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## Site To Download Magicbox Touch Dab Radio Reset

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### KEY=TOUCH - MILA KYLEE

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#### A TOUCH OF MAGIC

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Lulu.com What's a young mage to do in a land where magic is illegal, and the penalty is death? At the age of fourteen, Randall Miller is surprised to learn that he has the talent--for magic! Tricked into apprenticeship by a powerful Mage, Randall is forced to leave everything he knows behind. When his mentor is killed by Aiden, head of the secret police, he flees for his life, stumbling from one misadventure into another. Teaming up with a trio of greedy traders and a capricious imp along the way, Randall must learn to master his budding power, or die at the hands of the Rooks!

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#### AMARI AND THE NIGHT BROTHERS

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HarperCollins New York Times bestseller! Artemis Fowl meets Men in Black in this exhilarating debut middle grade fantasy, the first in a trilogy filled with #blackgirlmagic. Perfect for fans of Tristan Strong Punches a Hole in the Sky, the Percy Jackson series, and Nevermoor. Amari Peters has never stopped believing her missing brother, Quinton, is alive. Not even when the police told her otherwise, or when she got in trouble for standing up to bullies who said he was gone for good. So when she finds a ticking briefcase in his closet, containing a nomination for a summer tryout at the Bureau of Supernatural Affairs, she's certain the secretive organization holds the key to locating Quinton—if only she can wrap her head around the idea of magicians, fairies, aliens, and other supernatural creatures all being real. Now she must compete for a spot against kids who've known about magic their whole lives. No matter how hard she tries, Amari can't seem to escape their intense doubt and scrutiny—especially once her supernaturally enhanced talent is deemed "illegal." With an evil magician threatening the supernatural world, and her own classmates thinking she's an enemy, Amari has never felt more alone. But if she doesn't stick it out and pass the tryouts, she may never find out what happened to Quinton. Plus don't miss the thrilling sequel, Amari and the Great Game!

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#### SIGNOR MARCONI'S MAGIC BOX

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#### HOW AN AMATEUR INVENTOR DEFIED SCIENTISTS AND BEGAN THE RADIO REVOLUTION

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HarperCollins Publishers Gavin Weightman tells the story of how Guglielmo Marconi invented wireless - and how it amused Queen Victoria, saved the lives of the Titanic survivors, tracked down criminals and began the radio revolution.

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#### THE GOD OF SMALL THINGS

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#### A NOVEL

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Vintage Canada The beloved debut novel about an affluent Indian family forever changed by one fateful day in 1969, from the author of The Ministry of Utmost Happiness NEW YORK TIMES BESTSELLER • MAN BOOKER PRIZE WINNER Compared favorably to the works of Faulkner and Dickens, Arundhati Roy's modern classic is equal parts powerful family saga, forbidden love story, and piercing political drama. The seven-year-old twins Estha and Rahel see their world shaken irrevocably by the arrival of their beautiful young cousin, Sophie. It is an event that will lead to an illicit liaison and tragedies accidental and intentional, exposing "big things [that] lurk unsaid" in a country drifting dangerously toward unrest. Lush, lyrical, and unnerving, The God of Small Things is an award-winning landmark that started for its author an esteemed career of fiction and political commentary that continues unabated.

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#### ELECTRICAL ENGINEERING 101

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#### EVERYTHING YOU SHOULD HAVE LEARNED IN SCHOOL...BUT PROBABLY DIDN'T

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Elsevier Electrical Engineering 101 covers the basic theory and practice of electronics, starting by answering the question "What is electricity?" It goes on to explain the fundamental principles and components, relating them constantly to real-world examples. Sections on tools and troubleshooting give engineers deeper understanding and the know-how to create and maintain their own electronic design projects. Unlike other books that simply describe electronics and provide step-by-step build instructions, EE101 delves into how and why electricity and electronics work, giving the reader the tools to take their electronics education to the next level. It is written in a down-to-earth style and explains jargon, technical terms and schematics as they arise. The author builds a genuine understanding of the fundamentals and shows how they can be applied to a range of engineering problems. This third edition includes more real-world examples and a glossary of formulae. It contains new coverage of: Microcontrollers FPGAs Classes of components Memory (RAM, ROM, etc.) Surface mount High speed design Board layout Advanced digital electronics (e.g. processors) Transistor circuits and circuit design Op-amp and logic circuits Use of test equipment Gives readers a simple explanation of complex concepts, in terms they can understand and relate to everyday life. Updated content throughout and new material on the latest technological advances. Provides readers with an invaluable set of tools and references that they can use in their everyday work.

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#### LOGICAL REASONING

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Bradley Dowden This book is designed to engage students' interest and promote their writing abilities while teaching them to think critically and creatively. Dowden takes an activist stance on critical thinking, asking students to create and revise arguments rather than simply recognizing and criticizing them. His book emphasizes inductive reasoning and the analysis of individual claims in the beginning, leaving deductive arguments for consideration later in the course.

