Accidental Empires How The Boys Of Silicon Valley Make Their Millions Battle Foreign Competition And Still Cant Get A Date

The Oxford Handbook of the Archaeology of the Contemporary WorldEverything You Need to Know About the Dangers of Computer HackingThe Economics of Industrial InnovationCIOStrategic IntuitionMothPardonable LiesThe BookThe Boys' Book of Famous RulersEnglish for Business Studies Student's BookTrillionsMainstreaming Equality in the European UnionInfinite LoopHard DriveValley of GeniusGatesIn the BeginningWas the Command LineThe PraxisIntelligence and Government in Britain and the United States: A Comparative Perspective [2 volumes]Fun with OldiesAccidental EmpiresConsuming YouthThe Accidental SuperpowerThe Software License UnveiledFire in the ValleyNerds 2.0.1The Lathe Of HeavenThe Praxis (Author's Preferred Edition)The Decline and Fall of IBMDealers of LightningAccidental EmpiresRising StormNew MediaEmpire FallsInformation ArtsGrowing a BusinessWhy Save the Bankers?The Life of Andrew JacksonVideogamesAster and the Accidental Magic

The Oxford Handbook of the Archaeology of the Contemporary World

We are facing a future of unbounded complexity. Whether that complexity is harnessed to build a world that is safe, pleasant, humane and profitable, or whether it causes us to career off a cliff into an abyss of mind-numbing junk is an open question. The challenges and opportunities--technical, business, and human--that this technological sea change will bring are without precedent. Entire industries will be born and others will be laid to ruin as our society navigates this journey. There are already many more computing devices in the world than there are people. In a few more years, their number will climb into the trillions. We put microprocessors into nearly every significant thing that we manufacture, and the cost of routine computing and storage is rapidly becoming negligible. We have literally permeated our world with computation. But more significant than mere numbers is the fact we are quickly figuring out how to make those processors communicate with each other, and with us. We are about to be faced, not with a trillion isolated devices, but with a trillion-node network: a network whose scale and complexity will dwarf that of today's Internet. And, unlike the Internet, this will be a network not of computation that we use, but of computation that we live in. Written by the leaders of one of America's leading pervasive computing design firms, this book gives a no-holds-barred insiders' account of both the promise and the risks of the age of Trillions. It is also a cautionary tale of the head-in-the-sand attitude with which many of today's thought-leaders are at present approaching these issues. Trillions is a field guide to the future--designed to help businesses and their customers prepare to prosper, in the information.

Everything You Need to Know About the Dangers of Computer Hacking

Robert V. Remini's prize-winning, three-volume biography Life of Andrew Jackson won the National Book Award on its completion in 1984 and is recognized as one of the greatest lives of a U.S. President. In this meticulously crafted single-volume abridgment, Remini captures the essence of the life and career of the seventh president of the United States. As president, from 1829-1837, Jackson was a significant force in the nations's expansion, the growth of presidential power, and the transition from republicanism to democracy. Jackson is a highly controversial figure who is undergoing historical reconsideration today. He is known as spurring the emergence of the modern American political division of Republican and Democractic parties, for the infamous Indian removal on the Trail of Tears, and for his brave victory against the British as Major General at the Battle of New Orleans. Never an apologist, Remini portrays Jackson as a foreceful, sometimes tragic, hero--a man whose strength and flaws were larger than life, a president whose conviction provided the nation with one of the most influential, colorful, and controversial administrations in our history.

The Economics of Industrial Innovation

Explains what computer hacking is, who does it, and how dangerous it can be.

CIO

In the new chapters they deal with the international dimensions of technological change including underdevelopment, technology transfer, international trade, and globalization. They have also strengthened the historical account of the rise of new technologies, a main feature of earlier editions.

