Most Dangerous Game Map Project

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A Playful Production Process - Richard Lemarchand 2021-10-12
How to achieve a happier and healthier game design process by connecting the creative aspects of game design with techniques for effective project management. This book teaches game designers, aspiring game developers, and game design students how to take a digital game project from start to finish—from conceptualizing and designing to building, playtesting, and iterating—while avoiding the uncontrolled overwork known among developers as "crunch." Written by a legendary game designer, A Playful Production Process outlines a process that connects the creative aspects of game design with proven techniques for effective project management. The book outlines four project phases—ideation, preproduction, full production, and post-production—that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game.
Build your own 2D Game Engine and Create Great Web Games - Kelvin Sung 2015-10-13
Build Your Own 2D Game Engine and Create Great Web Games teaches you how to develop your own web-based game engine step-by-step, allowing you to create a wide variety of online videogames that can be played in common web browsers. Chapters include examples and projects that gradually increase in complexity while introducing a ground-up design framework, providing you with the foundational concepts needed to build fun and engaging 2D games. By the end of this book you will have created a complete prototype level for a side scrolling action platform game and will be prepared to begin designing additional levels and games of your own. This book isolates and presents relevant knowledge from software engineering, computer graphics, mathematics, physics, game development, game mechanics, and level design in the context of building a 2D game engine from scratch. The book then derives and analyzes the source code needed to implement thes e concepts based on HTML5, JavaScript, and WebGL. After completing the projects you will understand the core-concepts and implementation details of a typical 2D game engine and you will be familiar with a design and prototyping methodology you can use to create game levels and mechanics that are fun and engaging for players. You will gain insights into the many ways software design and creative design must work together to deliver the best game experiences, and you will have access to a versatile 2D game engine that you can expand upon or utilize directly to build your own 2D games that can be played online from anywhere. • Assists the reader in understanding the core-concepts behind a 2D game engine • Guides the reader in building a functional game engine based on these concepts • Lead s the reader in exploring the interplay between technical design and game experience design • Teaches the reader how to build their own 2D games that can be played across internet via popular browsers
Red Line - Joby Warrick 2022-02-22
In Red Line, Joby Warrick, the Pulitzer Prize–winning author of Black Flags, shares the thrilling unknown story of America's mission in Syria: to find and destroy Syria's chemical weapons and keep them out of the hands of the Islamic State. In August 2012, Syrian president Bashar al-Assad was clinging to power in a vicious civil war. When secret intelligence revealed that the dictator might resort to using chemical weapons, President Obama warned that doing so would cross "a red line." Assad did it anyway, bombing the Damascus suburb of Ghouta with sarin gas, killing hundreds of civilians, and forcing Obama to decide if he would mire America in another unpopular war in the Middle East. When Russia offered to broker the removal of Syria's chemical weapons, Obama leapt at the out. So began an electrifying race to find, remove, and destroy 1,300 tons of chemical weapons in the midst of a raging civil war. The extraordinary little-known effort is a triumph for the Americans, but soon Russia's long game becomes clear: it will do anything to preserve Assad's rule. As America's ability to control events in Syria

shrinks, the White House learns that ISIS, building its caliphate in Syria's war-tossed territory, is seeking chemical weapons for itself, with an eye to attack the West. Drawing on astonishing original reporting, Warrick crafts a character-driven narrative that reveals how the United States embarked on a bold adventure to prevent one catastrophe but could not avoid a tragic chain of events that led to another.
The Travels of Marco Polo, the Venetian - Marco Polo 1914