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#### THE ADMAN IN THE PARLOR

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#### MAGAZINES AND THE GENDERING OF CONSUMER CULTURE, 1880S TO 1910S

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Oxford University Press on Demand Reading the turn-of-the-century magazine, this book resituates the writing of Chopin, Cather, Howells, and numerous unknown writers in relation to commercial as well as literary culture. It investigates readers' responses to the magazines and the reading practices that develop around them.

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#### DOROTHY HEATHCOTE

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#### DRAMA AS A LEARNING MEDIUM

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Heinemann Drama This book gives us a close-up detailing of this gifted, dynamic teacher in a variety of classroom settings, along with analyses of Heathcote's remarkable improvisations with young people.

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#### AUDIO OVER IP

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#### BUILDING PRO AOIP SYSTEMS WITH LIVEWIRE

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Taylor & Francis Position yourself at the forefront of audio and broadcast studio technology by learning audio over IP. You will gain knowledge of IP network engineering as it applies to audio applications, and then progress to a full understanding of how equipment built on Ethernet and Internet Protocol are used in today's audio production and broadcast facilities for the transporting, mixing and processing of pro-quality audio. A chapter on integrating Voice-over IP telephony (VoIP) to pro-audio and broadcast facilities is also included. Using the popular Livewire technology, you will learn how to design, construct, configure and troubleshoot an AoIP system, including how to interface with PCs, VoIP telephone PBXs, IP codecs, and the Internet. See how AoIP systems work in practice, and discover their distinct advantages over older audio infrastructures. With its complete introduction to AoIP technology in a fun, highly readable style, this book is essential for audio professionals who want to broaden their knowledge of IP-based studio systems--or for IT experts who need to understand AoIP applications.

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#### VALUES CLARIFICATION IN COUNSELING AND PSYCHOTHERAPY

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#### PRACTICAL STRATEGIES FOR INDIVIDUAL AND GROUP SETTINGS

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Oxford University Press This work meets a long-standing need in the helping professions by being the first and only comprehensive book on how counselors and psychotherapists can work with clients around values, goal-setting, decision-making and action planning. Helping clients determine their priorities, set goals, make decisions, and take action to improve their lives are common tasks for virtually all helping professionals when engaging with clients. This is the process known as "values clarification" (or "Values Clarification"). While counselors and psychotherapists widely practice values clarification--some knowingly, others unaware--they typically do so with a limited understanding of its theory, methods and various applications. This book demonstrates, with great precision, case studies, and hundreds of clinical examples, how counselors and psychotherapists in many fields can ask good clarifying questions, conduct clarifying interviews, and employ dozens of values clarification strategies with individuals, couples, families, and groups. To illustrate how values clarification can be used to explore a myriad of counseling topics, the examples throughout the text are often grouped around more specific applications for marriage and family counseling, career counseling, substance abuse and recovery counseling, geriatric counseling, grief counseling, pastoral counseling, financial counseling, school counseling, rehabilitation counseling, counselor/clinical education and supervision, health counseling, and personal growth. There are clear descriptions of what values clarification is and is not, theory and research, multicultural and diversity issues, and how counselors and therapists can handle value and moral conflicts with clients. Values clarification is compared and contrasted to other approaches to counseling and psychotherapy, including person-centered, cognitive-behavioral, reality therapy-choice theory, existential, individual psychology, solution-focused, narrative, motivational

interviewing, acceptance and commitment therapy, appreciative inquiry, life coaching, and positive psychology.

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### THINGS MY GIRLFRIEND AND I HAVE ARGUED ABOUT

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Weidenfeld & Nicolson The bestselling cult comedy from Mil Millington 'Insightful and wickedly funny' Heat Pel Dalton leads an uneventful life. His days are spent bluffing his way through an IT job in the university library, pillow-fighting with his two sons, surviving family outings to the supermarket, and finding new things to argue about with Ursula, his German girlfriend. But things are about to change... In this funny tale of love, fatherhood and Anglo-German relations Pel discovers that sometimes the things that drive you crazy can be the only things that can keep you sane.

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### DIGITAL MATERIAL

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#### TRACING NEW MEDIA IN EVERYDAY LIFE AND TECHNOLOGY

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Amsterdam University Press This is a compelling study of the often controversial role and meaning of the new media and digital cultures in contemporary society. Three decades of societal and cultural alignment of new media yielded to a host of innovations, trials, and problems, accompanied by versatile popular and academic discourse. "New Media Studies" crystallized internationally into an established academic discipline, which begs the question: where do we stand now; which new issues have emerged now that new media are taken for granted, and which riddles remain unsolved; and, is contemporary digital culture indeed all about 'you', or do we still not really understand the digital machinery and how it constitutes us as 'you'. From desktop metaphors to Web 2.0 ecosystems, from touch screens to blogging to e-learning, from role-playing games to Cybergoth music to wireless dreams, this timely volume offers a showcase of the most up-to-date research in the field from what may be called a 'digital-materialist' perspective.

