

# ENGADGET PRO

REBECCA C. HAINS, NANCY A. JENNINGS

📖 *THE ESSENTIAL GUIDE TO THE BUSINESS & LAW OF ESPORTS & PROFESSIONAL VIDEO GAMING* JUSTIN M

JACOBSON, 2021-02-19 AS ESPORTS HAS GROWN, THE NEED FOR PROFESSIONAL LEGAL REPRESENTATION HAS GROWN WITH IT. JUSTIN'S ESSENTIAL GUIDE TO THE BUSINESS & LAW OF ESPORTS & PROFESSIONAL VIDEO GAMING PROVIDES A GREAT BASELINE AND WILL HELP PREVENT THE LEGAL HORROR STORIES OF ESPORTS IN THE PAST. MITCH REAMES, AdWeek AND ESPORTS INSIDER JUSTIN'S EXPLORATION OF THE BUSINESS AND LAW SIDE OF THE ESPORTS SECTOR FILLS A GAP OF KNOWLEDGE THAT IS AN ABSOLUTE NECESSITY IN TRULY UNDERSTANDING THE ESPORTS SPACE. KEVIN HITT, THE ESPORTS OBSERVER THE ESSENTIAL GUIDE TO THE BUSINESS & LAW OF ESPORTS & PROFESSIONAL VIDEO GAMING COVERS EVERYTHING YOU NEED TO KNOW ABOUT THE PAST, PRESENT, AND FUTURE OF ESPORTS AND PROFESSIONAL VIDEO GAMING. THE BOOK IS WRITTEN BY ONE OF THE FOREMOST ATTORNEYS AND BUSINESS PRACTITIONERS IN TODAY'S ESPORTS AND PROFESSIONAL GAMING SCENE, JUSTIN M. JACOBSON, ESQ. THIS GUIDE IS MEANT TO PROVIDE YOU WITH AN IN-DEPTH LOOK AT THE BUSINESS AND LEGAL MATTERS ASSOCIATED WITH THE ESPORTS WORLD. • INCLUDES COVERAGE OF THE STAKEHOLDERS IN THE ESPORTS BUSINESS ECOSYSTEM, INCLUDING THE TALENT, THE TEAMS, THE PUBLISHERS, AND THE EVENT ORGANIZERS. • EXPLORES VARIOUS LEGAL FIELDS INVOLVED WITH ESPORTS, INCLUDING INTELLECTUAL PROPERTY, EMPLOYMENT AND PLAYER UNIONS, BUSINESS INVESTMENTS AND TAX WRITE-OFFS, IMMIGRATION AND VISAS, EVENT OPERATION TIPS, SOCIAL MEDIA AND ON-STREAM PROMOTIONS, AND MUCH MORE. • THE MOST CURRENT BOOK ON THE MARKET, WITH ACTUAL CONTRACT PROVISIONS MODELED ON EXISTING MAJOR ESPORTS PLAYER, COACH, SHOUTCASTER, AND SPONSORSHIP AGREEMENTS. ABOUT THE AUTHOR JUSTIN M. JACOBSON, ESQ. IS AN ENTERTAINMENT AND ESPORTS ATTORNEY LOCATED IN NEW YORK CITY. FOR THE LAST DECADE, HE HAS WORKED WITH PROFESSIONAL ATHLETES, MUSICIANS, PRODUCERS, DJs, RECORD LABELS, FASHION DESIGNERS, AS WELL AS PROFESSIONAL GAMERS, STREAMERS, COACHES, ON-AIR TALENT, AND ESPORTS ORGANIZATIONS. HE ASSISTS THESE CREATIVE INDIVIDUALS WITH THEIR CONTRACT, COPYRIGHT, TRADEMARK, IMMIGRATION, TAX, AND RELATED BUSINESS, MARKETING, AND LEGAL ISSUES. HE IS A FREQUENT CONTRIBUTOR TO MANY INDUSTRY PUBLICATIONS AND HAS BEEN FEATURED ON A VARIETY OF ENTERTAINMENT, MUSIC, AND ESPORTS PUBLICATIONS AND PODCASTS, INCLUDING BUSINESS INSIDER, THE ESPORTS OBSERVER, ESPORTS INSIDER, TUNECORE, AND SPORT TECHIE. JUSTIN HAS POSITIONED HIMSELF AS A TOP ESPORTS BUSINESS PROFESSIONAL WORKING WITH TALENT IN A VARIETY OF FRANCHISE LEAGUES INCLUDING THE OVERWATCH LEAGUE, OVERWATCH CONTENDERS, AND CALL OF DUTY PRO LEAGUE AS WELL AS IN MANY POPULAR COMPETITIVE TITLES SUCH AS FORTNITE, CS:GO, GEARS OF WAR, HALO,