The Map Trap - Andrew Clements 2016-07-26
Sixth-grader Alton Barnes loves maps, and when his portfolio of secret maps is stolen, he begins getting notes with orders that he must obey to get the maps back but, with the help of a popular classmate, he just might succeed before his teacher, principal, or someone else learns he has been studying and mapping things about them.
Mapping Exile and Return - Alain Epp Weaver 2014
One of the most persistent, if vexing, issues facing not just theology but also political theory, sociology, and other disciplines, is the ongoing Palestinian-Israeli conflict. For theology, the problem is especially nettlesome on account of the church s shared history and tradition with Israel. Palestinians, including Palestinian Christians, bear the brunt of suffering and dispossession in the current situation, yet are burdened even more by Christian political appropriation of Zionism. Through an analysis of Palestinian refugee mapping practices for returning to their homeland, Alain Epp Weaver takes up the troubled issue of Palestinian dispossession and argues against the political theology embedded in Zionist cartographic practices that refuse and seek to eliminate evidence of co-existence. Instead, Alain Epp Weaver offers a political theology of redrawing the territory compatible with a bi-national vision for a shared Palestinian-Israeli future.
The Gene - Siddhartha Mukherjee 2016-05-17
The #1 NEW YORK TIMES Bestseller The basis for the PBS Ken Burns Documentary The Gene: An Intimate History Now includes an excerpt from Siddhartha Mukherjee's new book Song of the Cell! From the Pulitzer Prize–winning author of The Emperor of All Maladies—a fascinating history of the gene and "a magisterial account of how human minds have laboriously, ingeniously picked apart what makes us tick" (Elle). "Sid Mukherjee has the uncanny ability to bring together science, history, and the future in a way that is understandable and riveting, guiding us through both time and the mystery of life itself." —Ken Burns "Dr. Siddhartha Mukherjee dazzled readers with his Pulitzer Prize-winning The Emperor of All Maladies in 2010. That achievement was evidently just a warm-up for his virtuoso performance in The Gene: An Intimate History, in which he braids science, history, and memoir into an epic with all the range and biblical thunder of Paradise Lost" (The New York Times). In this biography Mukherjee brings to life the quest to understand human heredity and its surprising influence on our lives, personalities, identities, fates, and choices. "Mukherjee expresses abstract intellectual ideas through emotional stories…[and] swaddles his medical rigor with rhapsodic tenderness, surprising vulnerability, and occasional flashes of pure poetry" (The Washington Post). Throughout, the story of Mukherjee's own family—with its tragic and bewildering history of mental illness—reminds us of the questions that hang over our ability to translate the science of genetics from the laboratory to the real world. In riveting and dramatic prose, he describes the centuries of research and experimentation—from Aristotle and Pythagoras to Mendel and Darwin, from Boveri and Morgan to Crick, Watson and Franklin, all the way through the revolutionary twenty-first century innovators who mapped the human genome. "A fascinating and often sobering history of how humans came to understand the roles of genes in making us who we are—and what our manipulation of those genes might mean for our future" (Milwaukee Journal-Sentinel), The Gene is the revelatory and magisterial history of a scientific idea coming to life, the most crucial

science of our time, intimately explained by a master. "The Gene is a book we all should read" (USA TODAY).

Map of My Dead Pilots - Colleen Mondor 2013-04-02
The Map of My Dead Pilots is about flying, pilots, and Alaska, the beautiful and deadly Last Frontier. Author Colleen Mondor spent four years running dispatch operations for a Fairbanks-based commuter and charter airline, and she knows all too well the gap between the romance and reality of small plane piloting in the wildest territory of the United States. From overloaded aircraft to wings covered in ice, from flying sled dogs and dead bodies, piloting in Alaska is about living hard and working even harder. What Mondor witnessed day to day would make anyone's hair stand on end. Ultimately, it is the pilots themselves—laced with ice and whiskey, death and camaraderie, silence and engine roar—and their harrowing tales who capture her imagination. In fine detail, this series of stories reveals the technical side of flying, the history of Alaskan aviation, and a world that demands a close communion with extreme physical danger and emotional toughness.

The Secret Science Project That Almost Ate the School - Judy Sierra 2006-10-01
Students, heed this little rhyme: When it's science project time, Do not make goop, or glop, or grime, And never mess with mutant slime.