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### HAUNTED MEDIA

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#### ELECTRONIC PRESENCE FROM TELEGRAPHY TO TELEVISION

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Duke University Press Examines the repeated association of new electronic media with spiritual phenomena from the telegraph in the late 19th century to television.

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### NETWORKS OF OUTRAGE AND HOPE

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#### SOCIAL MOVEMENTS IN THE INTERNET AGE

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John Wiley & Sons Networks of Outrage and Hope is an exploration of the newforms of social movements and protests that are erupting in the world today, from the Arab uprisings to the indignadas movement in Spain, from the Occupy Wall Street movement to the social protests in Turkey, Brazil and elsewhere. While these and similar social movements differ in many important ways, there is one thing they share in common: they are all interwoven inextricably with the creation of autonomous communication networks supported by the Internet and wireless communication. In this new edition of his timely and important book, Manuel Castells examines the social, cultural and political roots of these new social movements, studies their innovative forms of self-organization, assesses the precise role of technology in the dynamics of the movements, suggests the reasons for the support they have found in large segments of society, and probes their capacity to induce political change by influencing people's minds. Two new chapters bring the analysis up-to-date and draw out the implications of these social movements and protests for understanding the new forms of social change and political democracy in the global network society.

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### THE INTERNATIONAL SPACE STATION

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#### OPERATING AN OUTPOST IN THE NEW FRONTIER

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Government Printing Office Looks at the operations of the International Space Station from the perspective of the Houston flight control team, under the leadership of NASA's flight directors, who authored the book. The book provides insight into the vast amount of time and energy that these teams devote to the development, planning and integration of a mission before it is executed. The passion and attention to detail of the flight control team members, who are always ready to step up when things do not go well, is a hallmark of NASA human spaceflight operations. With tremendous support from the ISS program office and engineering community, the flight control team has made the International Space Station and the programs before it a success.

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### ZIGBEE WIRELESS NETWORKING

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Newnes ZigBee is a standard based on the IEEE 802.15.4 standard for wireless personal networks. This standard allows for the creation of very low cost and low power networks - these applications run for years rather than months. These networks are created from sensors and actuators and can wirelessly control many electrical products such as remote controls, medical, industrial, and security sensors. Hundreds of companies are creating applications including Mitsubishi, Motorola, Freescale, and Siemens. This book is written for engineers who plan to develop ZigBee applications and networks, to understand how they work, and to evaluate this technology to see if it is appropriate to a particular project. This book does not simply state facts but explains what ZigBee can do through detailed code examples. \*Details how to plan and develop applications and networks \*Zigbee sensors have many applications including industrial automation, medical sensing, remote controls, and security \*Hot topic for today's electrical engineer because it is low cost and low power

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### EXPANDED CINEMA

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#### FIFTIETH ANNIVERSARY EDITION

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Fordham University Press Fiftieth anniversary reissue of the founding media studies book that helped establish media art as a cultural category. First published in 1970, Gene Youngblood's influential Expanded Cinema was the first serious treatment of video, computers, and holography as cinematic technologies. Long considered the bible for media artists, Youngblood's insider account of 1960s counterculture and the birth of cybernetics remains a mainstay reference in today's hypermediated digital world. This fiftieth anniversary edition includes a new Introduction by the author that offers conceptual tools for understanding the sociocultural and sociopolitical realities of our present world. A unique eyewitness account of burgeoning experimental film and the birth of video art in the late 1960s, this far-ranging study traces the evolution of cinematic language to the end of fiction, drama, and realism. Vast in scope, its prescient formulations include "the paleocybernetic age," "intermedia," the "artist as design scientist," the "artist as ecologist," "synaesthetics and kinesthetics," and "the technosphere: man/machine symbiosis." Outstanding works are analyzed in detail. Methods of production are meticulously described, including interviews with artists and technologists of the period, such as Nam June Paik, Jordan Belson, Andy Warhol, Stan Brakhage, Carolee Schneemann, Stan VanDerBeek, Les Levine, and Frank Gillette. An inspiring Introduction by the celebrated polymath and designer R. Buckminster Fuller—a perfectly cut gem of countercultural thinking in itself—places Youngblood's radical observations in comprehensive perspective. Providing an unparalleled historical documentation, Expanded Cinema clarifies a chapter of countercultural history that is still not fully represented in the arthistorical record half a century later. The book will also inspire the current generation of artists working in ever-newer expansions of the cinematic environment and will prove invaluable to all who are concerned with the technologies that are reshaping the nature of human communication.