Strategic Intuition

"Walter Jon Williams has succeeded in creating the perfect contemporary space opera, revved up and ready to take the SF genre by force with all the artistry and panache one could ask for." --Enigma "This is a hugely fun ride. It has empires crashing, civil wars, aliens, humans, scheming clans, plucky young heroes and villains fighting battles in huge starships---what more can you ask for?" --Alien Online "Walter Jon Williams has been compared to writers as diverse as Patrick O'Brian and Jane Austen; both comparisons, bizarrely, make sense. This is classic space opera, elegantly written and beautifully plotted." --Guardian For millennia the alien Shaa have ruled their empire with a merciless hand. But soon their rule will end, and their subject species are already beginning to bid for power. Will their ruthless competition lead to bloody chaos, or a tyranny even worse than that of the Shaa? Cadet Caroline Sula is a brilliant, beautiful, brittle officer with a deadly secret that could bring her career crashing in ruins. Lt. Gareth Martinez is a provincial who struggles for recognition by the glittering lords of the empire. Together they discover that one of the empire's subject races is planning a murderous

conquest that will leave humanity helpless, and soon they're in a fight against overwhelming odds to save humanity's last hope from extinction.

Moth

An introduction to the work and ideas of artists who use—and even influence—science and technology.

Pardonable Lies

Aster is bored at her new home in the mountains in the middle of nowhere--until she meets an odd old shepherdess and her woolly dogs, a sneaky trickster, and an angry fox.

The Book

"Space opera the way it ought to be [] Bujold and Weber, bend the knee; interstellar adventure has a new king, and his name is Walter Jon Williams." -- George R.R. Martin The first book in the completed Dread Empire's Fall trilogy, followed by The Sundering and Conventions of War. All will must bend to the perfect truth of The Praxis For millennia, the Shaa have subjugated the universe, forcing the myriad sentient races to bow to their joyless tyranny. But the Shaa will soon be no more. The dread empire is in its rapidly fading twilight, and with its impending fall comes the promise of a new galactic order . . . and bloody chaos. A young Terran naval officer marked by his lowly birth, Lt. Gareth Martinez is the first to recognize the insidious plot of the Naxid -- the powerful, warlike insectoid society that was enslaved before all others -- to replace the masters' despotic rule with their own. Barely escaping a swarming surprise attack, Martinez and Caroline Sula, a pilot whose beautiful face conceals a deadly secret, are now the last hope for freedom for every being who ever languished in Shaa chains -- as the interstellar battle begins against a merciless foe whose only perfect truth is annihilation.

The Boys' Book of Famous Rulers

Discusses the prerequisites to starting a business and shares his own start-up strategies

English for Business Studies Student's Book

This work looks at the business of computing in the US, as computer science, as a business, and as a collection of extraordinary and eccentric characters. After automobiles, energy production, and illegal drugs, personal computers are

one of the largest manufacturing industries in the world, and one of the great success stories for American business. This book is linked to a Channel 4 television series entitled The Triumph of the Nerds.

Trillions

Bringing a dose of reality to the stuff of literary thrillers, this masterful study is the first closely detailed, comparative analysis of the evolution of the modern British and American intelligence communities. • U.S. and U.K. case studies that draw on archival and published sources and on interviews with practitioners • Parallel timelines for principal national intelligence coordinating bodies in the United States and United Kingdom • Organization charts for the United States Intelligence Board and the U.K. Joint Intelligence Organisation, both from the early 1960s • An extensive glossary of terms and abbreviations used in the British and American intelligence communities • An extensive bibliography

Mainstreaming Equality in the European Union

From the novels of Anne Rice to The Lost Boys, from The Terminator to cyberpunk science fiction, vampires and cyborgs have become strikingly visible figures within American popular culture, especially youth culture. In Consuming Youth, Rob Latham explains why, showing how fiction, film, and other media deploy these ambiguous monsters to embody and work through the implications of a capitalist system in which youth both consume and are consumed. Inspired by Marx's use of the cyborg vampire as a metaphor for the objectification of physical labor in the factory, Latham shows how contemporary images of vampires and cyborgs illuminate the contradictory processes of empowerment and exploitation that characterize the youth-consumer system. While the vampire is a voracious consumer driven by a hunger for perpetual youth, the cyborg has incorporated the machineries of consumption into its own flesh. Powerful fusions of technology and desire, these paired images symbolize the forms of labor and leisure that American society has staked out for contemporary youth. A startling look at youth in our time, Consuming Youth will interest anyone concerned with film, television, and popular culture.