SUPER SMASH BROTHERS, RAINBOW 6, PUBG, MADDEN, AND FIFA AND MOBILE GAMES SUCH AS BRAWLHALLA, CLASH OF CLANS, AND CALL OF DUTY MOBILE. PREVIOUSLY, HE WORKED WITH VARIOUS ESPORTS TALENT AGENCIES AS WELL AS IN AN OFFICIAL CAPACITY ON BEHALF OF SEVERAL ESPORTS TEAMS AND BRANDS.

📖 **FROM INVENTION TO PATENT** STEVEN H. VOLDMAN, 2018-05-08 INVENTION AND PATENTS CONTINUES TO BE AN IMPORTANT ISSUE IN TECHNOLOGY AND OUR GLOBAL ECONOMY. INVENTION AND PATENTING PROVIDES A CLEAR PICTURE OF HOW TO BE A PROLIFIC INVENTOR, TO UNDERSTAND PATENTS, AND THE PATENT PROCESS. IT PROVIDES AN ILLUMINATING INSIGHT INTO THE WRITING OF INVENTION DISCLOSURES TO PATENTS FROM THE SUBMISSION PROCESS TO FINAL DRAFTS. THE BOOK SHOWS HOW TO COMMUNICATE EFFECTIVELY WITH PATENT LAWYERS AND PATENT EXAMINERS, TEACHING THE LANGUAGE OF “LEGALESE.” THIS BOOK IS UNIQUE IN COVERING BOTH THE EARLY INVENTION PROCESS TO FINAL PATENT DRAFTING TO PROVIDE HIGH QUALITY PATENTS IN TECHNOLOGIES. KEY FEATURES INCLUDE: HOW TO BECOME AN INVENTOR, HOW TO INVENT, TO WHAT IS INVENTION; HOW TO WRITE AN INVENTION DISCLOSURE TO WRITING A PATENT; EXAMPLES OF UTILITY, DESIGN, AND PLANT PATENTS; HOW TO PREPARE THE BACKGROUND SECTION, BRIEF LISTING OF FIGURES, DETAILED DESCRIPTION OF THE INVENTION, CLAIMS, ABSTRACT TO ARTWORK; USING PATENT SEARCH ENGINES; WRITING INDEPENDENT AND DEPENDENT CLAIMS; ANALYZING OFFICE ACTIONS OF THE US AND EUROPEAN PATENT OFFICES; HOW TO WRITE AN OFFICE ACTION RESPONSE AND AMENDING CLAIMS; AND, EXAMPLES OF OFFICE ACTION RESPONSES, PRELIMINARY AMENDMENTS, TO NOTICE OF ALLOWANCE RESPONSE; INVENTION AND PATENTING IS THE FIRST BOOK BY AN ENGINEER AND INVENTOR FROM A TECHNOLOGIST’S POINT OF VIEW. IT IS AN ESSENTIAL REFERENCE FOR ENGINEERS AND INVENTORS. IT IS ALSO USEFUL FOR GRADUATE AND UNDERGRADUATE STUDENTS IN TECHNOLOGY AND THE SCIENCES.

📖 **QUEERNESS IN PLAY** TODD HARPER, MEGHAN BLYTHE ADAMS, NICHOLAS TAYLOR, 2018-10-19 QUEERNESS IN PLAY EXAMINES THE MANY WAYS QUEERNESS OF ALL KINDS—FROM QUEER AS ‘LGBT’ TO OTHER, LESS WELL-COVERED ASPECTS OF THE QUEER SPECTRUM—INTERSECTS WITH GAMES AND THE SOCIAL CONTEXTS OF PLAY. THE CURRENT UNPRECEDENTED VISIBILITY OF QUEER CREATORS AND CONTENT COMES AT A HIGH TIDE OF RESISTANCE TO THE INCLUSION OF THOSE OUTSIDE A LONG-IMAGINED CISGENDER, HETEROSEXUAL, WHITE MALE NORM. BY CRITICALLY ENGAGING THE WAYS GAMES—AS A CULTURE, AN INDUSTRY, AND A MEDIUM—HELP REPRODUCE LIMITING BINARY FORMATIONS OF GENDER AND SEXUALITY, QUEERNESS IN PLAY CONTRIBUTES TO THE GROWING BODY OF SCHOLARSHIP PROMOTING MORE INCLUSIVE UNDERSTANDINGS OF IDENTITY, SEXUALITY, AND GAMES.