The PanGerman Plot Unmasked: Berlin's formidable peace-trap of "the drawn war" - André Chéradame 2022-09-16
DigiCat Publishing presents to you this special edition of "The PanGerman Plot Unmasked: Berlin's formidable peace-trap of "the drawn war"" by André Chéradame. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature.

Getting Around with Google Maps - John Michael Sly 2014-12-26
Follow this book chapter to chapter to learn how to use the Google Maps API. Written in a clear and easy to understand method, this book will show you actual uses for the Google Maps API beyond just placing a marker on a map.

Seven Pillars of Wisdom - T.E. Lawrence 1935
T.E. Lawrence (1888 - 1935), known as "Lawrence of Arabia" was a British archaeologist, army officer, and writer. Seven Pillars of Wisdom is an autobiographical account of his participation in the Arab Revolt. The illustrations and maps are included in this version.

Bomb - Steve Sheinkin 2012-09-04
In December of 1938, a chemist in a German laboratory made a shocking discovery: When placed next to radioactive material, a Uranium atom split in two. That simple discovery launched a scientific race that spanned 3 continents. In Great Britain and the United States, Soviet spies worked their way into the scientific community; in Norway, a commando force slipped behind enemy lines to attack German heavy-water manufacturing; and deep in the desert, one brilliant group of scientists was hidden away at a remote site at Los Alamos. This is the story of the plotting, the risk-taking, the deceit, and genius that created the world's most formidable weapon. This is the story of the atomic bomb. Bomb is a 2012 National Book Awards finalist for Young People's Literature. Bomb is a 2012 Washington Post Best Kids Books of the Year title. Bomb is a 2013 Newbery Honor book.

Citizen Science Fiction - Dr. Jerome Winter 2021-03-19
Citizen Science Fiction argues that science-fiction literature and media can engage and empower individuals to become active and critical participants in citizen science such that they can collaborate meaningfully in the scientific and technological communities, institutions, and industries that deeply shape their everyday lives.

Making Technology Investments Profitable - Jack M. Keen 2011-04-19
A guide to getting the crucial business case right?every time Showing professionals how to calculate the value of typical budgeting and funding requests quickly and easily, Making Technology Investments Profitable, Second Edition applies the "Value Realization" process, using proven strategies that maximize the business payoff from IT projects. Filled with case studies, this innovative book enables managers to confidently quantify, in a matter of minutes, the true business value of funding a desired project. New edition explains how to proactively manage the conversion of a business case's value promise to its value realization Includes dozens of new case studies on realizing maximum value from IT enabled investments from various industries and around the world New checklists and tables A dedicated Web site containing additional material, case studies, chat rooms, and blogs on the value-realization process The Second Edition provides senior executives, project managers, and technical staff with new insights on how to get the crucial business case right, while also explaining how to proactively manage the conversion of the business case's value promise into the value reality of a completed project.

The China-led Belt and Road Initiative and its Reflections - Mehdi Parvizi Amineh 2022-07-12
This book analyzes the origins and the impacts of China's Belt and Road Initiative (BRI) on diplomacy, economy (trade, investment, finance), and security among selected host countries and regions in Asia, Africa, and the European Union. By examining the geopolitical economy of BRI activities, it concisely describes the impact of the rise of China and its BRI policy strategy on the reshaping of world order and global governance. This volume explores the BRI by addressing several key questions including: • Why did the Chinese leadership set up the BRI? • What are the activities of BRI projects in the participating countries and related regions? • What are the challenges to the successful implementation of the BRI in the various countries and regions? Moreover, through its analysis of the abovementioned questions, it provides novel contributions to the ongoing scholarly debates between Chinese and non-Chinese scholars – among others, the debate surrounding the "rise of China" and its impact on global governance. Featuring an extensive variety of expert contributors, this study will be an essential reading for students and scholars of International Relations and Global Political Economy as well as Chinese politics and those with an interest in the Belt and Road Initiative more broadly.