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### RASPBERRY PI ZERO W WIRELESS PROJECTS

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Packt Publishing Ltd Build DIY wireless projects using the Raspberry Pi Zero W board About This Book Explore the functionalities of the Raspberry Pi Zero W with exciting projects Master the wireless features (and extend the use cases) of this \$10 chip A project-based guide that will teach you to build simple yet exciting projects using the Raspberry Pi Zero W board Who This Book Is For If you are a hobbyist or an enthusiast and want to get your hands on the latest Raspberry Pi Zero W to build exciting wireless projects, then this book is for you. Some prior programming knowledge, with some experience in electronics, would be useful. What You Will Learn Set up a router and connect Raspberry Pi Zero W to the internet Create a two-wheel mobile robot and control it from your Android device Build an automated home bot assistant device Host your personal website with the help of Raspberry Pi Zero W Connect Raspberry Pi Zero to speakers to play your favorite music Set up a web camera connected to the Raspberry Pi Zero W and add another security layer to your home automation In Detail The Raspberry Pi has always been the go-to, lightweight ARM-based computer. The recent launch of the Pi Zero W has not disappointed its audience with its \$10 release. "W" here stands for Wireless, denoting that the Raspberry Pi is solely focused on the recent trends for wireless tools and the relevant use cases. This is where our book—Raspberry Pi Zero W Wireless Projects—comes into its own. Each chapter will help you design and build a few DIY projects using the Raspberry Pi Zero W board. First, you will learn how to create a wireless decentralized chat service (client-client) using the Raspberry Pi's features. Then you will make a simple two-wheel mobile robot and control it via your Android device over your local Wi-Fi network. Further, you will use the board to design a home bot that can be connected to plenty of devices in your home. The next two projects build a simple web streaming security layer using a web camera and portable speakers that will adjust the playlist according to your mood. You will also build a home server to host files and websites using the board. Towards the end, you will create free Alexa voice recognition software and an FPV Pi Camera, which can be used to monitor a system, watch a movie, spy on something, remotely control a drone, and more. By the end of this book, you will have developed the skills required to build exciting and complex projects with Raspberry Pi Zero W. Style and approach A step-by-step guide that will help you design and create simple yet exciting projects using the Raspberry Pi Zero W board.

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### THINKING SKILLS

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#### CRITICAL THINKING AND PROBLEM SOLVING

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Cambridge University Press Thinking Skills, second edition, is the only endorsed book offering complete coverage of the Cambridge International AS and A Level syllabus.

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### PREDICTIVE ANALYTICS

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#### THE POWER TO PREDICT WHO WILL CLICK, BUY, LIE, OR DIE

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John Wiley & Sons "Mesmerizing & fascinating..." —The Seattle Post-Intelligencer "The Freakonomics of big data." —Stein Kretsinger, founding executive of Advertising.com Award-winning | Used by over 30 universities | Translated into 9 languages An introduction for everyone. In this rich, fascinating — surprisingly accessible — introduction, leading expert Eric Siegel reveals how predictive analytics (aka machine learning) works, and how it affects everyone every day. Rather than a "how to" for hands-on techies, the book serves lay readers and experts alike by covering new case studies and the latest state-of-the-art techniques. Prediction is booming. It reinvents industries and runs the world. Companies, governments, law enforcement, hospitals, and universities are seizing upon the power. These

institutions predict whether you're going to click, buy, lie, or die. Why? For good reason: predicting human behavior combats risk, boosts sales, fortifies healthcare, streamlines manufacturing, conquers spam, optimizes social networks, toughens crime fighting, and wins elections. How? Prediction is powered by the world's most potent, flourishing unnatural resource: data. Accumulated in large part as the by-product of routine tasks, data is the unsalted, flavorless residue deposited en masse as organizations churn away. Surprise! This heap of refuse is a gold mine. Big data embodies an extraordinary wealth of experience from which to learn. Predictive analytics (aka machine learning) unleashes the power of data. With this technology, the computer literally learns from data how to predict the future behavior of individuals. Perfect prediction is not possible, but putting odds on the future drives millions of decisions more effectively, determining whom to call, mail, investigate, incarcerate, set up on a date, or medicate. In this lucid, captivating introduction — now in its Revised and Updated edition — former Columbia University professor and Predictive Analytics World founder Eric Siegel reveals the power and perils of prediction: What type of mortgage risk Chase Bank predicted before the recession. Predicting which people will drop out of school, cancel a subscription, or get divorced before they even know it themselves. Why early retirement predicts a shorter life expectancy and vegetarians miss fewer flights. Five reasons why organizations predict death — including one health insurance company. How U.S. Bank and Obama for America calculated the way to most strongly persuade each individual. Why the NSA wants all your data: machine learning supercomputers to fight terrorism. How IBM's Watson computer used predictive modeling to answer questions and beat the human champs on TV's Jeopardy! How companies ascertain untold, private truths — how Target figures out you're pregnant and Hewlett-Packard deduces you're about to quit your job. How judges and parole boards rely on crime-predicting computers to decide how long convicts remain in prison. 182 examples from Airbnb, the BBC, Citibank, ConEd, Facebook, Ford, Google, the IRS, LinkedIn, Match.com, MTV, Netflix, PayPal, Pfizer, Spotify, Uber, UPS, Wikipedia, and more. How does predictive analytics work? This jam-packed book satisfies by demystifying the intriguing science under the hood. For future hands-on practitioners pursuing a career in the field, it sets a strong foundation, delivers the prerequisite knowledge, and whets your appetite for more. A truly omnipresent science, predictive analytics constantly affects our daily lives. Whether you are a consumer of it — or consumed by it — get a handle on the power of Predictive Analytics.

