices are represented, what forces may be at work in influencing these images, and what alternate ways of viewing might be available. Smith-Shomade offers critical examples of where the sexist and racist legacy of this country collide with the cultural strength of Black women in visual and real-lived culture. As the nation's climate of heightened racial divisiveness continues to relegate the representation of Black women to depravity and display, her study is not only useful, it is critical.

The Metaphysics of Virtual Reality-Michael Heim 1994-10-27 Computers have dramatically altered life in the late twentieth century. Today we can draw on worldwide computer links, speeding up communications by radio, newspapers, and television. Ideas fly back and forth and circle the globe at the speed of electricity. And just around the corner lurks full-blown virtual reality, in which we will be able to immerse ourselves in a computer simulation not only of the actual physical world, but of any imagined world. As we begin to move in and out of a computer-generated world, Michael Heim asks, how will the way we perceive our world change? In *The Metaphysics of Virtual Reality*, Heim considers this and other philosophical issues of the Information Age. With an eye for the dark as well as the bright side of computer technology, he explores the logical and historical origins of our computer-generated world and speculates about the future direction of our computerized lives. He discusses such topics as the effect of word-processing on the English language (while word-processors have led to increased productivity, they have also led to physical hazards such as repetitive motion syndrome, which causes inflamed hand and arm tendons). Heim looks into the new kind of literacy promised by Hypertext (technology which allows the user to link audio and video elements, the disadvantages including disorientation and cognitive overload). And he also probes the notion of virtual reality, "cyberspace"--the computer-simulated environments that have captured the popular imagination and may ultimately change the way we define reality itself. Just as the definition of interface itself has evolved from the actual adapter plug used to connect electronic circuits into human entry into a self-contained cyberspace, so too will the notion of reality change with the current technological drive. Like the introduction of the automobile, the advent of virtual reality will change the whole context in which our knowledge and awareness of life are rooted. And along the way, Heim covers such intriguing topics as how computers have altered our thought habits, how we will be able to distinguish virtual from real reality, and the appearance of virtual reality in popular culture (as in *Star Trek's* holodeck, William Gibson's *Neuromancer*, and Stephen King's *Lawnmower Man*). Vividly and entertainingly written, *The Metaphysics of Virtual Reality* opens a window on a fascinating world that promises--or threatens--to become an integral part of everyday life in the 21st century. As Heim writes, not only do we face a breakthrough in the technology of computer interface, but we face the challenge of knowing ourselves and determining how the technology should develop and ultimately affect the society in which it grows.

The Aesthetics of Noise-Torben Sangild 2002

Children and Television-Norma Odom Pecora 2007-01 This seminal volume is a comprehensive review of the literature on children's television, covering fifty years of academic research on children and television. The work includes studies of content, effects, and policy, and offers research conducted by social scientists and cultural studies scholars. The research questions represented here consider the content of

programming, children's responses to television, regulation concerning children's television policies, issues of advertising, and concerns about sex and race stereotyping, often voicing concerns that children's entertainment be held to a higher standard. The volume also offers essays by scholars who have been seeking answers to some of the most critical questions addressed by this research. It represents the interdisciplinary nature of research on children and television, and draws on many academic traditions, including communication studies, psychology, sociology, education, economics, and medicine. The full bibliography is included on CD. Arguably the most comprehensive bibliography of research on children and television, this work illustrates the ongoing evolution of scholarship in this area, and establishes how it informs or changes public policy, as well as defining its role in shaping a future agenda. The volume will be a required resource for scholars, researchers, and policy makers concerned with issues of children and television, media policy, media literacy and education, and family studies.

Signal Processing for Communications-Paolo Prandoni 2008-06-17 With a novel, less classical approach to the subject, the authors have written a book with the conviction that signal processing should be taught to be fun. The treatment is therefore less focused on the mathematics and more on the conceptual aspects, the idea being to allow the readers to think about the subject at a higher conceptual level, thus building the foundations for more advanced topics. The book remains an engineering text, with the goal of helping students solve real-world problems. In this vein, the last chapter pulls together the individual topics as discussed throughout the book into an in-depth look at the development of an end-to-end communication system, namely, a modem for communicating digital information over an analog channel.

Noise Music-Paul Hegarty 2007-09-01 Noise/Music looks at the phenomenon of noise in music, from experimental music of the early 20th century to the Japanese noise music and glitch electronica of today. It situates different musics in their cultural and historical context, and analyses them in terms of cultural aesthetics. Paul Hegarty argues that noise is a judgement about sound, that what was noise can become acceptable as music, and that in many ways the idea of noise is similar to the idea of the avant-garde.