📖 **WHY WE FAIL** VICTOR LOMBARDI, 2013-07-15 JUST AS PILOTS AND DOCTORS IMPROVE BY STUDYING CRASH REPORTS AND POSTMORTEMS, EXPERIENCE DESIGNERS CAN IMPROVE BY LEARNING HOW CUSTOMER EXPERIENCE FAILURES CAUSE PRODUCTS TO FAIL IN THE MARKETPLACE. RATHER THAN PROSELYTIZING A PARTICULAR APPROACH TO DESIGN, **WHY WE FAIL** HOLISTICALLY EXPLORES WHAT TEAMS ACTUALLY BUILT, WHY THE PRODUCTS FAILED, AND HOW WE CAN LEARN FROM THE PAST TO AVOID FAILURE OURSELVES.

📖 **POLITICAL, ECONOMIC AND LEGAL EFFECTS OF ARTIFICIAL INTELLIGENCE** GEORGIOS I. ZEKOS, 2022-03-07 THIS BOOK PRESENTS A COMPREHENSIVE ANALYSIS OF THE ALTERATIONS AND PROBLEMS CAUSED BY NEW TECHNOLOGIES IN ALL FIELDS OF POLITICS. IT FURTHER EXAMINES THE IMPACT OF ARTIFICIAL INTELLIGENCE (AI) ON THE NEXUS BETWEEN POLITICS, ECONOMICS, AND LAW. THE BOOK RAISES AND ANSWERS SEVERAL IMPORTANT QUESTIONS: WHAT IS THE ROLE OF AI IN POLITICS? ARE PEOPLE PREPARED FOR THE CHALLENGES PRESENTED BY TECHNICAL DEVELOPMENTS? HOW WILL AI AFFECT FUTURE POLITICS AND HUMAN SOCIETY? HOW CAN POLITICS AND LAW DEAL WITH AI'S DISRUPTIVE TECHNOLOGIES? WHAT IMPACT WILL AI AND TECHNOLOGY HAVE ON LAW? HOW CAN EFFICIENT COOPERATION BETWEEN HUMAN BEINGS AND AI BE SHAPED? CAN ARTIFICIAL INTELLIGENCE AUTOMATE PUBLIC DECISION-MAKING? TOPICS DISCUSSED IN THE BOOK INCLUDE, BUT ARE NOT LIMITED TO DIGITAL GOVERNANCE, PUBLIC ADMINISTRATION, DIGITAL ECONOMY, CORRUPTION, DEMOCRACY AND VOTING, LEGAL SINGULARITY, SEPARATION OF POWER, CONSTITUTIONAL RIGHTS, GDPR IN POLITICS, AI PERSONHOOD, DIGITAL POLITICS, CYBERSPACE SOVEREIGNTY, CYBERSPACE TRANSACTIONS, AND HUMAN RIGHTS. THIS BOOK IS A MUST-READ FOR SCHOLARS AND STUDENTS OF POLITICAL SCIENCE, LAW, AND ECONOMICS, AS WELL AS POLICY-MAKERS AND PRACTITIONERS, INTERESTED IN A BETTER UNDERSTANDING OF POLITICAL, LEGAL, AND ECONOMIC ASPECTS AND ISSUES OF AI.