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## THE INNOVATORS

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### HOW A GROUP OF HACKERS, GENIUSES, AND GEEKS CREATED THE DIGITAL REVOLUTION

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Simon and Schuster "Following his blockbuster biography of Steve Jobs, The Innovators is Walter Isaacson's revealing story of the people who created the computer and the Internet. It is destined to be the standard history of the digital revolution and an indispensable guide to how innovation really happens. What were the talents that allowed certain inventors and entrepreneurs to turn their visionary ideas into disruptive realities? What led to their creative leaps? Why did some succeed and others fail? In his masterly saga, Isaacson begins with Ada Lovelace, Lord Byron's daughter, who pioneered computer programming in the 1840s. He explores the fascinating personalities that created our current digital revolution, such as Vannevar Bush, Alan Turing, John von Neumann, J.C.R. Licklider, Doug Engelbart, Robert Noyce, Bill Gates, Steve Wozniak, Steve Jobs, Tim Berners-Lee, and Larry Page. This is the story of how their minds worked and what made them so inventive. It's also a narrative of how their ability to collaborate and master the art of teamwork made them even more creative. For an era that seeks to foster innovation, creativity, and teamwork, The Innovators shows how they happen"--

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

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MIT Press A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

### INSIDE BLACK MIRROR

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Series 1. The national anthem -- Fifteen million merits -- The entire history of you -- Series 2. Be right back -- White bear -- The Waldo moment -- The Christmas special -- White Christmas -- Series 3. Nosedive -- Playtest -- Shut up and dance -- San Junipero -- Men against fire -- Hated in the nation -- Series 4. USS Callister -- Arkangel -- Crocodile -- Hang the DJ --Metalhead -- Black museum -- The future of Black Mirror

### MADE TO BREAK

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### TECHNOLOGY AND OBSOLESCENCE IN AMERICA

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Harvard University Press *Made to Break* is a history of twentieth-century technology as seen through the prism of obsolescence. Giles Slade explains how disposability was a necessary condition for America's rejection of tradition and our acceptance of change and impermanence. This book gives us a detailed and harrowing picture of how, by choosing to support ever-shorter product lives, we may well be shortening the future of our way of life as well.

### SURPRISE, KILL, VANISH

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### THE SECRET HISTORY OF CIA PARAMILITARY ARMIES, OPERATORS, AND ASSASSINS

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Little, Brown From Pulitzer Prize finalist Annie Jacobsen, the untold USA Today bestselling story of the CIA's secret paramilitary units. Surprise . . . your target. Kill . . . your enemy. Vanish . . . without a trace. When diplomacy fails, and war is unwise, the president calls on the CIA's Special Activities Division, a highly-classified branch of the CIA and the most effective, black operations force in the world. Originally known as the president's guerrilla warfare corps, SAD conducts risky and ruthless operations that have evolved over time to defend America from its enemies. Almost every American president since World War II has asked the CIA to conduct sabotage, subversion and, yes, assassination. With unprecedented access to forty-two men and women who proudly and secretly worked on CIA covert operations from the dawn of the Cold War to the present day, along with declassified documents and deep historical research, Pulitzer Prize finalist Annie Jacobsen unveils -- like never before -- a complex world of individuals working in treacherous environments populated with killers, connivers, and saboteurs. Despite Hollywood notions of off-book operations and external secret hires, covert action is actually one piece in a colossal foreign policy machine. Written with the pacing of a thriller, *Surprise, Kill, Vanish* brings to vivid life the sheer pandemonium and chaos, as well as the unforgettable human will to survive and the intellectual challenge of not giving up hope that define paramilitary and intelligence work. Jacobsen's exclusive interviews -- with members of the CIA's Senior Intelligence Service (equivalent to the Pentagon's generals), its counterterrorism chiefs, targeting officers, and Special Activities Division's Ground Branch operators who conduct today's close-quarters killing operations around the world -- reveal, for the first time, the enormity of this shocking, controversial, and morally complex terrain. Is the CIA's paramilitary army America's weaponized strength, or a liability to its principled standing in the world? Every operation reported in this book, however unsettling, is legal.

