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Rob Ciampa, Theresa Go, Matt Ciampa, Rich Murphy

Federal Register, 2012-06

The Greater Chaco Landscape Ruth M. Van Dyke, Carrie C. Heitman, 2021-05-03 Since the mid-1970s, government agencies, scholars, tribes, and private industries have attempted to navigate potential conflicts involving energy development, Chacoan archaeological study, and preservation across the San Juan Basin. The Greater Chaco Landscape examines both the imminent threat posed by energy extraction and new ways of understanding Chaco Canyon and Chaco-era great houses and associated communities from southeast Utah to west-central New Mexico in the context of landscape archaeology. Contributors analyze many different dimensions of the Chacoan landscape and present the most effective, innovative, and respectful means of studying them, focusing on the significance of thousand-year-old farming practices; connections between early great houses outside the canyon and the rise of power inside it; changes to Chaco's roads over time as observed in aerial imagery; rock art throughout the greater Chaco are; respectful methods of examining shrines, crescents, herraduras, stone circles, cairns, and other landscape features in collaboration with Indigenous colleagues; sensory experiences of ancient Chacoans via study of the sightlines and soundscapes of several outlier communities; and current legal, technical, and administrative challenges and options concerning preservation of the landscape. An unusually innovative and timely volume that will be available both in print and online, with the online edition incorporating video chapters presented by Acoma, Diné, Zuni, and Hopi cultural experts filmed on location in Chaco Canyon, The Greater Chaco Landscape is a creative collaboration with Native voices that will be a case study for archaeologists and others working on heritage management issues across the globe. It will be of interest to archaeologists specializing in Chaco and the Southwest, interested in remote sensing and geophysical landscape-level investigations, and working on heritage management issues across the globe. It

Toxic Geek Masculinity in Media Anastasia Salter,Bridget Blodgett,2017-11-08 This book examines changing representations of masculinity in geek media, during a time of transition in which "geek" has not only gone mainstream but also become a more contested space than ever, with continual clashes such as Gamergate, the Rabid and Sad Puppies' attacks on the Hugo Awards, and battles at conventions over "fake geek girls." Anastasia Salter and Bridget Blodgett critique both gendered depictions of geeks, including shows like Chuck and The Big Bang Theory, and aspirational geek heroes, ranging from the Winchester brothers of Supernatural to BBC's Sherlock and the varied superheroes of the Marvel Cinematic Universe. Through this analysis, the authors argue that toxic masculinity is deeply embedded in geek culture, and that the identity of geek as victimized other must be redefined before geek culture and media can ever become an inclusive space.

Confucian Culture and Competition Law in East Asia Jingyuan Ma, Mel Marquis, 2022-09-08 Shows how cultural factors have influenced the development of competition law in China, Japan and Korea.

macOS Mojave For Dummies Bob LeVitus, 2018-11-06 Pro tips for macOS from "Dr. Mac" Your shiny new iMac or trusty old MacBook both rely on macOS to help you get things done. It helps to have an equally reliable guidebook to steer you through the tasks and steps that make macOS run efficiently. This fun and friendly guide provides the direction you need to easily navigate macOS. Longtime expert Bob Dr. Mac LeVitus shares his years of experience to help you better understand macOS and make it a timesaving tool in your life. Take a tour of the macOS interface Get organized and save time with macOS applications Get pro tips on speeding up your Mac Back up your data with ease Covering the fundamentals of the OS and offering insight into the most common functions of macOS, this is indispensable reading for new or inexperienced macOS users.

A View From The Terraces - Part 1 Steve Wilson, 2015-01-10 A recollection of more than thirty years of watching professional sport across Britain and Europe. The memories cover more than a thousand games of Football, Rugby League, Cricket, Ice Hockey and Rugby Union

Securing Borders, Securing Power Mike Slaven,2022-08-02 Winner, 2023 Southwest Book Awards, Border Regional Library Association In 2010 Arizona enacted Senate Bill 1070, the notorious "show-me-your-papers" law. At the time, it was widely portrayed as a draconian outlier; today, it is clear that events in Arizona foreshadowed the rise of Donald Trump and underscored the worldwide trend toward the securitization of migration—treating immigrants as a security threat. Offering a comprehensive account of the SB 1070 era in Arizona and its fallout, this book provides new perspective on why policy makers adopt hard-line views on immigration and how this trend can be turned back. Tracing how the issue of unauthorized migration consumed Arizona state politics from 2003 to 2010, Mike Slaven analyzes how previously extreme arguments can gain momentum among politicians across the political spectrum. He presents an insider account based on illuminating interviews with political actors as well as historical research, weaving a compelling narrative of power struggles and political battles. Slaven details how politics and how securitization spreads across parties and factions. He examines right-wing figures who pushed an increasingly extreme agenda; the lukewarm center-right, which faced escalating far-right pressure; and the nervous center-left, which feared losing the center to border-security appeals—and he explains why the escalation of securitization broke down, yielding new political configurations. A comprehensive chronicle of a key episode in recent American history, this book also draws out lessons that Arizona's experience holds for immigration politics across the world.