📖 **COMMUNICATION TECHNOLOGY UPDATE AND FUNDAMENTALS** AUGUST E. GRANT, JENNIFER H. MEADOWS, 2020-06-04 COMMUNICATION TECHNOLOGY UPDATE AND FUNDAMENTALS, NOW IN ITS 17TH EDITION, HAS SET THE STANDARD AS THE SINGLE BEST RESOURCE FOR STUDENTS AND PROFESSIONALS LOOKING TO BRUSH UP ON HOW COMMUNICATION TECHNOLOGIES HAVE DEVELOPED, GROWN, AND CONVERGED, AS WELL AS WHAT'S IN STORE FOR THE FUTURE. THE BOOK COVERS THE FUNDAMENTALS OF COMMUNICATION TECHNOLOGY IN FIVE CHAPTERS THAT EXPLAIN THE COMMUNICATION TECHNOLOGY ECOSYSTEM, ITS HISTORY, THEORIES, STRUCTURE, AND REGULATIONS. EACH CHAPTER IS WRITTEN BY EXPERTS WHO EACH PROVIDE A SNAPSHOT OF AN INDIVIDUAL FIELD. THE BOOK ALSO DIVES INTO THE LATEST DEVELOPMENTS IN ELECTRONIC MASS MEDIA, COMPUTERS, CONSUMER ELECTRONICS, NETWORKING, AND TELEPHONY. TOGETHER, THESE UPDATES PROVIDE A BROAD

OVERVIEW OF THESE INDUSTRIES AND EXAMINE THE ROLE COMMUNICATION TECHNOLOGIES PLAY IN OUR EVERYDAY LIVES. IN ADDITION TO SUBSTANTIAL UPDATES TO EACH CHAPTER, THE 17TH EDITION INCLUDES THE FIRST-EVER CHAPTER ON ARTIFICIAL INTELLIGENCE; UPDATED USER DATA IN EVERY CHAPTER; AN OVERVIEW OF INDUSTRY STRUCTURE, INCLUDING RECENT AND PROPOSED MERGERS AND ACQUISITIONS; AND SIDEBARS EXPLORING SUSTAINABILITY AND RELEVANCE OF EACH TECHNOLOGY TO GEN Z. COMMUNICATION TECHNOLOGY UPDATE AND FUNDAMENTALS CONTINUES TO BE THE INDUSTRY-LEADING RESOURCE FOR BOTH STUDENTS AND PROFESSIONALS SEEKING TO UNDERSTAND HOW COMMUNICATION TECHNOLOGIES HAVE DEVELOPED AND WHERE THEY ARE HEADED.

📖 *THE BOOK OF ESPORTS* WILLIAM COLLIS, 2020-08-04 THE DEFINITIVE GUIDE TO THE MODERN WORLD OF COMPETITIVE GAMING AND THE OFFICIAL HISTORY OF ESPORTS📖 . ALMOST OVERNIGHT, ESPORTS—OR COMPETITIVE VIDEO GAMES—HAVE EXPLODED INTO THE LARGEST ENTERTAINMENT AND SPORTING PHENOMENON IN HUMAN HISTORY. THE BOOK OF ESPORTS ANSWERS: WHAT EXACTLY ARE ESPORTS, AND HOW DID THEY BECOME SO POPULAR SO QUICKLY? WHY DID BLOCKBUSTER VIDEO GAMES LIKE LEAGUE OF LEGENDS, FORTNITE AND STARCRAFT SUCCEED? WHERE EXACTLY IS ALL THIS VIDEO GAMING HEADED? WHAT DO GAMERS AND COLLEGE STUDENTS NEED TO KNOW TO POSITION THEMSELVES FOR SUCCESS IN THE INDUSTRY? HOW DO YOU CREATE A BILLION-DOLLAR ESPORTS BUSINESS? WHAT STRATEGIC CHOICES DRIVE SUCCESS IN THE MODERN GAMING INDUSTRY? CAN VIDEO GAMES REALLY GET YOUR KID INTO COLLEGE? (ALL EXPENSES PAID, OF COURSE...) WHETHER YOU ARE A LIFELONG GAMER, A CURIOUS FORTNITE PARENT, OR A BUSINESSPERSON SEEKING TO UNDERSTAND THE MARKETING OPPORTUNITIES OF THIS MULTIBILLION-DOLLAR PHENOMENON, THE BOOK OF ESPORTS CHARTS THE RISE OF THIS EXCITING NEW INDUSTRY, FOR THE FIRST TIME EVER CRAFTING A COMPREHENSIVE OVERVIEW OF ESPORTS AND ITS IMPLICATIONS FOR HUMAN COMPETITION—AND EVEN THE FUTURE OF HUMANITY ITSELF. GAMING LUMINARY AND HARVARD MBA WILLIAM COLLIS HAS PAINSTAKINGLY TRANSLATED ESPORTS' MYSTERIES INTO A DETAILED AND ACCESSIBLE TESTAMENT FOR TODAY. FEATURING SELECT INTERVIEWS FROM THE BIGGEST NAMES IN THE INDUSTRY, THE BOOK OF ESPORTS WEAVES TALES OF TRUST, BETRAYAL, AND SUPERHUMAN REFLEXES INTO PREDICTIVE FRAMEWORKS, EXPLAINING EXACTLY WHY OUR INDUSTRY LOOKS THE WAY IT DOES, AND HOW ALL THIS GROWTH—AND MORE—IS INEVITABLE AS THE DIVIDE BETWEEN MAN AND MACHINE BLURS INTO OBLIVION.