Infinite Loop

Mainstreaming Equality in the European Union provides a critical overview and evaluation of the potential role of the EU in perpetuating or breaking down gender segregation in the EU labour force. Teresa Rees draws upon feminist theoretical frameworks in assessing Equal Opportunitues policies and the role of training in the labour market. The same economic imperatives which put women's training on the agenda have heightened interest in designing training which attracts women into mainstream provision. Mainstreaming Equality in the European Union addresses the urgent need for academics, education and training providers, as well as policy makers to be aware of current thinking at EU level on training policy.

Hard Drive

It has been clear for many years that the ways in which archaeology is practised have been a direct product of a particular set of social, cultural, and historical circumstances - archaeology is always carried out in the present. More recently, however, many have begun to consider how archaeological techniques might be used to reflect more directly on the contemporary world itself: how we might undertake archaeologies of, as well as in the present. This Handbook is the first comprehensive survey of an exciting and rapidly expanding sub-field and provides an authoritative overview of the newly emerging focus on the archaeology of the present and recent past. In addition to detailed archaeological case studies, it includes essays by scholars working on the relationships of different disciplines to the archaeology of the contemporary world, including anthropology, psychology, philosophy, historical geography, science and technology studies, communications and media, ethnoarchaeology, forensic archaeology, sociology, film, performance, and contemporary art. This volume seeks to explore the boundaries of an emerging sub-discipline, to develop a tool-kit of concepts and methods which are applicable to this new field, and to suggest important future trajectories for research. It makes a significant intervention by drawing together scholars working on a broad range of themes, approaches, methods, and case studies from diverse contexts in different parts of the world, which have not previously been considered collectively.

Valley of Genius

Winner of the Pulitzer Prize "Russo writes with a warm, vibrant humanity. A stirring mix of poignancy, drama and comedy." —The Washington Post Welcome to Empire Falls, a blue-collar town full of abandoned mills whose citizens surround themselves with the comforts and feuds provided by lifelong friends and neighbors and who find humor and hope in the most unlikely places, in this Pulitzer Prize-winning novel by Richard Russo. Miles Roby has been slinging burgers at the Empire Grill for 20 years, a job that cost him his college education and much of his self-respect. What keeps him there? It could be his bright, sensitive daughter Tick, who needs all his help surviving the local high school. Or maybe it's Janine, Miles' soon-to-be ex-wife, who's taken up with a noxiously vain health-club proprietor. Or perhaps it's the imperious Francine Whiting, who owns everything in town–and seems to believe that "everything" includes Miles himself. In Empire Falls Richard Russo delves deep into the blue-collar heart of America in a work that overflows with hilarity, heartache, and grace.

Gates

George Orr discovers that his dreams possess the remarkable ability to change the world, and when he falls into the hands of a power-mad psychiatrist, he counters by dreaming up a perfect world that can overcome his nightmares, in a new

edition of the classic science fiction novel. Reprint. 20,000 first printing.

In the BeginningWas the Command Line

This is "the Word" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the "one man" is Neal Stephenson, "the hacker Hemingway" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's In the Beginning was the Command Line is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

The Praxis

New Media: A Critical Introduction is a comprehensive introduction to the culture, history, technologies and theories of new media. Written especially for students, the book considers the ways in which 'new media' really are new, assesses the claims that a media and technological revolution has taken place and formulates new ways for media studies to respond to new technologies. The authors introduce a wide variety of topics including: how to define the characteristics of new media; social and political uses of new media and new communications; new media technologies, politics and globalization; everyday life and new media; theories of interactivity, simulation, the new media economy; cybernetics, cyberculture, the history of automata and artificial life. Substantially updated from the first edition to cover recent theoretical developments, approaches and significant technological developments, this is the best and by far the most comprehensive textbook available on this exciting and expanding subject. At www.newmediaintro.com you will find: additional international case studies with online references specially created You Tube videos on machines and digital photography a new 'Virtual Camera' case study, with links to short film examples useful links to related websites, resources and research sites further online reading links to specific arguments or discussion topics in the book links to key scholars in the field of new media.

