

Aura Dvd Ripper For Psp

Domenico Fiormonte,Teresa Numerico,Francesca Tomasi

The Long Tail Chris Anderson,2006-07-11 What happens when the bottlenecks that stand between supply and demand in our culture go away and everything becomes available to everyone? The Long Tail is a powerful new force in our economy: the rise of the niche. As the cost of reaching consumers drops dramatically, our markets are shifting from a one-size-fits-all model of mass appeal to one of unlimited variety for unique tastes. From supermarket shelves to advertising agencies, the ability to offer vast choice is changing everything, and causing us to rethink where our markets lie and how to get to them. Unlimited selection is revealing truths about what consumers want and how they want to get it, from DVDs at Netflix to songs on iTunes to advertising on Google. However, this is not just a virtue of online marketplaces; it is an example of an entirely new economic model for business, one that is just beginning to show its power. After a century of obsessing over the few products at the head of the demand curve, the new economics of distribution allow us to turn our focus to the many more products in the tail, which collectively can create a new market as big as the one we already know. The Long Tail is really about the economics of abundance. New efficiencies in distribution, manufacturing, and marketing are essentially resetting the definition of what's commercially viable across the board. If the 20th century was about hits, the 21st will be equally about niches.

The Digital Humanist Domenico Fiormonte,Teresa Numerico,Francesca Tomasi,2015 This book offers a critical introduction to the core technologies underlying the Internet from a humanistic perspective. It provides a cultural critique of computing technologies, by exploring the history of computing and examining issues related to writing, representing, archiving and searching. The book raises awareness of, and calls for, the digital humanities to address the challenges posed by the linguistic and cultural divides in computing, the clash between communication and control, and the biases inherent in networked technologies. A common problem with publications in the Digital Humanities is the dominance of the Anglo-American perspective. While seeking to take a broader view, the book attempts to show how cultural bias can become an obstacle to innovation both in the methodology and practice of the Digital Humanities. Its central point is that no technological instrument is culturally unbiased, and that all too often the geography that underlies technology coincides with the social and economic interests of its producers. The alternative proposed in the book is one of a world in which variation, contamination and decentralization are essential instruments for the production and transmission of digital knowledge. It is thus necessary not only to have spaces where DH scholars can interact (such as international conferences, THATCamps, forums and mailing lists), but also a genuine sharing of technological know-how and experience. This is a truly exceptional work on the subject of the digital....Students and scholars new to the field of digital humanities will find in this book a gentle introduction to the field, which I cannot but think would be good and perhaps even inspirational for them....Its history of the development of machines and programs and communities bent on using computers to advance science and research merely sets the stage for an insightful analysis of the role of the digital in the way both scholars and everyday people communicate and conceive of themselves and others in written forms - from treatises to credit card transactions. Peter Shillingsburg The Digital Humanist is not simply a translation of the Italian book L'umanista digitale (il Mulino 2010), but a new version tailored to an international audience through the improvement and expansion of the sections on social, cultural and ethical problems of the most widely used methodologies, resources and applications. TABLE OF CONTENTS // Preface: Digital Humanities at a Political Turn? by Geoffrey Rockwell / PART I: The Socio-Historical Roots - Chap. 1: Technology and the Humanities: A History of Interaction - Chap. 2: Internet, or The Humanistic Machine / PART II: Theoretical and Practical Dimensions - Chap. 3: Writing and Content Production - Chap. 4: Representing and Archiving - Chap. 5: Searching and Organizing / Conclusions: DH in a Global Perspective

Digital Material Marianne van den Boomen,2009 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.

Playing with Videogames James Newman,2008-08-18 Playing with Videogames documents the richly productive, playful and social cultures of videogaming that support, surround and sustain this most important of digital media forms and yet which remain largely invisible within existing studies. James Newman details the rich array of activities that surround game-playing, charting the vibrant and productive practices of the vast number of videogame players and the extensive 'shadow' economy of walkthroughs, FAQs, art, narratives, online discussion boards and fan games, as well as the cultures of cheating, copying and piracy that have emerged. Playing with Videogames offers the reader a comprehensive understanding of the meanings of videogames and videogaming within the contemporary media environment.