User Stories Applied - Mike Cohn 2004-03-01
Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

The Poisonwood Bible - Barbara Kingsolver 2008-09-04
'Breathtaking.' Sunday Times 'Exquisite.' The Times 'Beautiful.' Independent 'Powerful.' New York Times An international bestseller and a modern classic, this suspenseful epic of one family's tragic undoing and their remarkable reconstruction has been read, adored and shared by millions around the world. This story is told by the wife and four daughters of Nathan Price, a fierce, evangelical Baptist who takes his family and mission to the Belgian Congo in 1959. They carry with them everything they believe they will need from home, but soon find that all of it - from garden seeds to Scripture - is calamitously transformed on African soil. What readers are saying 'This remains one of the most fascinating books I have ever read.' 'I felt every emotion under the sky with this book.' 'Riveting.' 'This novel left a lasting - YEARS LASTING - impression.' 'This is one of those booksthat stands the test of time and is worth rereading.' 'Five epic, no-wonder-this-book-is-so-well-loved stars!'

Managing Networks in Project-Based Organisations - Stephen Pryke 2017-09-25
The first book demonstrating how to apply the principles of social network analysis to managing complex projects This groundbreaking book gets project managers and students up to speed on state-of-the-art applications of social network analysis (SNA) for observing, analysing, and managing complex projects. Written by an expert at the leading edge of the SNA project management movement, it clearly demonstrates how the principles of social network analysis can be used to provide a smarter, more efficient, holistic approach to managing complex projects. Project managers, especially those tasked with managing large, complex

construction and engineering projects, traditionally have relied upon analysis and decision-making based upon hierarchical structures and vaguely defined project systems, much of which is borrowed from historic scientific management approaches. However, it has become apparent that a more sophisticated methodology is required for observing project systems and managing relationships with today's more knowledgeable and demanding clients. Social network analysis (SNA) provides just such an approach. Unfortunately, existing books on social network analysis are written primarily for sociologists and mathematicians, with little or no regard for the needs of project managers — until now. The first and only book of its kind, Managing Networks in Project-Based Organisations: Offers a framework and a fully-developed approach to applying SNA theory and methodologies to large, complex projects Describes highly effective strategies and techniques for managing the iterative and transient relationships between network-defining actor roles involved in the delivery of complex projects Uses numerous real-world examples and case studies of successful applications of SNA to large-scale construction and engineering projects around the world Draws on its author's decades of experience managing complex projects for demanding clients, as well as his extensive academic research in Project Management Managing Networks in Project-Based Organisations is an important working resource for project management professionals and consultants, especially those serving the construction and engineering industries. It is also an excellent text/reference for postgraduate students of project management and supply chain management, as well as academic researchers of project management.

The Rotarian - 1952-02
Established in 1911, The Rotarian is the official magazine of Rotary International and is circulated worldwide. Each issue contains feature articles, columns, and departments about, or of interest to, Rotarians. Seventeen Nobel Prize winners and 19 Pulitzer Prize winners – from Mahatma Ghandi to Kurt Vonnegut Jr. – have written for the magazine.
Game Development Projects with Unreal Engine - Hammad Fozi 2020-11-27
Learn the tools and techniques of game design using a project-based approach with Unreal Engine 4 and C++ Key FeaturesKickstart your career or dive into a new hobby by exploring game design with UE4 and C++Learn the techniques needed to prototype and develop your own ideasReinforce your skills with project-based learning by building a series of games from scratchBook Description Game development can be both a creatively fulfilling hobby and a full-time career path. It's also an exciting way to improve your C++ skills and apply them in engaging and challenging projects. Game Development Projects with Unreal Engine starts with the basic skills you'll need to get started as a game developer. The fundamentals of game design will be explained clearly and demonstrated practically with realistic exercises. You'll then apply what you've learned with challenging activities. The book starts with an introduction to the Unreal Editor and key concepts such as actors, blueprints, animations, inheritance, and player input. You'll then move on to the first of three projects: building a dodgeball game. In this project, you'll explore line traces, collisions, projectiles, user interface, and sound effects, combining these concepts to showcase your new skills. You'll then move on to the second project; a side-scroller game, where you'll implement concepts including animation blending, enemy AI, spawning objects, and collectibles. The final project is an FPS game, where you will cover the key concepts behind creating a multiplayer environment. By the end of this Unreal Engine 4 game development book, you'll have the confidence and knowledge to get started on your own creative UE4 projects and bring your ideas to life. What you will learnCreate a fully-functional third-person character and enemiesBuild navigation with keyboard, mouse, gamepad, and touch controlsProgram logic and game mechanics with collision and particle effectsExplore AI for games with Blackboards and Behavior TreesBuild character animations with Animation Blueprints and MontagesTest your game for mobile devices using mobile previewAdd polish to your game with visual and sound effectsMaster the fundamentals of game UI design using a heads-up displayWho this book is for This book is suitable for anyone who wants to get started using UE4 for game development. It will also be useful for anyone who has used Unreal Engine before and wants to consolidate, improve and apply their skills. To grasp the concepts explained in this book better, you must have prior knowledge of the basics of C++ and understand variables, functions, classes, polymorphism, and pointers. For full compatibility with the IDE used in this book, a Windows system is recommended.