Intelligence and Government in Britain and the United States: A Comparative Perspective [2 volumes]

In the bestselling tradition of The World Is Flat and The Next 100 Years, THE ACCIDENTAL SUPERPOWER will be a much discussed, contrarian, and eye-opening assessment of American power. Near the end of the Second World War, the United States made a bold strategic gambit that rewired the international system. Empires were abolished and replaced by a

global arrangement enforced by the U.S. Navy. With all the world's oceans safe for the first time in history, markets and resources were made available for everyone. Enemies became partners. We think of this system as normal-it is not. We live in an artificial world on borrowed time. In THE ACCIDENTAL SUPERPOWER, international strategist Peter Zeihan examines how the hard rules of geography are eroding the American commitment to free trade; how much of the planet is aging into a mass retirement that will enervate markets and capital supplies; and how, against all odds, it is the ever-ravenous American economy that-alone among the developed nations-is rapidly approaching energy independence. Combined, these factors are doing nothing less than overturning the global system and ushering in a new (dis)order. For most, that is a disaster-in-waiting, but not for the Americans. The shale revolution allows Americans to sidestep an increasingly dangerous energy market. Only the United States boasts a youth population large enough to escape the sucking maw of global aging. Most important, geography will matter more than ever in a de-globalizing world, and America's geography is simply sublime.

Fun with Oldies

Gates reveals the guiding genius behind the unparalleled success of the Microsoft Corporation-- the biggest and most profitable personal computer software company in history-- and exposes the intensely competitive tactics that help it dominate the desktops of America. Chairman and co-founder of Microsoft, Bill Gates is the most powerful person in the computer industry and the youngest self-made billionaire in history. His company's DOS and Windows programs are such universal standards that more than nine out of ten personal computers depend on Microsoft software. Under the "Microsoft Everywhere" rallying cry, Gates intends to expand his company's worldwide dominance to office equipment, communications, and home entertainment. Vivid and definitive, Gates details the behind the scenes history of the personal computer industry and its movers and shakers, from Apple to IBM, from Steve Jobs to Ross Perot. Uncovering the inside stories of the bitter battle for control of the expanding personal computing market, Gates is a bracing, comprehensive portrait of the industry, the company, and the man-- and what they mean for a future where software is everything.

Accidental Empires

IBM is in trouble in 2014. The iconic computer company has mismanaged itself into a rut it may be unable to get out of. Technology journalist Robert X. Cringely explains how Big Blue got to where it is today and what can still be done to save the company before it is too late.

Consuming Youth

Computer manufacturing is--after cars, energy production and illegal drugs--the largest industry in the world, and it's one of the last great success stories in American business. Accidental Empires is the trenchant, vastly readable history of that industry, focusing as much on the astoundingly odd personalities at its core--Steve Jobs, Bill Gates, Mitch Kapor, etc. and the hacker culture they spawned as it does on the remarkable technology they created. Cringely reveals the manias and foibles of these men (they are always men) with deadpan hilarity and cogently demonstrates how their neuroses have shaped the computer business. But Cringely gives us much more than high-tech voyeurism and insider gossip. From the birth of the transistor to the mid-life crisis of the computer industry, he spins a sweeping, uniquely American saga of creativity and ego that is at once uproarious, shocking and inspiring.