Imps and Monsters: Ten Years of Art by Justin Hillgrove Justin Hillgrove,2016-02-01

Smart Phone and Next Generation Mobile Computing Pei Zheng,Lionel Ni,2010-07-19 This in-depth technical guide is an essential resource for anyone involved in the development of "smart mobile wireless technology, including devices, infrastructure, and applications. Written by researchers active in both academic and industry settings, it offers both a big-picture introduction to the topic and detailed insights into the technical details underlying all of the key trends. Smart Phone and Next-Generation Mobile Computing shows you how the field has evolved, its real and potential current capabilities, and the issues affecting its future direction. It lays a solid foundation for the decisions you face in your work, whether you're a manager, engineer, designer, or entrepreneur. Covers the convergence of phone and PDA functionality on the terminal side, and the integration of different network types on the infrastructure side Compares existing and anticipated wireless technologies, focusing on 3G cellular networks and wireless LANs Evaluates terminal-side operating systems/programming environments, including Microsoft Windows Mobile, Palm OS, Symbian, J2ME, and Linux Considers the limitations of existing terminal designs and several pressing application design issues Explores challenges and possible solutions relating to the next phase of smart phone development, as it relates to services, devices, and networks Surveys a collection of promising applications, in areas ranging from gaming to law enforcement to financial processing

Digital Passages: Migrant Youth 2.0 Koen Leurs,2016-12-15 Increasingly, young people live online, with the vast majority of their social and cultural interactions conducted through means other than face-to-face conversation. How does this transition impact the ways in which young migrants understand, negotiate, and perform identity? That's the question taken up by Digital Passages: Migrant Youth 2.0, a ground-breaking analysis of the ways that youth culture online interacts with issues of diaspora, gender, and belonging. Drawing on surveys, in-depth interviews, and ethnography, Koen Leurs builds an interdisciplinary portrait of online youth culture and the spaces it opens up for migrant youth to negotiate power relations and to promote intercultural understanding.

The Spy's Son Bryan Denson,2015-05-05 The true account of the Nicholsons, the father and son who sold national secrets to Russia. "One of the strangest spy stories in American history" (Robert

Lindsey, author of *The Falcon and the Snowman*). Investigative reporter and Pulitzer Prize finalist Bryan Denson tells the riveting story of the father and son co-conspirators who betrayed the United States. Jim Nicholson was one of the CIA's top veteran case officers. By day, he taught spycraft at the CIA's clandestine training center, The Farm. By night, he was a minivan-driving single father racing home to have dinner with his kids. But Nicholson led a double life. For more than two years, he had met covertly with agents of Russia's foreign intelligence service and turned over troves of classified documents. In 1997, Nicholson became the highest-ranking CIA officer ever convicted of espionage. But his duplicity didn't stop there. While behind the bars of a federal prison, the former mole systematically groomed the one person he trusted most to serve as his stand-in: his youngest son, Nathan. When asked to smuggle messages out of prison to Russian contacts, Nathan saw an opportunity to be heroic and to make his father proud. "Filled with fascinating details of the cloak-and-dagger techniques of KGB and CIA operatives, double agents, and spy catchers . . . A poignant and painful tale of family love, loyalty, manipulation and betrayal." —The Oregonian

How to Do Things with Videogames Ian Bogost, 2011-08-05 In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the New York Times and the New Yorker, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works. In *How to Do Things with Videogames*, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. *How to Do Things with Videogames* offers a fresh starting point to more fully consider games' progress today and promise for the future.

Glossary of Abbreviations, 1986

Encyclopedia of Heavy Metal Music William Phillips, Brian Cogan, 2009-03-20 It has been reviled, dismissed, attacked, and occasionally been the subject of Congressional hearings, but still, the genre of music known as heavy metal maintains not only its market share in the recording and downloading industry, but also as a cultural force that has united millions of young and old fans across the globe. Characterized by blaring distorted guitars, drum solos, and dramatic vibrato, the heavy metal movement headbanged its way to the popular culture landscape with bands like Led Zeppelin and Black Sabbath the 1970s. Motley Crue and Metallica made metal a music phenomenon in the 1980s. Heavy metal continues to evolve today with bands like Mastodon and Lamb of God. Providing an extensive overview of the music, fashion, films, and philosophies behind the movement, this inclusive encyclopedia chronicles the history and development of heavy metal, including sub-movements such as death metal, speed metal, grindcore, and hair metal. Essential and highly entertaining reading for high school and undergraduate courses in popular music studies, communications, media studies, and cultural studies, the *Encyclopedia of Heavy Metal Music and Culture* offers a guide to the ultimate underground music, exploring its rich cultural diversity, resilience, and adaptability. Entries for musicians include a discography for those wanting to start or develop their music collections.