While it provides an excellent historical overview, the book's main concern is in the noise music that has emerged since the mid 1970s, whether through industrial music, punk, free jazz, or the purer noise of someone like Merzbow. The book progresses seamlessly from discussions of John Cage, Erik Satie, and Pauline Oliveros through to bands like Throbbing Gristle and the Boredoms. Sharp and erudite, and underpinned throughout by the ideas of thinkers like Adorno and Deleuze, Noise/Music is the perfect primer for anyone interested in the louder side of experimental music.

The Complete Guide to Game Audio-Aaron Marks 2012-10-12 Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy. Learn everything you need to: Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients. Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.

Remotely Controlled-Aric Sigman 2007 How Television is Damaging Our Lives — And What We Can Do About It More than an indictment of the dangers of watching too much television, Remotely Controlled draws attention to the glaring imbalances in our lives and shows us how exposure to greenery can counter the harmful effects of the screen.

The Telekommunist Manifesto-Dmytri Kleiner 2010

The Virtual Window-Anne Friedberg 2009 The author "examines the window as metaphor, as architectural component, and as an opening to the dematerialized reality framed on the screen, reminding us that how the world is framed is as important as what is in the frame." -- back cover.

A Composer's Guide to Game Music-Winifred Phillips 2017 Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity.

Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In A Composer's Guide to Game Music, Winifred

Phillips--herself an award-winning composer of video game music--provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business [Publisher description]

Film Theory-Thomas Elsaesser 2015-03-12 What is the relationship between cinema and spectator? This is the key question for film theory, and one that Thomas Elsaesser and Malte Hagener put at the center of their insightful and engaging book, now revised from its popular first edition. Every kind of cinema (and every film theory) first imagines an ideal spectator, and then maps certain dynamic interactions between the screen and the spectator's mind, body and senses. Using seven distinctive configurations of spectator and screen that move progressively from 'exterior' to 'interior' relationships, the authors retrace the most important stages of film theory from its beginnings to the present—from neo-realist and modernist theories to psychoanalytic, 'apparatus,' phenomenological and cognitivist theories, and including recent cross-overs with philosophy and neurology. This new and updated edition of Film Theory: An Introduction through the Senses has been extensively revised and rewritten throughout, incorporating discussion of contemporary films like Her and Gravity, and including a greatly expanded final chapter, which brings film theory fully into the digital age.

The Art of Nathalie Lété-Nathalie Lété 2017 The first book by beloved and prolific French artist Nathalie Lété, whose work is sold at Anthropologie, Astier de Villatte, and numerous other upscale homeware stores worldwide.

The Cinema Effect-Sean Cubitt 2005 A history of images in motion that explores the "special effect" of cinema.

Tensions in Teacher Preparation-Lynnette B. Erickson 2010-08-26 Addresses the challenges of meeting national accreditation requirements, including designing assessment instruments and making data-driven decisions. This book explores and shares tensions created as teacher education programs experience changes because of accountability requirements related to the accreditation process.

Forgotten Promises-Elle Brooks 2014-11-21 Saying "I Promise" is the easiest thing to do, its just two tiny words. No one warned me of the weight they hold, that they not only have the power to make something, to give hope, or show devotion. They can destroy everything, cause so much hurt, ruin lives. Every promise holds a toll, if I had known what mine would cost me, I would have walked away. Now I have to pay the price, watch the consequences of my actions unfold. Witnessing someone I love crumble after breaking my oath isn't the hardest thing I've endured, it's being forgotten by the one person that I could never forget.

Videophilosophy-Maurizio Lazzarato 2019-02-12 The Italian philosopher Maurizio Lazzarato has earned international acclaim for his analysis of contemporary capitalism, in particular his influential concept of immaterial labor and his perceptive writings on debt. In Videophilosophy, he reveals the underpinnings of contemporary subjectivity in the aesthetics and politics of mass media. First written in French and published in Italian and later revised but never published in full, this book discloses the conceptual groundwork of Lazzarato's thought as a whole for a time when his writings have become increasingly influential. Drawing on Bergson, Nietzsche, Benjamin, Deleuze and Guattari, and the film theory and practice of Dziga Vertov, Lazzarato constructs a new philosophy of media that ties political economy to the politics of aesthetics. Through his concept of "machines that crystallize time," he argues that the proliferation of digital technologies over the past half-century marks the transition to a new mode of capitalist production characterized by unprecedented forms of subjection. This new era of the commodification of the self, Lazzarato declares, demands novel types of political action that challenge the commercialization and exploitation of time. This crucial text by an essential contemporary thinker offers vital new perspectives on aesthetics, politics, and media and critical theory.