The Accidental Superpower

In the few decades since they first blipped their way onto television screens, videogames have become one of the most culturally, socially and economically significant media forms. Newman's volume considers how we might approach videogames as media texts to be read, experiences to be played and played with, systems and simulations to be decoded and interrogated, and performances to be captured, codified and preserved. The updated second edition examines the emergence of new platforms as well as changing patterns of production and consumption in its analysis of Wii, Xbox 360, PS3 and mobile gaming. The new final chapter explores recent developments in games scholarship with particular focus falling on the study of gameplay as socially situated, 'lived experience', and on strategies for game history, heritage and preservation. In drawing attention to the fragility and ephemerality of hardware, software and gameplay, this new edition encourages readers and players not only to consider how games might be studied but also what can, will and should be left behind for the next generation of games researchers.

The Software License Unveiled

Reproduction of the original: The Boys' Book of Famous Rulers by Lydia Hoyt Farmer

Fire in the Valley

Nerds 2.0.1

How "Aha!" really happens. When do you get your best ideas? You probably answer "At night," or "In the shower," or "Stuck in traffic." You get a flash of insight. Things come together in your mind. You connect the dots. You say to yourself, "Aha! I

see what to do." Brain science now reveals how these flashes of insight happen. It's a special form of intuition. We call it strategic intuition, because it gives you an idea for action-a strategy. Brain science tells us there are three kinds of intuition: ordinary, expert, and strategic. Ordinary intuition is just a feeling, a gut instinct. Expert intuition is snap judgments, when you instantly recognize something familiar, the way a tennis pro knows where the ball will go from the arc and speed of the opponent's racket. (Malcolm Gladwell wrote about this kind of intuition in Blink.) The third kind, strategic intuition, is not a vague feeling, like ordinary intuition. Strategic intuition is a clear thought. And it's not fast, like expert intuition. It's slow. That flash of insight you had last night might solve a problem that's been on your mind for a month. And it doesn't happen in familiar situations, like a tennis match. Strategic intuition works in new situations. That's when you need it most. Everyone knows you need creative thinking, or entrepreneurial thinking, or innovative thinking, or strategic thinking to succeed in the modern world. All these kinds of thinking happen through flashes of insight strategic intuition. And now that we know how it works, you can learn to do it better. That's what this book is about. Over the past ten years, William Duggan has conducted pioneering research on strategic intuition and for the past three years has taught a popular course at Columbia Business School on the subject. He now gives us this eye-opening book that shows how strategic intuition lies at the heart of great achievements throughout human history: the scientific and computer revolutions, women's suffrage, the civil rights movement, modern art, microfinance in poor countries, and more. Considering the achievements of people and organizations, from Bill Gates to Google, Copernicus to Martin Luther King, Picasso to Patton, you'll never think the same way about strategy again. Three kinds of strategic ideas apply to human achievement: * Strategic analysis, where you study the situation you face * Strategic intuition, where you get a creative idea for what to do * Strategic planning, where you work out the details of how to do it. There is no shortage of books about strategic analysis and strategic planning. This new book by William Duggan is the first full treatment of strategic intuition. It's the missing piece of the strategy puzzle that makes essential reading for anyone interested in achieving more in any field of human endeavor.

The Lathe Of Heaven

Reflections on politics, the economy, and the modern world by the #1 New York Times–bestselling author of Capital in the Twenty-First Century. Thomas Piketty's work has proved that unfettered markets lead to increasing inequality, and that without meaningful regulation, capitalist economies will concentrate wealth in an ever smaller number of hands, threatening democracy. For years, his newspaper columns have pierced the surface of current events to reveal the economic forces underneath. Why Save the Bankers? collects these columns from the period between the September 2008 collapse of Lehman Brothers and the November 2015 terrorist attacks in Paris. In crystalline prose, Piketty examines a wide range of topics, and along the way he decodes the European Union's economic troubles, weighs in on oligarchy in the United States, wonders whether debts actually need to be paid back, and discovers surprising lessons about inequality by examining the career of Steve Jobs. Coursing with insight and flashes of wit, these brief essays offer a view of recent history

through the eyes of one of the most influential economic thinkers of our time. "Easy to follow for readers without much knowledge of economics, especially when [Piketty] picks apart topics that defy classical economic logic; in this he resembles Paul Krugman, who similarly writes clearly on complex topics . . . Helps make sense of recent financial history." —Kirkus Reviews "Anyone with an interest in politics, monetary policy, or international diplomacy will get a kick out of Piketty's clear discussion." —Shelf Awareness "If you have been influenced by Piketty's landmark work on inequality, make sure to read this next." —Naomi Klein, author of The Shock Doctrine and This Changes Everything