### SCANNERS FOR DUMMIES

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John Wiley & Sons

### HOW AND WHY TO READ AND CREATE CHILDREN'S DIGITAL BOOKS

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### A GUIDE FOR PRIMARY PRACTITIONERS

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UCL Press *How and Why to Read and Create Children's Digital Books* outlines effective ways of using digital books in early years and primary classrooms, and specifies the educational potential of using digital books and apps in physical spaces and virtual communities. With a particular focus on apps and personalised reading, Natalia Kucirkova combines theory and practice to argue that personalised reading is only truly personalised when it is created or co-created by reading communities. Divided into two parts, Part I suggests criteria to evaluate the educational quality of digital books and practical strategies for their use in the classroom. Specific attention is paid to the ways in which digital books can support individual children's strengths and difficulties, digital literacies, language and communication skills. Part II explores digital books created by children, their caregivers, teachers and librarians, and Kucirkova also offers insights into how smart toys, tangibles and augmented/virtual reality tools can enrich children's reading for pleasure. *How and Why to Read and Create Children's Digital Books* is of interest to an international readership ranging from trainee or established teachers to MA level students and researchers, as well as designers, librarians and publishers. All are inspired to approach children's reading on and with screens with an agentic perspective of creating and sharing. Praise for *How and Why to Read and Create Children's Digital Books* 'This is an exciting and innovative book – not least because it is freely available to read online but because its origins are in primary practice. The author is an accomplished storyteller, and whether you know, as yet, little about the value of digital literacy in the storymaking process, or you are an accomplished digital player, this book is full of evidence-informed ideas, explanations and inspiration.' Liz Chamberlain, Open University 'At a time when children's reading is increasingly on-screen, many teachers, parents and carers are seeking practical, straightforward guidance on how to support children's engagement with digital books. This volume, written by the leading expert on personalised e-books, is packed with app reviews, suggestions and insights from recent international research, all underpinned by careful analysis of digital book features and recognition of reading as a social and cultural practice. Providing accessible guidance on finding, choosing, sharing and creating digital books, it will be welcomed by those excited by the possibilities of enthusing children about reading in the digital age.' Cathy Burnett, Professor of Literacy and Education, Sheffield Hallam University

### EMPIRE OF THE AIR

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### THE MEN WHO MADE RADIO

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Cornell University Press *Empire of the Air* tells the story of three American visionaries—Lee de Forest, Edwin Howard Armstrong, and David Sarnoff—whose imagination and dreams turned a hobbyist's toy into radio, launching the modern communications age. Tom Lewis weaves the story of these men and their achievements into a richly detailed and moving narrative that spans the first half of the twentieth century, a time when the American romance with science and technology was at its peak. *Empire of the Air* is a tale of pioneers on the frontier of a new technology, of American entrepreneurial spirit, and of the tragic collision between inventor and corporation.

### ABSOLUTE FREEBSD, 2ND EDITION

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### THE COMPLETE GUIDE TO FREEBSD

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No Starch Press FreeBSD—the powerful, flexible, and free Unix-like operating system—is the preferred server for many enterprises. But it can be even trickier to use than either Unix or Linux, and harder still to master. Absolute FreeBSD, 2nd Edition is your complete guide to FreeBSD, written by FreeBSD committer Michael W. Lucas. Lucas considers this completely revised and rewritten second edition of his landmark work to be his best work ever: a true product of his love for FreeBSD and the support of the FreeBSD community. Absolute FreeBSD, 2nd Edition covers installation, networking, security, network services, system performance, kernel tweaking, filesystems, SMP, upgrading, crash debugging, and much more, including coverage of how to:—Use advanced security features like packet filtering, virtual machines, and host-based intrusion detection —Build custom live FreeBSD CDs and bootable flash —Manage network services and filesystems —Use DNS and set up email, IMAP, web, and FTP services for both servers and clients —Monitor your system with performance-testing and troubleshooting tools —Run diskless systems —Manage schedulers, remap shared libraries, and optimize your system for your hardware and your workload —Build custom network appliances with embedded FreeBSD —Implement redundant disks, even without special hardware —Integrate FreeBSD-specific SNMP into your network management system. Whether you're just getting started with FreeBSD or you've been using it for years, you'll find this book to be the definitive guide to FreeBSD that you've been waiting for.

