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Kevin Kee

<u>Seeing the Past with Computers</u> Kevin Kee,Timothy J Compeau,2019-02-01 Recent developments in computer technology are providing historians with new ways to see—and seek to hear, touch, or smell—traces of the past. Place-based augmented reality applications are an increasingly common feature at heritage sites and museums, allowing historians to create immersive, multifaceted learning experiences. Now that computer vision can be directed at the past, research involving thousands of images can recreate lost or destroyed objects or environments, and discern patterns in vast datasets that could not be perceived by the naked eye. Seeing the Past with Computers is a collection of twelve thought-pieces on the current and potential uses of augmented reality and computer vision in historical research, teaching, and presentation. The experts gathered here reflect upon their experiences working with new technologies, share their ideas for best practices, and assess the implications of—and imagine future possibilities for—new methods of historical study. Among the experimental topics they explore are the use of augmented reality that empowers students to challenge the presentation of historical material in their textbooks; the application of seeing computers to unlock unusual cultural knowledge, such as the secrets of vaudevillian stage magic; hacking facial recognition technology to reveal victims of racism in a century-old Australian archive; and rebuilding the soundscape of an Iron Age village with aural augmented reality. This volume is a valuable resource for scholars and students of history and the digital humanities more broadly. It will inspire them to apply innovative methods to open new paths for conducting and sharing their own research.

The Symbiotic Man Joël de Rosnay,2000 Within the past four decades a powerful scientific methodology has emerged that promises to dramatically recast our concept of nature and mankind's

place in it. Unlike the traditional analytical approach which breaks nature down into smaller and smaller constituent parts, chaos theory, the theory of self-organization, and other so-called sciences of complexity, explore dynamic systems in their totalities, so as to lay bare the great constants governing their emergence, organization, and evolution. Using the tools of complexity, researchers recently have made breakthroughs in the understanding of such divers phenomena as weather systems, economies, and even the most daunting scientific mystery of all, the mind as an emergent property of the brain's dense neuronal mazes.

Official Gazette of the United States Patent and Trademark Office ,2004

They Made America David Lefer,Gail Buckland,Harold Evans,2009-03-03 An illustrated history of American innovators -- some well known, some unknown, and all fascinating -- by the author of the bestselling The American Century.

Digital Prohibition Carolyn Guertin,2012-04-26 The act of creation requires us to remix existing cultural content and yet recent sweeping changes to copyright laws have criminalized the creative act as a violation of corporate rights in a commodified world. Copyright was originally designed to protect publishers, not authors, and has now gained a stranglehold on our ability to transport, read, write, teach and publish digital materials. Contrasting Western models with issues of piracy as practiced in Asia, Digital Prohibition explores the concept of authorship as a capitalist institution and posits the Marxist idea of the multitude (à la Antonio Negri and Michael Hardt, and Paulo Virno) as a new collaborative model for creation in the digital age. Looking at how digital culture has transformed unitary authorship from its book-bound parameters into a collective and dispersed endeavor, Dr. Guertin examines process-based forms as diverse as blogs, Facebook, Twitter, performance art, immersive environments, smart mobs, hacktivism, tactical media, machinima,

generative computer games (like Spore and The Sims) and augmented reality.

Hard Drive James Wallace,Jim Erickson,1993-06 The true story behind the rise of a tyrannical genius, how he transformed an industry, and why everyone is out to get him.In this fascinating expos , two investigative reporters trace the hugely successful career of Microsoft founder Bill Gates. Part entrepreneur, part enfant terrible, Gates has become the most powerful -- and feared -- player in the computer industry, and arguably the richest man in America. In Hard Drive, investigative reporters Wallace and Erickson follow Gates from his days as an unkempt thirteen-year-old computer hacker to his present-day status as a ruthless billionaire CEO. More than simply a revenge of the nerds story though, this is a balanced analysis of a business triumph, and a stunningly driven personality. The authors have spoken to everyone who knows anything about Bill Gates and Microsoft -- from childhood friends to employees and business rivals who reveal the heights, and limits, of his wizardry. From Gates's singular accomplishments to his equally extraordinary brattiness, arrogance, and hostility (the atmosphere is so intense at Microsoft that stressed-out programmers have been known to ease the tension of their eighty-hour workweeks by exploding homemade bombs), this is a uniquely revealing glimpse of the person who has emerged as the undisputed king of a notoriously brutal industry.