The Praxis (Author's Preferred Edition)

A companion book to the PBS television series chronicles the thirty-year development of the Internet from its beginnings as a cold war effort to build a network of government computers in order to save money

The Decline and Fall of IBM

Everything you need to know to look after yourself to bring about and maintain perfect health, prosperity, wealth, happiness, quality of life and longevity. It reveals that we are, without realising, not doing enough or the right things to protect our health and prosperity which is equally extremely damaging to nature, wildlife, oceans, sea-life, fresh springs, waterways and air, and us. The Book by Linde utilises new and ancient knowledge from around the world, over the millennia identifying what changes we need to make to enhance every aspect of our lives with simple solutions for almost every situation. It is your most powerful contribution to protecting, nurturing and saving our planet. In summary, 'THE BOOK' Consists of Six Chapters which incorporates a summary within each one: Lifestyle; Food & Nutrition; Medical Care; Mind; Water; and Now Live the final chapter which you can cast your eye over first as it is a synopsis of the complete works. It is highly recommend to read from cover to cover but, it is packed with valuable information to just use as a Reference Manual on a day to day basis. Teaches you how to look after your body and mind to ultimately prevent illness, but also to help regain and maintain perfect health; Provides countless number of practical, realistic & simple tips to easily adopt into your day to day lifestyle improving quality of life, saving time & money and gaining longevity; Fuses together specialised areas in health & mind, lifestyle & environment under one cover; Identifies our day to day toxic exposures that we are unaware of and provides successful resolutions; Gives you complete fundamental knowledge and awareness, to use your courage to take responsibility for your life enhancing your health, prosperity and happiness; Provides you with ancient knowledge and practices to new, from science including quantum physics, to philosophy, psychology, and important detail on nutrition, exercise, energies and medicine; Is very current, answering all the conflicting hype about diets, the next super food or the bad effects of conventional drugs or sugar that are in the media weekly, even daily; For more information please visit www.thebookbook.co.uk

Dealers of Lightning

"This is the most important book on Silicon Valley I've read in two decades. It will take us all back to our roots in the counterculture, and will remind us of the true nature of the innovation process, before we tried to tame it with slogans and buzzwords." -- Po Bronson, #1 New York Times bestselling author of The Nudist on the Late Shift and Nurtureshock A candid, colorful, and comprehensive oral history that reveals the secrets of Silicon Valley -- from the origins of Apple and Atari to the present day clashes of Google and Facebook, and all the start-ups and disruptions that happened along the way. Rarely has one economy asserted itself as swiftly--and as aggressively--as the entity we now know as Silicon Valley. Built with a seemingly permanent culture of reinvention, Silicon Valley does not fight change; it embraces it, and now powers the American economy and global innovation. So how did this omnipotent and ever-morphing place come to be? It was not by planning. It was, like many an empire before it, part luck, part timing, and part ambition. And part pure, unbridled genius Drawing on over two hundred in-depth interviews, Valley of Genius takes readers from the dawn of the personal computer and the internet, through the heyday of the web, up to the very moment when our current technological reality was invented. It interweaves accounts of invention and betrayal, overnight success and underground exploits, to tell the story of Silicon Valley like it has never been told before. Read it to discover the stories that Valley insiders tell each other: the tall tales that are all, improbably, true.