The Dream Engine-Sean Platt 2014-07 A truth terrible enough to bury for a millennium ... A mysterious boy calling in her sleep ... A secret city that shouldn't exist ... When Eila Doyle first sees the strange boy beckoning in whispers from somewhere deep in her imagination, she questioned her sanity. She was used to seeing strange things with her eyes closed - that's what Eila did all day while strapped to the

Blunderbuss, Building whatever the Ministry of Manifestation required - but never before have those images felt so real, or so dangerous. After Eila learns the terrible truth about her reality and the monsters inside it, she thinks that maybe madness might be her only escape... This thrilling young adult steampunk adventure is the first in the Dream Engine series by masters of story Platt & Truant, authors of *The Beam*, *Unicorn Western*, and many more.

Setting Limits in the Classroom-Robert J. Mac Kenzie 2003 An updated guide to discipline for the classroom explains how teachers and school administrators can set clear limits and firm guidelines for students, offering suggestions on how to create a working structure, motivate students, establish a climate of cooperation and respect, end power struggles, and more. Original. 15,000 first printing.

The Neil Gaiman Reader-Darrell Schweitzer 2007 Neil Gaiman's talent is so vast that any exploration of his work can only be described as a beginning. Here is one such beginning, an examination of the creative genius being *The Sandman*, *American Gods*, *Coraline* and so much more. His prose fiction has achieved enormous acclaim and popularity. Now leading scholars provide insights into the Sandman universe, its mythological underpinnings, Gaiman's technique and his relationship to other masters of the fantastic imagination. Two extensive interviews with Gaiman are included, along with a thorough bibliography of his work to date. Also available in a hardcover edition (0-8095-5625-1, \$35.00, £19.95).

Reflections on Diabetes-American Dietetic Association 1996-09-01 People with diabetes share their experiences and insights from living with the disease

Sisters of the Earth-Lorraine Anderson 2003 Presents an anthology of poetry, essays, stories, and journal entries by Emily Dickinson, Zora Neale Hurston, Diane Ackerman, Ursula Le Guin, Terry Tempest Williams, Willa Cather, and many others who offer a personal view of humankind's relationship with the natural world. Original.

Deportation-Torrie Hester 2017-04-24 Before 1882, the U.S. federal government had never formally deported anyone, but that year an act of Congress made Chinese workers the first group of immigrants eligible for deportation. Over the next forty years, lawmakers and judges expanded deportable categories to include prostitutes, anarchists, the sick, and various kinds of criminals. The history of that lengthening list shaped the policy options U.S. citizens continue to live with into the present. Deportation covers the uncertain beginnings of American deportation policy and recounts the halting and uncoordinated steps that were taken as it emerged from piecemeal actions in Congress and courtrooms across the country to become an established national policy by the 1920s. Usually viewed from within the nation, deportation policy also plays a part in geopolitics; deportees, after all, have to be sent somewhere. Studying deportations out of the United States as well as the deportation of U.S. citizens back to the United States from abroad, Torrie Hester illustrates that U.S. policy makers were part of a global trend that saw officials from nations around the world either revise older immigrant removal policies or create new ones. A history of immigration policy in the United States and the world, *Deportation* chronicles the unsystematic emergence of what has become an internationally recognized legal doctrine, the far-reaching impact of which has forever altered what it means to be an immigrant and a citizen.

The Bushman Way of Tracking God-Bradford Keeney 2010-09-28 The Kalahari Bushmen are the keepers of the world's oldest living culture. In spite of colossal challenges and never-ending crises, they have survived for over 60,000 years with joy and peace—yet their spiritual teachings, the source of their enduring wisdom, have never been fully presented. For the first time, these ancient oral traditions have been put down onto paper by a researcher so unique, he was featured in *American Shaman: an Odyssey of Global Healing Traditions*, which won a Best Spiritual Book award from *Spirituality & Health* magazine. Bradford Keeney takes the reader through the veil of original spirituality, connecting the fragments of world religions to a source that is unlike any other. Through this wisdom, readers can find the deepest meaning, fullest purpose, and highest joy in life. *The Bushman's Way to Tracking God* is articulated through twelve original mysteries, including: activating the non-subtle universal life force (what the Bushmen call n/om), heightening emotional experience, vibratory interaction, direct downloading and absorption of sacred knowledge, extraordinary healing, activation of the ecstatic "pump," spontaneous ways of rejuvenation, attending the spiritual classrooms, so-called telepathy, an uncommon range of mystical experiences, and last but not least, total bliss.