Where Did I Go Right? Bernie Brillstein,2008-01-01 Beginning in the William Morris mail room in 1955, Bernie Brillstein wanted only three things: "to walk into a restaurant and have people know who I am…to be the guy who gets the phone calls and doesn't have to make them…to represent the one performer people must have." Throughout his long career at the top of the entertainment industry––as TV and movie producer, agent and brilliant personal manager––Brillstein has accomplished it all. Where Did I Go Right? is Brillstein's street-smart, funny, and thoroughly human

story of a life in show business. With his trademark wit and candor, he speaks out for the first time about his feud with Mike Ovitz, and how it felt to pass the leadership of his company to his partner, Brad Grey, and "no longer be the king." He describes his close relationship with John Belushi and what it was like being alone with Belushi's body as it lay "stretched out across two cramped seats in a tiny jet, wrapped up in a body bag" on the way to his funeral. He shares stories about Jim Hensen and Gilda Radner, about Lorne Michaels and the early days of Saturday Night Live. He takes us behind the scenes at such hits as The Blues Brothers, Ghostbusters, and The Muppet Show. Brillstein also reveals his secrets about how to survive and prosper in Hollywood, the real meaning of "the art of the deal," the difference between "hot" and "good," and why instinct is so crucial to the future of the entertainment industry. "Becoming successful is the most fun of all. I'm not talking about being successful or staying successful. I mean the getting there, the instant you arrive, and for the first time you think, 'Where did I go right?'" After eight years, Phoenix Books is re-releasing this bestseller, with an updated epilogue from Bernie Brillstein entitled, "Still going right."

Video Games Around the World Mark J. P. Wolf,2015-05-01 Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and

some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

Ken Uston's Guide to Buying and Beating the Home Video Games Ken Uston,1982

The Encyclopedia of Game Machines Winnie Forster,2005 From Atari to Sega, from Apple to Nintendo DS, this full colour book takes not a regional, or European, but a global view on 33 years of onscreen fun and interaction and presents hardware from Japan, USA, UK, France, Germany and Korea, along with classic software in its authentic, pixellated glory. Including over 600 pictures, exclusively shot for Game.Machines, the book contains extensive indices, as well as 20 pages of technical data and explanations. This greatly enhanced and revised edition provides a time journey across the video game era: from the 4-bit beginnings to the broadband future. More than 400 dream machines and million sellers, bizarre slip-ups and exotic variants are profiled in full colour chapters

with extensive appendixes.

Pastplay Kevin Kee,2014-03-10 In the field of history, the Web and other technologies have become important tools in research and teaching of the past. Yet the use of these tools is limited—many historians and history educators have resisted adopting them because they fail to see how digital tools supplement and even improve upon conventional tools (such as books). In Pastplay, a collection of essays by leading history and humanities researchers and teachers, editor Kevin Kee works to address these concerns head-on. How should we use technology? Playfully, Kee contends. Why? Because doing so helps us think about the past in new ways; through the act of creating technologies, our understanding of the past is re-imagined and developed. From the insights of numerous scholars and teachers, Pastplay argues that we should play with technology in history because doing so enables us to see the past in new ways by helping us understand how history is created; honoring the roots of research, teaching, and technology development; requiring us to model our thoughts; and then allowing us to build our own understanding.

Cases on Online Discussion and Interaction: Experiences and Outcomes Shedletsky, Leonard,Aitken, Joan E.,2010-06-30 This book gives readers a better idea of what is likely to facilitate discussion online, what is likely to encourage collaborative meaning-making, what is likely to encourage productive, supportive, engaged discussion, and what is likely to foster critical thinking--Provided by publisher.