Accidental Empires

A Must Have for DJs & Oldies Music Lovers Everywhere! "FUN with Oldies" is a Book of Lists of 50's, 60's, 70's Plus Oldies & Classic Rock & Roll Songs categorized by idea, genre or theme. It started as a feature on My Radio Show when "Gearhead Ed" asked for some CARtoons for "Classic Car Week" like Little Deuce Coupe-Beach Boys, GTO-Ronnie & The Daytonas, or Mustang Sally-Wilson Pickett. You get the idea. Then I started doing three song sets on a variety of different themes calling it "Fun with Oldies". The popularity grew until my loyal listeners requested my music sets! COOL! "Fun with Oldies" The Book was born. Over 180 categories including CARtoons, Susie Songs, Slow Jams, Candy Songs, One Hit Wonders, Girl Groups, Teen Idols, Angels & Devils, Happy Songs, Crying Tunes, Jungle Fever, Jailbird, Wild Wild West, & A Day The Music Died Feature. A Special Addition to Any Oldies Library!!! Buy it, & you'll soon be having your own "FUN with Oldies"! Share the Lunacy! You'll Love it!

Rising Storm

The year is 2047 and Earth's major remaining governments are now completely powerless in the face of the recently emerged voracious megacorps that now have near virtual reign over every aspect of life. They are headed by a ruthless

power elite class whose dominance runs unabated due to their control over various police and military forces that have been co-opted by them. All opposition is crushed in their ever expanding shadow. A virtual intelligence super-structure has been set up by these organizations to monitor all, and certain sectors of the population function in the maintenance of the various zones within the closed system. However, as always, pockets of resistance develop as Leonard Kilbane, former black ops super soldier-turned rogue resistance leader, assembles a diverse group of mercenaries who are learning to put their differences aside in order to stand up to the ultra-suppressive, all powerful corporate state. This team has barely begun to take action when the many tentacled organizations strike back with nearly omniscient technological power projection. Sitting atop his lofty perch, shrewd businessman and banker extraordinaire Arlington Grubb, head of the uber-powered monolithic financial juggernaut Leeds-Cantwell is destroying friend and foe alike in his never-ending greed and unquenchable thirst for supremacy. Grubb is in turn watched over by a shadowy entity known only as Helix. From the glittering palaces of the depraved power-mad elites, to crumbling urban wastelands and desiccated abandoned outer areas, this twelve novel genre-breaking opus has enough characters, action, and plot twists to fascinate everyone in this journey into a not so distant future.

New Media

In the bestselling tradition of The Soul of a New Machine, Dealers of Lightning is a fascinating journey of intellectual creation. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses, a group of computer eccentrics dubbed PARC. This brilliant group created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one of the main precursors of the Internet), only to see these breakthroughs rejected by the corporation. Yet, instead of giving up, these determined inventors turned their ideas into empires that radically altered contemporary life and changed the world. Based on extensive interviews with the scientists, engineers, administrators, and executives who lived the story, this riveting chronicle details PARC's humble beginnings through its triumph as a hothouse for ideas, and shows why Xerox was never able to grasp, and ultimately exploit, the cutting-edge innovations PARC delivered. Dealers of Lightning offers an unprecedented look at the ideas, the inventions, and the individuals that propelled Xerox PARC to the frontier of technohistoiy--and the corporate machinations that almost prevented it from achieving greatness.

Empire Falls

They say the world used to turn. They say that night would follow day in an endless dance. They say that dawn rose, dusk fell, and we worshiped both sun and stars. That was a long time ago. My people are the fortunate. We live in daylight, blessed in the warmth of the sun. Yet across the line, the others lurk in eternal night, afraid and alone in the dark. I was

born in the light. I was sent into darkness. This is my story. Moth -- an epic fantasy for fans of The Hobbit and The Lord of the Rings.