How the Other Half Lives - Jacob August Riis 1914

Symbaroum - Martin Bergstrom 2016-04-01
Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden
The Ebenezer, Part 2 -

Values at Play in Digital Games - Mary Flanagan 2016-09-02
A theoretical and practical guide to integrating human values into the conception and design of digital games, with examples from Call of Duty, Journey, World of Warcraft, and more. All games express and embody human values, providing a compelling arena in which we play out beliefs and ideas. "Big ideas" such as justice, equity, honesty, and cooperation—as well as other kinds of ideas, including violence, exploitation, and greed—may emerge in games whether designers intend them or not. In this book, Mary Flanagan and Helen Nissenbaum present Values at Play, a theoretical and practical framework for identifying socially recognized moral and political values in digital games. Values at Play can also serve as a guide to designers who seek to implement values in the conception and design of their games. After developing a theoretical foundation for their proposal, Flanagan and Nissenbaum provide detailed examinations of selected games, demonstrating the many ways in which values are embedded in them. They introduce the Values at Play heuristic, a systematic approach for incorporating values into the game design process. Interspersed among the book's chapters are texts by designers who have put Values at Play into practice by accepting values as a design constraint like any other, offering a real-world perspective on the design challenges involved.
The Mysterious Affair at Styles - Agatha Christie 2017-06-19
Late one night, the residents of Styles wake to find Emily Inglethorp dying of what proves to be strychnine poisoning. Hastings, a houseguest, enlists the help of his friend Hercule Poirot, who is staying in the nearby village, Styles St Mary. Poirot pieces together events surrounding the murder. On the day she was killed, Mrs Inglethorp was overheard arguing with someone, most likely either her husband, Alfred, or her stepson, John. Afterwards, she seemed quite distressed and, apparently, made a new will - which no one can find. She ate little at dinner and retired early to her room with her document case. The case was later forced open by someone and a document removed. Alfred Inglethorp left Styles earlier in the evening and stayed overnight in the nearby village, so was not present when the poisoning occurred. No one knows exactly when or how the strychnine was administered to Mrs Inglethorp... Get Your Copy Now.
Garrison-Spokane 500 Kv Transmission Project - 1983

E-Learning and Games for Training, Education, Health and Sports - Stefan Göbel 2012-09-04
This book constitutes the refereed proceedings of the 7th International Conference on E-Learning and Games, Edutainment 2012, held in conjunction with the 3rd International Conference on Serious Games for Training, Education, Health and Sports, GameDays 2012, held in Darmstadt, Germany, in September 2012. The 21 full papers presented were carefully reviewed and selected for inclusion in this book. They are organized in topical sections named: game-based training; game-based teaching and learning; emerging learning and gaming technologies; authoring tools and mechanisms; and serious games for health.
Click, Clack, Moo - Doreen Cronin 2012-06-12
The quirky, hilarious farmyard tale that started it all from New York Times bestselling duo of Doreen Cronin and Betsy Lewin! Now the inspiration for a new Christmas special, CLICK, CLACK, MOO: Christmas on the Farm. Farmer Brown has a problem. His cows like to type. All day long he hears " Click, clack, moo. Click, clack, moo. Click, clack, moo. " But Farmer Brown's problems get bigger when his cows start leaving him notes! Listen in on the fun as a bunch of literate cows turn Farmer Brown's farm upside down!
Mathematics in Popular Culture - Jessica K. Sklar 2014-01-10
Mathematics has maintained a surprising presence in popular media for over a century. In recent years, the movies Good Will Hunting, A