Animal Spirits-Matteo Pasquinelli 2008 During a time when pop stars become famous thanks to sex tapes that have been leaked online, it is clear that the Internet is not immune to the draw of the media. Yet art, academia and activism continue to promote the Internet as an untouched utopia. *Animal Spirits: A Bestiary of the Commons* addresses the double standard dominating contemporary media discourse and shatters the myths of creative commons, free software and open-source movements, suggesting that "free

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culture" is an economic parasite siphoning money through peer-to-peer networks. Theorist and digital fetishist Matteo Pasquinelli uses the metaphor of the animal body—which Paul Virilio has characterized as instinctual and reactionary—to counter what he sees as a capitalist exploitation of collective imagery, calling for a radical new understanding of the forces at work behind the digital economy and cultural production.

The Brain is the Screen-Gregory Flaxman 2000 The first broad-ranging collection on Deleuze's essential works on cinema. In the nearly twenty years since their publication, Gilles Deleuze's books about cinema have proven as daunting as they are enticing—a new aesthetics of film, one equally at home with Henri Bergson and Wim Wenders, Friedrich Nietzsche and Orson Welles, that also takes its place in the philosopher's immense and difficult oeuvre. With this collection, the first to focus solely and extensively on Deleuze's cinematic work, the nature and reach of that work finally become clear. Composed of a substantial introduction, twelve original essays produced for this volume, and a new English translation of a personal, intriguing, and little-known interview with Deleuze on his cinema books, *The Brain Is the Screen* is a sustained engagement with Deleuze's cinematic philosophy that leads to a new view of the larger confrontation of philosophy with cinematic images. Contributors: Éric Alliez, U of Vienna; Dudley Andrew, U of Iowa; Peter Canning; Tom Conley, Harvard U; András Bálint Kovács, ELTE U, Budapest; Gregg Lambert, Syracuse U; Laura U. Marks, Carleton U; Jean-Clet Martin, Collège International de Philosophie, Paris; Angelo Restivo; Martin Schwab, U of Michigan; François Zourabichvili, Collège International de Philosophie. Gregory Flaxman is a doctoral student in the Program of Comparative Literature and Literary Theory at the University of Pennsylvania.

My Son, the Wizard-Christopher Stasheff 2014-09-15 A WORLD OF TROUBLES - TIMES TWO! Matt Mantrell - Her Majesty's Wizard - conjured himself from magical Merovence to Jersey City for a long-delayed visit to his parents. Back in his hometown vicious, drug-dealing gangs had reduced Matt's old neighborhood to a wasteland, driven his father out of business, and forced his parents to the brink of destitution and homelessness. The only answer was for Matt to transport them - permanently - to Merovence. But once back in that realm with his parents in tow, Matt found that Merovence and the neighboring Kingdom of Ibile faced imminent subjugation by the conquest-hungry Moors. As Queen Alisande led her army to engage the enemy head-on, Matt launched his own campaign - with the aid of his fledgling wizard father, the faithful dragon Stegoman, and a hapless tag-along thief. Grappling with djinnis, matching wits with a Moorish military genius, and trading spells with sinister sorcerers, they sought to root out the real enemy behind the mayhem: a cunning and deadly wizard who served the most evil master of all... The ebook includes a new introduction by the author and new cover art by Ashley Cser!

Philosophy of Film and Motion Pictures-Noël Carroll 2009-02-09 Designed for classroom use, this authoritative anthology presents key selections from the best contemporary work in philosophy of film. The featured essays have been specially chosen for their clarity, philosophical depth, and consonance with the current movement towards cognitive film theory. Eight sections with introductions cover topics such as the nature of film, film as art, documentary cinema, narration and emotion in film, film criticism, and film's relation to knowledge and morality. Issues addressed include the objectivity of documentary films, fear of movie monsters, and moral questions surrounding the viewing of pornography. Replete with examples and discussion of moving pictures throughout.

Agricultural Technology-C.A.B. International 1994 Major complex problems confront agricultural policy analysts and development specialists regarding the broad issue of 'agricultural technology.' These topics are reviewed in this volume which consists of 37 chapters, developed from papers presented at a conference held at Airlie House, Virginia, near Washington DC. The authors include leading international authorities from the academic sector, World Bank and agricultural research centers. The chapters are grouped into six parts. The first introductory part is followed by investment as the focus of Part II. In Part III a variety of conceptual and practical issues involved in the transfer of agricultural technology is considered. Part IV includes discussions of concrete technical matters ranging for example from the general to the specific, from plant to animal, and from soil management to irrigation engineering. Emphasis moves from the specifically technological to wider policy issues in Part V and this latter thrust is carried through into the final summarizing section.

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