Information Arts

Millions of computer users regularly bind themselves to software license terms with the click of a mouse, usually without reading anything but the word "agree." Licenses for software as diverse as Microsoft Windows and Linux, and terms of use for websites such as Facebook, are all subject not only to intellectual property and commercial law, but also to the private law of the license, which comes in many forms, each with its advocates. Microsoft, for example, maintains that its proprietary model gives users the rights they need while creating the incentives that have made the United States the global software leader, while Richard Stallman - creator of the GNU General Public License and author of a number of free software programs - asserts that proprietary licensing enables software companies to "hoard" software they should be sharing. In The Software License Unveiled, Douglas Phillips looks at both of these extremes and questions how these proliferating but largely unread license terms affect access to software, one of the economy's most valuable resources. While highlighting the obvious divergences, he makes the more illuminating case that most current models - spanning the spectrum from proprietary to free - have one key feature in common: to an increasing extent, each license model extends, modifies, or displaces public law that would otherwise apply. Unlike books that advocate one form of licensing or another, this one reframes the debate to propose that going forward a key challenge for lawyers, scholars, policymakers, and the public is to consider whether "legislation by license" should be the means for controlling software access.

Growing a Business

Chronicles the career of "Chairman Bill" Gates, the computer whiz kid who commands the powerful Microsoft computer software empire.

Why Save the Bankers?

In the third novel of this bestselling series from, London investigator Maisie Dobbs faces grave danger as she returns to the site of her most painful WWI memories to resolve the mystery of a pilot's death. A deathbed plea from his wife leads Sir Cecil Lawton to seek the aid of Maisie Dobbs, psychologist and investigator. As Maisie soon learns, Agnes Lawton never accepted that her aviator son was killed in the Great War, a torment that led her not only to the edge of madness but to the doors of those who practice the dark arts and commune with the spirit world. In accepting the assignment, Maisie finds her spiritual strength tested, as well as her regard for her mentor, Maurice Blanche. The mission also brings her together once

again with her college friend Priscilla Evernden, who served in France and who lost three brothers to the war—one of whom, it turns out, had an intriguing connection to the missing Ralph Lawton. Following on the heels of Jacqueline Winspear's triumphant Birds of a Feather, PARDONABLE LIES is the most compelling installment yet in the chronicles of Maisie Dobbs, "a heroine to cherish" (Marilyn Stasio, The New York Times Book Review).

The Life of Andrew Jackson

Reveals the behind-the-scenes story of the downfall of Apple Computer, a tale of incredible technological inventiveness undercut by corporate ineptitude and internal competition featuring a bruising portrait of the company's co-founder, Steve Jobs.

Videogames

English for Business Studies is a course for students who need to be able to understand and talk about key business and economic concepts. The 30 units cover a range of issues, including work and motivation, production, marketing, banking, business ethics, exchange rates and international trade. The second edition contains two new chapters: Information and Electronic Commerce, and Entrepreneurs and Venture Capital. It also includes a full update of the existing units. The cassettes and audio CDs contain authentic interviews with experts talking about their field of business or economics.

Aster and the Accidental Magic

In the 1970s, while their contemporaries were protesting the computer as a tool of dehumanization and oppression, a motley collection of college dropouts, hippies, and electronics fanatics were engaged in something much more subversive. Obsessed with the idea of getting computer power into their own hands, they launched from their garages a hobbyist movement that grew into an industry, and ultimately a social and technological revolution. What they did was invent the personal computer: not just a new device, but a watershed in the relationship between man and machine. This is their story. Fire in the Valley is the definitive history of the personal computer, drawn from interviews with the people who made it happen, written by two veteran computer writers who were there from the start. Working at InfoWorld in the early 1980s, Swaine and Freiberger daily rubbed elbows with people like Steve Jobs and Bill Gates when they were creating the personal computer revolution. A rich story of colorful individuals, Fire in the Valley profiles these unlikely revolutionaries and entrepreneurs, such as Ed Roberts of MITS, Lee Felsenstein at Processor Technology, and Jack Tramiel of Commodore, as well as Jobs and Gates in all the innocence of their formative years. This completely revised and expanded third edition brings the story to its completion, chronicling the end of the personal computer revolution and the beginning of the post-PC

era. It covers the departure from the stage of major players with the deaths of Steve Jobs and Douglas Engelbart and the retirements of Bill Gates and Steve Ballmer; the shift away from the PC to the cloud and portable devices; and what the end of the PC era means for issues such as personal freedom and power, and open source vs. proprietary software.

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