Beautiful Mind, and Stand and Deliver, the stage plays Breaking the Code and Proof, the novella Flatland and the hugely successful television crime series NUMB3RS all weave mathematics prominently into their storylines. Less obvious but pivotal references to the subject appear in the blockbuster TV show Lost, the cult movie The Princess Bride, and even Tolstoy's War and Peace. In this collection of new essays, contributors consider the role of math in everything from films, baseball, crossword puzzles, fantasy role-playing games, and television shows to science fiction tales, award-winning plays and classic works of literature. Revealing the broad range of intersections between mathematics and mainstream culture, this collection demonstrates that even "mass entertainment" can have a hidden depth.

On Turtles and Dragons and the Dangerous Quest for a Media Art Notation System (version 1.2) - The Contributors 2013

The Neptune Project - Polly Holyoke 2013-05-28
Nere has never understood why she feels so much more comfortable and confident in water than on land, but everything falls into place when Nere learns that she is one of a group of kids who --unbeknownst to them -- have been genetically altered to survive in the ocean. These products of "The Neptune Project" will be able to build a better future under the sea, safe from the barren country's famine, wars, and harsh laws. But there are some very big problems: no one asked Nere if she wanted to be a science experiment, the other Neptune kids aren't exactly the friendliest bunch, and in order to reach the safe haven of the Neptune colony, Nere and her fellow mutates must swim through hundreds of miles of dangerous waters, relying only on their wits, dolphins, and each other to evade terrifying undersea creatures and a government that will stop at nothing to capture the Neptune kids . . . dead or alive. Fierce battles and daring escapes abound as Nere and her friends race to safety in this action-packed aquatic adventure.

Destined For War - Graham Allison 2017-05-30
NATIONAL BESTSELLER | NEW YORK TIMES NOTABLE BOOK OF THE YEAR. From an eminent international security scholar, an urgent examination of the conditions that could produce a catastrophic conflict between the United States and China—and how it might be prevented. China and the United States are heading toward a war neither wants. The reason is Thucydides's Trap: when a rising power threatens to displace a ruling one, violence is the likeliest result. Over the past five hundred years, these conditions have occurred sixteen times; war broke out in twelve. At the time of publication, an unstoppable China approached an immovable America, and both Xi Jinping and Donald Trump promised to make their countries "great again," the seventeenth case was looking grim—it still is. A trade conflict, cyberattack, Korean crisis, or accident at sea could easily spark a major war. In Destined for War, eminent Harvard scholar Graham Allison masterfully blends history and current events to explain the timeless machinery of Thucydides's Trap—and to explore the painful steps that might prevent disaster today. SHORT-LISTED FOR THE 2018 LIONEL GELBER PRIZE NAMED A BEST BOOK OF THE YEAR BY: FINANCIAL TIMES * THE TIMES (LONDON)* AMAZON "Allison is one of the keenest observers of international affairs around." — President Joe Biden "[A] must-read book in both Washington and Beijing." — Boston Globe "[Full of] wide-ranging, erudite case studies that span human history . . . [A] fine book."— New York Times Book Review

The Most Dangerous Game - Richard Connell 2020-04-21
From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award–winning tale that inspired the movie The Hunt. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (The Telegraph). "[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted." —Criterion

Nietzsche's Dangerous Game - Daniel W. Conway 2002-05-02
This is the first book-length treatment of the unique nature and development of Nietzsche's post-Zarathustran political philosophy. This later political philosophy is set in the context of the critique of modernity that Nietzsche advances in the years 1885-1888, in such texts as Beyond Good and Evil, On the Genealogy of Morals, Twilight of the Idols, The Antichrist, The Case of Wagner, and Ecce Homo. Daniel Conway has written a powerful book about Nietzsche's own appreciation of the limitations of both his writing style and of his famous prophetic "stance".