Real-Time and Embedded Computing Systems and Applications Jing Chen, Seongsoo Hong, 2004-04-08 This volume contains the 37 papers presented at the 9th International Con- rence on Real-Time and Embedded Computing Systems and Applications (RT- CSA 2003). RTCSA is an international conference organized for scientists and researchers from both academia and industry to hold intensive discussions on advancing technologies topics on real-time systems, embedded systems, ubiq- tous/pervasive computing, and related topics. RTCSA 2003 was held at the Department of Electrical Engineering of National Cheng Kung University in Taiwan. Paper submissions were well distributed over the various aspects of real-time computing and embedded system technologies. There were more than 100 participants from all over the world. The papers, including 28 regular papers and 9 short papers are grouped into the categories of scheduling, networking and communication, embedded systems, pervasive/ubiquitous computing, systems and architectures, resource mana- ment, ?le systems and databases, performance analysis, and tools and delopment. The grouping is basically in accordance with the conference program. Earlier versions of these papers were published in the conference proceedings. However, some papers in this volume have been modi?ed or improved by the authors, in various aspects, based on comments and feedback received at the conference. It is our sincere hope that researchers and developers will bene?t from these papers. We would like to thank all the authors of the papers for their contribution. We thank the members of the program committee and the reviewers for their excellent work in evaluating the submissions. We are also very grateful to all the members of the organizing committees for their help, guidance and support.

Program Arcade Games: With Python and PyGame, Second Edition, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; and sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms. You'll learn: How to create quiz games How to integrate and start using graphics How to animate graphics How to integrate and use game controllers. and bit-mapped graphics How to build grid-based games Audience" div>This book assumes no prior programming knowledge.

Official Gazette of the United States Patent and Trademark Office, 1999

Hybrid Play Adriana de Souza e Silva, Ragan Glover-Rijkse, 2020-02-26 This book explores hybrid play as a site of interdisciplinary activity—one that is capable of generating new forms of mobility, communication, subjects, and artistic expression as well as new ways of interacting with and understanding the world. The chapters in this collection explore hybrid subjects, and hybrid spaces, generating interesting conversations about the past, current and future nature of hybrid play. Together, the authors offer important insights into how place are co-constructed through play; how, when, and for what reasons people occupy hybrid spaces; and how cultural practices shape elements of play and vice versa. A diverse group of scholars and practitioners provides a rich interdisciplinary perspective, which will be of great interest to those working in the areas of games studies, media studies, communication, gender studies, and media arts.

Why Do Onions Make Me Cry? Jay Ingram, 2019-04-02 Discovery Channel host and acclaimed writer Jay Ingram helps you find the answers to questions you've never really settled, like "What is déjà vu?" "Why do we blink?", "Why are yawns contagious?" and the perennial "Do we really use only 10% of our brains?" Note that this book is a combined and abridged edition of The Science of Why and The Science of Why2. Have you ever wondered if people really do weird things during the full moon? How about whether fingernails grow faster than toenails? And do we really dream in color? Jay Ingram is here to put these and many other long-lived scientific uncertainties to rest in this whimsically illustrated guide to the science of everyday life. Combining the wit of What If? by Randall Munroe and the accessible science smarts of ASAP Science, this new collection features answers to common queries with part sections that address the supernatural, the human body, the animal kingdom, the natural world, and more. It includes fun facts, myth busters and line drawings, all with the end goal of delighting and surprising your inner science geek. Whether these questions have been on your mind constantly, or occasionally resurface like the myth of Loch Ness (Is it real?), whether they're silly (Why does my pee smell like asparagus?) or serious (Why does time speed up as I age?) or just plain frustrating (Why do mosquitoes love me?), Ingram will settle them once and for all.

GB/T-2012, GB-2012 -- Chinese National Standard PDF-English, Catalog (year 2012) https://www.chinesestandard.net,2020-06-06 This document provides the comprehensive list of Chinese National Standards - Category: GB, GB/T Series of year 2012.