Between Humanities and the Digital Patrik Svensson,David Theo Goldberg,2023-12-05 Scholars from a range of disciplines offer an expansive vision of the intersections between new information technologies and the humanities. Between Humanities and the Digital offers an expansive vision of how the humanities engage with digital and information technology, providing a

range of perspectives on a quickly evolving, contested, and exciting field. It documents the multiplicity of ways that humanities scholars have turned increasingly to digital and information technology as both a scholarly tool and a cultural object in need of analysis. The contributors explore the state of the art in digital humanities from varied disciplinary perspectives, offer a sample of digitally inflected work that ranges from an analysis of computational literature to the collaborative development of a "Global Middle Ages" humanities platform, and examine new models for knowledge production and infrastructure. Their contributions show not only that the digital has prompted the humanities to move beyond traditional scholarly horizons, but also that the humanities have pushed the digital to become more than a narrowly technical application. Contributors Ian Bogost, Anne Cong-Huyen, Mats Dahlström, Cathy N. Davidson, Johanna Drucker, Amy E. Earhart, Kathleen Fitzpatrick, Maurizio Forte, Zephyr Frank, David Theo Goldberg, Jennifer González, Jo Guldi, N. Katherine Hayles, Geraldine Heng, Larissa Hjorth, Tim Hutchings, Henry Jenkins, Matthew Kirschenbaum, Cecilia Lindhé, Alan Liu, Elizabeth Losh, Tara McPherson, Chandra Mukerji, Nick Montfort, Jenna Ng, Bethany Nowviskie, Jennie Olofsson, Lisa Parks, Natalie Phillips, Todd Presner, Stephen Rachman, Patricia Seed, Nishant Shah, Ray Siemens, Jentery Sayers, Jonathan Sterne, Patrik Svensson, William G. Thomas III, Whitney Anne Trettien, Michael Widner

   Writing History in the Digital Age Jack Dougherty,Kristen Nawrotzki,2013-10-28 Writing History in the Digital Age began as a "what-if" experiment by posing a question: How have Internet technologies influenced how historians think, teach, author, and publish? To illustrate their answer, the contributors agreed to share the stages of their book-in-progress as it was constructed on the public web. To facilitate this innovative volume, editors Jack Dougherty and Kristen Nawrotzki designed a born-digital, open-access, and open peer review process to capture commentary from

appointed experts and general readers. A customized WordPress plug-in allowed audiences to add page- and paragraph-level comments to the manuscript, transforming it into a socially networked text. The initial six-week proposal phase generated over 250 comments, and the subsequent eight-week public review of full drafts drew 942 additional comments from readers across different parts of the globe. The finished product now presents 20 essays from a wide array of notable scholars, each examining (and then breaking apart and reexamining) if and how digital and emergent technologies have changed the historical profession.

The Macroscope Joël de Rosnay,1979

Understanding Augmented Reality Alan B. Craig,2013-04-26 Understanding Augmented Reality addresses the elements that are required to create augmented reality experiences. The technology that supports augmented reality will come and go, evolve and change. The underlying principles for creating exciting, useful augmented reality experiences are timeless. Augmented reality designed from a purely technological perspective will lead to an AR experience that is novel and fun for one-time consumption - but is no more than a toy. Imagine a filmmaking book that discussed cameras and special effects software, but ignored cinematography and storytelling! In order to create compelling augmented reality experiences that stand the test of time and cause the participant in the AR experience to focus on the content of the experience - rather than the technology - one must consider how to maximally exploit the affordances of the medium. Understanding Augmented Reality addresses core conceptual issues regarding the medium of augmented reality as well as the technology required to support compelling augmented reality. By addressing AR as a medium at the conceptual level in addition to the technological level, the reader will learn to conceive of AR applications that are not limited by today's technology. At the same time, ample examples are

provided that show what is possible with current technology. Explore the different techniques, technologies and approaches used in developing AR applications Learn from the author's deep experience in virtual reality and augmented reality applications to succeed right off the bat, and avoid many of the traps that catch new developers and users of augmented reality experiences Some AR examples can be experienced from within the book using downloadable software