📖 *ANDROID FOR PROGRAMMERS* PAUL J. DEITEL, HARVEY M. DEITEL, ABBEY DEITEL, 2013 PRESENTS A GUIDE TO ANDROID APPLICATION DEVELOPMENT USING THE APP-DRIVEN APPROACH FOR SEVEN FULLY CODED APPS THAT INCLUDE SYNTAX, CODE

WALKTHROUGHS, AND SAMPLE OUTPUTS.

📖 **THE RIGHT TO REPAIR** AARON PERZANOWSKI, 2022-02-08 IN RECENT DECADES, COMPANIES AROUND THE WORLD HAVE DEPLOYED AN ARSENAL OF TOOLS - INCLUDING IP LAW, HARDWARE DESIGN, SOFTWARE RESTRICTIONS, PRICING STRATEGIES, AND MARKETING MESSAGES - TO PREVENT CONSUMERS FROM FIXING THE THINGS THEY OWN. WHILE THIS STRATEGY HAS ENRICHED COMPANIES ALMOST BEYOND MEASURE, IT HAS TAKEN BILLIONS OF DOLLARS OUT OF THE POCKETS OF CONSUMERS AND IMPOSED MASSIVE ENVIRONMENTAL COSTS ON THE PLANET. IN *THE RIGHT TO REPAIR*, AARON PERZANOWSKI ANALYZES THE HISTORY OF REPAIR TO SHOW HOW WE'VE ARRIVED AT THIS MOMENT, WHEN A BATTLE OVER REPAIR IS BEING WAGED - LARGELY UNNOTICED - IN COURTROOMS, LEGISLATURES, AND ADMINISTRATIVE AGENCIES. WITH DEFT, LUCID PROSE, PERZANOWSKI EXPLAINS THE OPAQUE AND COMPLEX LEGAL LANDSCAPE THAT SURROUNDS THE RIGHT TO REPAIR AND SHOWS READERS HOW TO FIGHT BACK.

📖 **A HISTORY OF COMPETITIVE GAMING** LU ZHOUXIANG, 2022-05-13 COMPETITIVE GAMING, OR ESPORTS - REFERRING TO COMPETITIVE TOURNAMENTS OF VIDEO GAMES AMONG BOTH CASUAL GAMERS AND PROFESSIONAL PLAYERS - BEGAN IN THE EARLY 1970S WITH SMALL COMPETITIONS LIKE THE ONE HELD AT STANFORD UNIVERSITY IN OCTOBER 1972, WHERE SOME 20 RESEARCHERS AND STUDENTS ATTENDED. BY 2022 THE ESTIMATED REVENUE OF THE GLOBAL ESPORTS INDUSTRY IS IN EXCESS OF \$947 MILLION, WITH OVER 200 MILLION VIEWERS WORLDWIDE. REGARDLESS OF VIEWS HELD ABOUT COMPETITIVE GAMING, ESPORTS HAVE BECOME A MODERN ECONOMIC AND CULTURAL PHENOMENON. THIS BOOK STUDIES THE FULL HISTORY OF COMPETITIVE GAMING FROM THE 1970S TO THE 2010S AGAINST THE BACKGROUND OF THE ARRIVAL OF THE ELECTRONIC AND COMPUTER AGE. IT INVESTIGATES HOW COMPETITIVE GAMING HAS GROWN INTO A NEW FORM OF ENTERTAINMENT, A SPORT-LIKE COMPETITION, A LUCRATIVE BUSINESS AND A UNIQUE CULTURAL SENSATION. IT ALSO EXPLORES THE ROLE OF COMPETITIVE GAMING IN THE DEVELOPMENT OF THE VIDEO GAME INDUSTRY, MAKING A DISTINCTIVE CONTRIBUTION TO OUR KNOWLEDGE AND UNDERSTANDING OF THE HISTORY OF VIDEO GAMES. *A HISTORY OF COMPETITIVE GAMING* WILL APPEAL TO ALL THOSE INTERESTED IN THE BUSINESS AND CULTURE OF GAMING, AS WELL AS THOSE STUDYING MODERN TECHNOLOGICAL CULTURE.