International Handbook of Internet Research Jeremy Hunsinger, Lisbeth Klastrup, Matthew Allen, 2010-06-17 Internet research spans many disciplines. From the computer or information sciences, through engineering, and to social sciences, humanities and the arts, almost all of our disciplines have made contributions to internet research, whether in the effort to understand the effect of the internet on their area of study, or to investigate the social and political changes related to the internet, or to design and develop software and hardware for the network. The possibility and extent of contributions of internet research vary across disciplines, as do the purposes, methods, and outcomes. Even the epistemological underpinnings differ widely. The internet, then, does not have a discipline of study for itself: It is a field for research (Baym, 2005), an open environment that simultaneously supports many approaches and techniques not otherwise commensurable with each other. There are, of course, some inhibitions that limit explorations in this field: research ethics, disciplinary conventions, local and national norms, customs, laws, borders, and so on. Yet these limits on the internet as a field for research have not prevented the rapid expansion and exploration of the internet. After nearly two decades of research and scholarship, the limits are a positive contribution, providing bases for discussion and interrogation of the contexts of our research, making internet research better for all. These 'limits,' challenges that constrain the theoretically limitless space for internet research, create boundaries that give definition to the field and provide us with a particular topography that enables research and investigation.

A Reader in Themed and Immersive Spaces Scott A. Lukas, 2016 Themed spaces have, at their foundation, an overarching narrative, symbolic complex, or story that drives the overall context of their spaces. Theming, in some very unique ways, has expanded beyond previous stereotypes and oversimplifications of culture and place to now consider new and often controversial topics, themes, and storylines.--Publisher's website.

Twelve Years a Slave Solomon Northup, 2024-01-04 Filmatized in 2013 and the official recipient of three Oscars, Solomon Northup's powerful slave narrative 'Twelve Years a Slave' depicts Northup's life as he is sold into slavery after having spent 32 years of his life living as a free man in New York. Working as a travelling musician, Northup goes to Washington D.C, where he is kidnapped, sent to New Orleans, and sold to a planter to suffer the relentless and brutal life of a slave. After a dozen years, Northup escapes to return to his family and pulls no punches, as he describes his fate and that of so many other black people at the time. It is a harrowing but vitally important book, even today. For further reading on this subject, try 'Uncle Tom's Cabin' by Harriet Beecher Stowe. Solomon Northup (c.1807-c.1875) was an American abolitionist and writer, best remembered for his powerful race memoir 'Twelve Years a Slave'. At the age of 32, when he was a married farmer, father-of-three, violinist and free-born man, he was kidnapped in Washington D.C and shipped to New Orleans, sold to a planter and enslaved for a dozen years. When he gained his freedom, he wrote his famous memoir and spent some years lecturing across the US, on behalf of the abolitionist movement. 'Twelve Years a Slave' was published a year after 'Uncle Tom's Cabin' by Harriet Beecher Stowe and built on the anti-slavery momentum it had developed. Northup's final years are something of a mystery, though it is thought that he struggled to cope with family life after being freed.

Debugging Game History Henry Lowood, Raiford Guins, 2024-02-06 Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies,

and technology studies, the essays offer a series of distinctive critical “takes” on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Creating Cool Web Sites with HTML, XHTML, and CSS Dave Taylor,2004-05-03 Walks readers through the process of creating a basic Web site from scratch using HMTL, the basis for billions of Web pages, and then jazzing it up with advanced techniques from the author's award-winning sites This updated edition features new material that shows readers how to attract visitors to a site and keep them there, including new JavaScript examples and coverage of cascading style sheets and XHTML, technologies that make building successful Web sites even easier Also features exciting new tips and tricks for beginning and advanced users, as well as more expanded examples and samples for users to incorporate in their own sites The book moves from basic design and deployment to advanced page layout strategies, showing how to spice up new or existing sites with sound, video, and animation

Media Essentials Richard Campbell,Christopher Martin,Bettina Fabos,Shawn Harmsen,2019-10-02 A concise and affordable resource for the mass communication course, Media Essentials provides a flexible, informative, and relevant breakdown of what the media is, how it works, and how it impacts today’s most talked-about subjects. From #metoo to content streaming to social media and politics, students learn how a wide variety of recent developments have impacted the mass-media landscape—and how past innovation and change have informed our current media world. Media Essentials is available with LaunchPad, a robust online platform designed to help students fully engage with course content—and with the world of mass media. From our acclaimed LearningCurve adaptive quizzing, which helps students learn and retain concepts, to compelling features like an interactive e-book and a variety of entertaining and thought-provoking video clips, LaunchPad gets students connected with—and interested in—the information they need to succeed in class.

Guardian of the Stone Josiah Lebowitz,2002

Multimedia Tay Vaughan,1996 Thoroughly updated for newnbspbreakthroughs in multimedia nbsp; The internationally bestselling Multimedia: Making it Work has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects. nbsp;

A Guide to Japanese Role-Playing Games Bitmap Books,2021-10-25

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