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## HISTORY OF WIRELESS

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John Wiley & Sons Important new insights into how various components and systems evolved Premised on the idea that one cannot know a science without knowing its history, History of Wireless offers a lively new treatment that introduces previously unacknowledged pioneers and developments, setting a new standard for understanding the evolution of this important technology. Starting with the background—magnetism, electricity, light, and Maxwell's Electromagnetic Theory—this book offers new insights into the initial theory and experimental exploration of wireless. In addition to the well-known contributions of Maxwell, Hertz, and Marconi, it examines work done by Heaviside, Tesla, and passionate amateurs such as the Kentucky melon farmer Nathan Stubblefield and the unsung hero Antonio Meucci. Looking at the story from mathematical, physics, technical, and other perspectives, the clearly written text describes the development of wireless within a vivid scientific milieu. History of Wireless also goes into other key areas, including: The work of J. C. Bose and J. A. Fleming German, Japanese, and Soviet contributions to physics and applications of electromagnetic oscillations and waves Wireless telegraphic and telephonic development and attempts to achieve transatlantic wireless communications Wireless telegraphy in South Africa in the early twentieth century Antenna development in Japan: past and present Soviet quasi-optics at near-mm and sub-mm wavelengths The evolution of electromagnetic waveguides The history of phased array antennas Augmenting the typical, Marconi-centered approach, History of Wireless fills in the conventionally accepted story with attention to more specific, less-known discoveries and individuals, and challenges traditional assumptions about the origins and growth of wireless. This allows for a more comprehensive understanding of how various components and systems evolved. Written in a clear tone with a broad scientific audience in mind, this exciting and thorough treatment is sure to become a classic in the field.

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## I MOVIE '11 & IDVD: THE MISSING MANUAL

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"O'Reilly Media, Inc." Apple's video-editing program is better than ever, but it still doesn't have a printed guide to help you get started. That's where this gorgeous, full-color book comes in. You get clear explanations of iMovie's impressive new features, like instant rendering, storyboarding, and one-step special effects. Experts David Pogue and Aaron Miller also give you a complete course in film editing and DVD design. Edit video like the pros. Import raw footage, add transitions, and use iMovie's newly restored, intuitive timeline editor. Create stunning trailers. Design Hollywood-style "Coming Attractions!" previews for your movies. Share your film. Distribute your movie in a variety of places—on smartphones, Apple TV, your own site, and with one-click exports to YouTube, Facebook, Vimeo, CNN iReport, and MobileMe. Make DVDs. Design the menus, titles, and layout for your DVDs, and burn them to disc. This book covers version 9 of Apple's iMovie software.

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## BEGINNING STM32

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## DEVELOPING WITH FREERTOS, LIBOPENCM3 AND GCC

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Apress Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopencm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits.

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## TRIGGER HAPPY

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## VIDEOGAMES AND THE ENTERTAINMENT REVOLUTION

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Arcade Publishing A thought-provoking cultural study of videogames traces the history of this popular form of entertainment and explains why videogames will become the dominant popular art form of the twenty-first century. Reprint.

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## CO-CREATING DIGITAL PUBLIC SERVICES FOR AN AGEING SOCIETY

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## EVIDENCE FOR USER-CENTRIC DESIGN

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Springer Nature This open access book attends to the co-creation of digital public services for ageing societies. Increasingly public services are provided in digital form; their uptake however remains well below expectations. In particular, amongst older adults the need for public services is high, while at the same time the uptake of digital services is lower than the population average. One of the reasons is that many digital public services (or e-services) do not respond well to the life worlds, use contexts and use practices of its target audiences. This book argues that when older adults are involved in the process of identifying, conceptualising, and designing digital public services, these services become more relevant and meaningful. The book describes and compares three co-creation projects that were conducted in two European cities, Bremen and Zaragoza, as part of a larger EU-funded innovation project. The first part of the book traces the origins of co-creation to three distinct domains, in which co-creation has become an equally important approach with different understandings of what it is and entails: (1) the co-production of public services, (2) the co-design of information systems and (3) the civic use of open data. The second part of the book analyses how decisions about a co-creation project's governance structure, its scope of action, its choice of methods, its alignment with strategic policies and its embedding in existing public information infrastructures impact on the process and its results. The final part of the book identifies key challenges to co-creation and provides a more general assessment of what co-creation may achieve, where the most promising areas of application may be and where it probably does not match with the contingent requirements of digital public services. Contributing to current discourses on digital citizenship in ageing societies and user-centric design, this book is useful for researchers and practitioners interested in co-creation, public sector innovation, open government, ageing and digital technologies, citizen engagement and civic participation in socio-technical innovation.