📖 **STRATEGIC MANAGEMENT** DYER, ROBERT J. JENSEN, DAVID J. BRYCE, PAUL C. GODFREY, JEFFREY H. DYER, 2023-01-24

📖 **ADVENTURE GAMES** AARON A. REED, JOHN MURRAY, ANASTASIA SALTER, 2020-02-20 THE GENRE OF ADVENTURE GAMES IS FREQUENTLY OVERLOOKED. LACKING THE CONSTANTLY-EVOLVING GRAPHICS AND GRAPHIC VIOLENCE OF THEIR COUNTERPARTS IN FIRST-PERSON AND THIRD-PERSON SHOOTERS OR ROLE-PLAYING GAMES, THEY ARE OFTEN MARKETED TO AND BELOVED BY PLAYERS OUTSIDE OF MAINSTREAM GAME COMMUNITIES. WHILE OFTEN FORGOTTEN BY BOTH THE INDUSTRY AND ACADEMIA,

ADVENTURE GAMES HAVE HAD (AND CONTINUE TO HAVE) A SURPRISINGLY WIDE INFLUENCE ON CONTEMPORARY GAMES, IN CATEGORIES INCLUDING WALKING SIMULATORS, HIDDEN OBJECT GAMES, VISUAL NOVELS, AND BESTSELLING TITLES FROM COMPANIES LIKE TELLTALE AND CAMPO SANTO. IN THIS EXAMINATION OF HEIRS TO THE GENRE'S LEGACY, THE AUTHORS EXAMINE THE GENRE FROM MULTIPLE PERSPECTIVES, CONNECTING TECHNICAL ANALYSIS WITH CRITICAL COMMENTARY AND SOCIAL CONTEXT. THIS WILL BE THE FIRST BOOK TO CONSIDER THIS IMPORTANT GENRE FROM A COMPREHENSIVE AND TRANSDISCIPLINARY PERSPECTIVE. DRAWING UPON METHODS FROM PLATFORM STUDIES, SOFTWARE STUDIES, MEDIA STUDIES, AND LITERARY STUDIES, THEY REVEAL THE GENRE'S LUDIC AND NARRATIVE ORIGINS AND PATTERNS, WHERE CHARACTER (AND THE PLAYER'S EMBODIMENT OF A CHARACTER) IS ESSENTIAL TO THE EXPERIENCE OF PLAY AND THE CHOICES WITHIN A GAME. A DEEP STRUCTURAL ANALYSIS OF ADVENTURE GAMES ALSO UNCOVERS AN UNSTEADY BALANCE BETWEEN SOMETIMES CONTRADICTIONARY ELEMENTS OF STORY, EXPLORATION, AND PUZZLES: WITH DIFFERENT GAMES AND CREATORS EMPLOYING A MULTITUDE OF DIFFERENT SOLUTIONS TO RESOLVING THIS TENSION.