If Chins Could Kill Bruce Campbell,2015-10-01 If Chins Could Kill: Confessions of a B Movie Actor Here we are together in the digital universe. Somehow, you've clicked yourself to this page. If you came here of your own free will and desire, you and I are going to get along just fine. Life is full of choices. Right now, yours is whether or not to download the autobiography of a mid-grade, kind of hammy actor. Am I supposed to know this guy? you think to yourself. No-and that's exactly the point. You can download a terabyte of books about famous actors and their high-falootin' shenanigans. I don't want to be a spoilsport, but we've all been down that road before. Scroll down to that Judy Garland biography. You know plenty about her already-great voice, troubled life. Scroll down a little further to the Charlton Heston book. Same deal. You know his story too-great voice, troubled toupee. The truth is that though you might not have a clue who I am-unless you watch cable very late at night-there are countless working stiffs like me out there, grinding away every day at the wheel of fortune. If Chins Could Kill: Confessions of a B Movie Actor documents my time in blue-collar Hollywood, where movies are cheap, the hours are long, and the filmmaking process can be very personal. To keep up with the times, I've digitized Chins. It was originally published in hardcover/analog fifteen years ago, which is a vast amount of time in the evolution of books and technology, and it was time to get current. The advance of technology is great for a book like this, which is jammed full of pictures. When it came out originally, the photographs all had to be black

and white and moderately sized on the page. Now, any photo that was originally taken in color can strut its stuff. Overall, the resolution of the images is off-the-charts better than the first go-around. This is one sequel that I'm happy to be a part of, since we could make so many technical improvements. The process was very similar to restoring an old movie. Since I knew that it was going to be reissued, I also had a look at the story being told and decided to condense, move, or clarify some chapters, all or in part. I also tried to add a hint of historical context, since it has been a decade and a half since Chins first came out. I hope you enjoy it. Regards, Bruce Campbell

Scrabble Wordbook Mike Baron,2007 Whether at an official tournament or a home kitchen table, every SCRABBLE player wants to be a winner--and these specially selected words and expert hints are guaranteed to boost scores. Based on the Official Scrabble Players Dictionary, Fourth Edition (currently one of the bestselling games and puzzles books) and with foreword by World SCRABBLE Champion Brian Cappelletto, this is the equivalent of an intensive training course. Complete with winning word lists, such as those that combine high-scoring letters, those that have a preponderance of vowels, and those that allow multiple I and U dumps, it also offers tips on hitting triple-triples and achieving those elusive 7-letter bingos. SCRABBLE, the distinctive game board and letter tiles, and all associated logos are trademarks of Hasbro in the United States and Canada and are used with permission. � 2007 Hasbro. All Rights Reserved.

The Draco Tavern Larry Niven,2007-04-01 From the mind of #1 New York Times bestselling author Larry Niven, come twenty-six tales and vignettes from this interplanetary gathering place, collected for the first time in one volume. When a tremendous spacecraft took orbit around the Earth's moon and began sending smaller landers down toward the North Pole, the newly arrived visitors quickly set up a permanent spaceport at Mount Forel in Siberia. Their presence attracted

many, and a few people grew conspicuously rich from secrets they learned from talking to the aliens. One of these men, Rick Schumann established a tavern catering to all of various species of visiting aliens, a place he named the Draco Tavern. This collection includes: The Subject Is Closed: A priest visits the tavern and goes one-on-one with a chirpsithra alien on the subject of God and life after death. Table Mannners: A Folk Tale: Rick Schumann is invited to hunt with five folk aliens, but he's not quite sure what their hunt entails, or if he will be the hunted. Wisdom of Demons: The age-old question of wisdom vs. knowledge is asked when Rick is confronted by a human who has been granted the wisdom of an individual gligstith(click)optok alien. Losing Mars in this unpublished tale, a group of aliens who call Mars and its moon home, arrive at the Tavern only to find that humans have mostly forgotten about their neighboring planet. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A World of Fiction Katherine Bode,2018-07-05 Proposes a new basis for data-rich literary history

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