The Oxford Handbook of Entertainment Theory Peter Vorderer, Christoph Klimmt, 2021 This chapter offers some historical and conceptual orientation to readers of the Oxford Handbook of Entertainment Theory. Departing from a brief review of ancient roots and 20th century pioneer works, we elaborate on the state and challenges of contemporary entertainment theory and research. This includes the need to develop a more explicit understanding of interrelationships among similar terms and concepts (e.g., presence and transportation), the need to reflect more explicitly on epistemological foundations of entertaiment theories (e.g., neo-behaviorism), and the need to reach back to past, even historical reasoning in communication that may be just as informative as the consideration of recent theoretical innovations from neighboring fields such as social psychology. Finally, we offer some reflections on programmatic perspectives for future entertainment theory, which should try to harmonize views from the social sciences and critical thinking, span cultural differences in entertainment processes, and keep track of the rapid technological progress of entertainment media--

Encyclopedia of Library and Information Sciences John D. McDonald, Michael Levine-Clark, 2017-03-15 The Encyclopedia of Library and Information Sciences, comprising of seven volumes, now in its fourth edition, compiles the contributions of major researchers and practitioners and explores the cultural institutions of more than 30 countries. This major reference presents over 550 entries extensively reviewed for accuracy in seven print volumes or online. The new fourth edition, which includes 55 new entires and 60 revised entries, continues to reflect the growing convergence among the disciplines that influence information and the cultural record, with coverage of the latest topics as well as classic articles of historical and theoretical importance.

C# for Programmers Harvey M. Deitel, 2005-11-21 The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UMLTM ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, JavaTM, C#, XML, Visual Basic[®], Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UMLTM ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

Kenya Gazette, 1989-04-14 The Kenya Gazette is an official publication of the government of the Republic of Kenya. It contains notices of new legislation, notices required to be published by law or policy as well as other

announcements that are published for general public information. It is published every week, usually on Friday, with occasional releases of special or supplementary editions within the week.

The 100 Greatest Bands of All Time [2 volumes] David V. Moskowitz,2015-11-10 This one-of-a-kind reference investigates the music and the musicians that set the popular trends of the last half century in America. Many rock fans have, at one time or another, ranked their favorite artists in order of talent, charisma, and musical influence on the world as they see it. In this same spirit, author and music historian David V. Moskowitz expands on the concept of top ten lists to provide a lineup of the best 100 musical groups from the past 60 years. Since the chosen bands are based on the author's personal taste, this two-volume set provokes discussion of which performers are included and why, offering insights into the surprising influences behind them. From the Everly Brothers, to the Ramones, to Public Enemy, the work covers a wide variety of styles and genres, clearly illustrating the connections between them. Entries focus on the group's history, touring, membership, major releases, selected discography, bibliography, and influence. Contributions from leading scholars in popular music shed light on derivative artists and underscore the overall impact of the performers on the music industry.

MultiMedia Modeling Qi Tian,Nicu Sebe,Guo-Jun Qi,Benoit Huet,Richang Hong,Xueliang Liu,2016-01-02 The two-volume set LNCS 9516 and LNCS 9517 constitutes the refereed proceedings of the 22nd International Conference on Multimedia Modeling, MMM 2016, held in Miami, FL, USA, in January 2016. The 32 revised full papers and 52 poster papers presented were carefully reviewed and selected from 117 submissions. In addition 20 papers were accepted for five special sessions out of 38 submissions as well as 7 demonstrations (from 11 submissions) and 9 video showcase papers. The papers are organized in topical sections on video content analysis, social media analysis, object recognition and system, multimedia retrieval and ranking, multimedia representation, machine learning in multimedia, and interaction and mobile. The special sessions are: good practices in multimedia modeling; semantics discovery from multimedia big data; perception, aesthetics, and emotion in multimedia quality modeling; multimodal learning and computing for human activity understanding; and perspectives on multimedia analytics.

YouTube Channels For Dummies Rob Ciampa, Theresa Go, Matt Ciampa, Rich Murphy, 2020-09-01 Create a YouTube channel that draws subscribers with top-notch content YouTube has the eyes and ears of two billion monthly users. YouTube Channels for Dummies, 2nd Edition offers proven steps to attracting a chunk of those billions to your personal or business channel. This updated guide offers insight from a quartet of YouTube channel content creators, managers, marketers, and analysts as they share the secrets of creating great content, building an audience, and interacting with your viewers. The book includes information on: Setting up a channel · Creating videos that attract viewers · Putting together a video studio · Editing your final product · Reaching your target audience · Interacting with your fans · Building a profitable business · Tips on copyright law Written for both the budding YouTube creator and the business professional seeking to boost their company's profile on the popular social networking site, YouTube Channels for Dummies allows its readers to access the over two billion active YouTube users who log on each day. Learn how to create a channel, build a YouTube following, and get insight on content creation, planning, and marketing from established YouTube creators.

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