Data Feminism - Catherine D'Ignazio 2020-03-31
A new way of thinking about data science and data ethics that is informed by the ideas of intersectional feminism. Today, data science is a form of power. It has been used to expose injustice, improve health outcomes, and topple governments. But it has also been used to discriminate, police, and surveil. This potential for good, on the one hand, and harm, on the other, makes it essential to ask: Data science by whom? Data science for whom? Data science with whose interests in mind? The narratives around big data and data science are overwhelmingly white, male, and techno-heroic. In Data Feminism, Catherine D'Ignazio and Lauren Klein present a new way of thinking about data science and data ethics—one that is informed by intersectional feminist thought. Illustrating data feminism in action, D'Ignazio and Klein show how challenges to the male/female binary can help challenge other hierarchical (and empirically wrong) classification systems. They explain how, for example, an understanding of emotion can expand our ideas about effective data visualization, and how the concept of invisible labor can expose the significant human efforts required by our automated systems. And they show why the data never, ever "speak for themselves." Data Feminism offers strategies for data scientists seeking to learn how feminism can help them work toward justice, and for feminists who want to focus their efforts on the growing field of data science. But Data Feminism is about much more than gender. It is about power, about who has it and who doesn't, and about how those differentials of power can be challenged and changed.

Digital Cultures: Age of the Intellect - Dr. Ganesh Shermon 2017-02-10
Comments by global thought leaders on Business of Staffing: A Talent Agenda: "Your section on how HR needs to change in a digital context is spot on with those twenty points" (M. S. Krishnan, Associate Dean, Global Initiatives, Accenture Professor of Computer Information Systems, Professor of Technology and Operations, Ross School of Business, University of Michigan, Ann Arbor, Michigan). "Ganesh Shermon has really nailed it. He really knows this area well. Well worth reading for anyone interested in this field" (Mark Smith, National Industry Leader, Financial services, KPMG LLP; earlier Global Head of People & Change Practice). "A must-read for today's HR professionals as they seek to learn evidence-based practices as they transform their talent management performance" (Laura Croucher, Americas leader, KPMG HR, Transformation Centre of Excellence).

Science Digest - 1952

High-Impact Instruction - Jim Knight 2013
Small changes can lead to big results! Best-selling author Jim Knight presents the high-leverage strategies that make the biggest difference in student learning. Featuring checklists, numerous observation tools, and online videos of teachers implementing the practices, this revolutionary book focuses on the three areas of high-impact instruction: Content planning, including using guiding questions, learning maps, and formative assessment Instructional practices such as the use of thinking prompts, effective questions, challenging assignments, and experiential learning Community building, in which you shape a classroom culture that promotes well-being, creativity, learning, and high expectations

Charting the World - Richard Panchyk 2011-08
Maps have been a part of human culture since the days of scratching on cave walls, and this richly illustrated history chronicles the road from simple diagrams used to avoid danger to the complex, navigational charts used today. Displaying an array of historic atlases and a variety of cartography styles, this book allows young readers to test their map-reading skills while discovering the intricate beauty and the wealth of information held within. Geographical concepts are spotlighted through an assortment of guided activities--including finding the elevation of hills, plotting a course with a magnetic compass, creating three-dimensional land models using a contour map, and performing a plot survey. Drawing the conclusion that the study of geography and maps is crucial to understanding an ever-changing planet, this handbook discloses the ways in which technological advances in cartography can further discussions on climate change, warfare, environmental conservation, population growth, and other timely topics.