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## THE INVISIBLE RAINBOW

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## A HISTORY OF ELECTRICITY AND LIFE

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Chelsea Green Publishing Company Electricity has shaped the modern world. But how has it affected our health and environment? Over the last 220 years, society has evolved a universal belief that electricity is 'safe' for humanity and the planet. Scientist and journalist Arthur Firstenberg disrupts this conviction by telling the story of electricity in a way it has never been told before—from an environmental point of view—by detailing the effects that this fundamental societal building block has had on our health and our planet. In The Invisible Rainbow, Firstenberg traces the history of electricity from the early eighteenth century to the present, making a compelling case that many environmental problems, as well as the major diseases of industrialized civilization—heart disease, diabetes, and cancer—are related to electrical pollution.

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## COUNTRY LIFE

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## MUSIC AND THE CHILD

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Children are inherently musical. They respond to music and learn through music. Music expresses children's identity and heritage, teaches them to belong to a culture, and develops their cognitive well-being and inner self worth. As professional instructors, childcare workers, or students looking forward to a career working with children, we should continuously search for ways to tap into children's natural reservoir of enthusiasm for singing, moving and experimenting with instruments. But how, you might ask? What music is appropriate for the children I'm working with? How can music help inspire a well-rounded child? How do I reach and teach children musically? Most importantly perhaps, how can I incorporate music into a curriculum that marginalizes the arts? This book explores a holistic, artistic, and integrated approach to understanding the developmental connections between music and children. This book guides professionals to work through music, harnessing the processes that underlie music learning, and outlining developmentally appropriate methods to understand the role of music in children's lives through play, games, creativity, and movement. Additionally, the book explores ways of applying music-making to benefit the whole child, i.e., socially, emotionally, physically, cognitively, and linguistically.

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## HACKERS

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## HEROES OF THE COMPUTER REVOLUTION - 25TH ANNIVERSARY EDITION

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"O'Reilly Media, Inc." This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

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**INNOVATIVE PEST MANAGEMENT APPROACHES FOR THE 21ST CENTURY**

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**HARNESSING AUTOMATED UNMANNED TECHNOLOGIES**

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Springer Nature Several Integrated Pest Management (IPM) approaches are available for managing pests of varied kinds, including individual and integrated methods for pest suppression. Recently the focus has shifted to pest management tools that act on insect systems selectively, are compatible with the environment, and are not harmful for ecosystems. Other approaches target specific biochemical and physiological aspects of insect metabolism, and involve biotechnological and genetic manipulation. Still other approaches include the use of nanotechnology, endophytes, optical and sonic manipulation to detect and control pest insects. Unfortunately, conventional forms of pest management do not focus on technology transfer to the ground level workers and farmers. As a result, farmers are incurring huge losses of crops and revenues. This book highlights the importance of using communication tools in pest management and demonstrates some success stories of utilizing automated unmanned technologies in this context. The content is divided into three sections, the first of which, "Pest Population Monitoring: Modern Tools," covers long and short-range pest population monitoring techniques and tools such as satellites, unmanned aerial vehicles/drones, remote sensing, digital tools like GIS, GPS for mapping, lidar, mobile apps, software systems, artificial diet designs and functional diversity of info-chemicals. The second section of the book is devoted to "Emerging Areas in Pest Management" and offers a glimpse of diversified tactics that have been developed to contain and suppress pest populations such as endophytes, insect vectors of phytoplasma, Hymenopterans parasitoids, mass production and utilization of NPV etc. In turn, the third section focuses on "Integrated Pest Management" and presents farming situations that illustrate how research in diversified aspects has helped to find solutions to specific pest problems, and how some new and evolving tactics can be practically implemented. Given its scope, the book offers a valuable asset for entomology and plant pathology researchers, students of zoology and plant protection, and readers whose work involves agriculture, horticulture, forestry and other ecosystems.

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**THE DEMON IN THE MACHINE**

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Penguin UK 'A gripping new drama in science ... if you want to understand how the concept of life is changing, read this' Professor Andrew Briggs, University of Oxford When Darwin set out to explain the origin of species, he made no attempt to answer the deeper question: what is life? For generations, scientists have struggled to make sense of this fundamental question. Life really does look like magic: even a humble bacterium accomplishes things so dazzling that no human engineer can match it. And yet, huge advances in molecular biology over the past few decades have served only to deepen the mystery. So can life be explained by known physics and chemistry, or do we need something fundamentally new? In this penetrating and wide-ranging new analysis, world-renowned physicist and science communicator Paul Davies searches for answers in a field so new and fast-moving that it lacks a name, a domain where computing, chemistry, quantum physics and nanotechnology intersect. At the heart of these diverse fields, Davies explains, is the concept of information: a quantity with the power to unify biology with physics, transform technology and medicine, and even to illuminate the age-old question of whether we are alone in the universe. From life's murky origins to the microscopic engines that run the cells of our bodies, The Demon in the Machine is a breath-taking journey across the landscape of physics, biology, logic and computing. Weaving together cancer and consciousness, two-headed worms and bird navigation, Davies reveals how biological organisms garner and process information to conjure order out of chaos, opening a window on the secret of life itself.