📖 *CONNECTED CONSUMER AND THE FUTURE OF FINANCIAL SERVICES* PATRICK MOLINEUX,

📖 **BLOGGING HEROES** MICHAEL A. BANKS, 2008 ONE OF THE TRUE BEAUTIES AND POWERS OF BLOGS IS THAT THEY CAN GIVE VOICE TO PEOPLE WHO ARE NOT HEARD. —FRANK WARREN, POSTSECRET POSTSECRET.BLOGSPOT.COM DON'T WRITE ANYTHING IN A BLOG THAT YOU WOULDN'T SAY TO SOMEONE FACE TO FACE. —SCOTT McNULTY, THE UNOFFICIAL APPLE WEBLOG WWW.TUAW.COM FOR ME, THE FUTURE OF JOURNALISM IS BLOGGING. —MARY JO FOLEY, ALL ABOUT MICROSOFT BLOGS.ZDNET.COM/MICROSOFT/ I DO MY BEST THINKING VIA MY BLOGS. —CHRIS ANDERSON, THE LONG TAIL WWW.THELONGTAIL.COM WHEN I LOOK OUT AT THE BLOGOSPHERE, I DON'T SEE LOTS OF INCONSEQUENTIAL BLOGS. I SEE LOTS OF POSSIBILITY. —GINA TRAPANI, LIFEHACKER WWW.LIFEHACKER.COM WHY DO THEY BLOG? IT'S ADDICTIVE. IT CONSUMES AN INCREDIBLE AMOUNT OF TIME, ENERGY, AND EFFORT. IT IS THEIR PASSION. AND THESE BLOGGERS WOULDN'T HAVE IT ANY OTHER WAY. AMONG MORE THAN 102,000,000 BLOGS, A FEW STAND OUT AS INFLUENTIAL, GROUND-BREAKING, AND SINGULARLY SUCCESSFUL. THESE THIRTY BLOGGERS HAVE BEEN FEATURED IN WIRED MAGAZINE, POPULAR SCIENCE, AND ON CNN, NPR, MSNBC, AND 20/20. IN ONE-ON-ONE CONVERSATIONS WITH MICHAEL A. BANKS, THESE INNOVATIVE, CREATIVE THINKERS HAVE SHARED THEIR TACTICS, THEIR PHILOSOPHIES, WHAT DRIVES THEM, HOW THEY MINE FOR SUBJECT MATTER, AND THEIR PERSONAL SECRETS FOR SUCCESS. COME AND LEARN FROM THE MASTERS.

📖 A NEW HISTORY OF MODERN COMPUTING THOMAS HAIGH, PAUL E. CERUZZI, 2021-09-14 HOW THE COMPUTER BECAME

UNIVERSAL. OVER THE PAST FIFTY YEARS, THE COMPUTER HAS BEEN TRANSFORMED FROM A HULKING SCIENTIFIC SUPERTOOL AND DATA PROCESSING WORKHORSE, REMOTE FROM THE EXPERIENCES OF ORDINARY PEOPLE, TO A DIVERSE FAMILY OF DEVICES THAT BILLIONS RELY ON TO PLAY GAMES, SHOP, STREAM MUSIC AND MOVIES, COMMUNICATE, AND COUNT THEIR STEPS. IN *A NEW HISTORY OF MODERN COMPUTING*, THOMAS HAIGH AND PAUL CERUZZI TRACE THESE CHANGES. A COMPREHENSIVE REIMAGINING OF CERUZZI'S *A HISTORY OF MODERN COMPUTING*, THIS NEW VOLUME USES EACH CHAPTER TO RECOUNT ONE SUCH TRANSFORMATION, DESCRIBING HOW A PARTICULAR COMMUNITY OF USERS AND PRODUCERS REMADE THE COMPUTER INTO SOMETHING NEW. HAIGH AND CERUZZI GROUND THEIR ACCOUNTS OF THESE COMPUTING REVOLUTIONS IN THE LONGER AND DEEPER HISTORY OF COMPUTING TECHNOLOGY. THEY BEGIN WITH THE STORY OF THE 1945 ENIAC COMPUTER, WHICH INTRODUCED THE VOCABULARY OF PROGRAMS AND PROGRAMMING, AND PROCEED THROUGH EMAIL, POCKET CALCULATORS, PERSONAL COMPUTERS, THE WORLD WIDE WEB, VIDEOGAMES, SMART PHONES, AND OUR CURRENT WORLD OF COMPUTERS EVERYWHERE-- IN PHONES, CARS, APPLIANCES, WATCHES, AND MORE. FINALLY, THEY CONSIDER THE TESLA MODEL S AS AN OBJECT THAT SIMULTANEOUSLY EMBODIES MANY STRANDS OF COMPUTING.

📖 **THE MARKETING OF CHILDREN'S TOYS** REBECCA C. HAINS, NANCY A. JENNINGS, 2021-04-13 THIS BOOK OFFERS RICH CRITICAL PERSPECTIVES ON THE MARKETING OF A VARIETY OF TOYS, BRANDS, AND PRODUCT CATEGORIES. TOPICS INCLUDE MARKETING UNDERTAKEN BY SPECIFIC CHILDREN'S TOY BRANDS SUCH AS AMERICAN GIRL, BARBIE, DISNEY, GOLDIEBLOX, FISHER-PRICE, AND LEGO, AND MARKETING TRENDS CHARACTERIZING BROADER TOY CATEGORIES SUCH AS ON-TREND GROTESQUE TOYS; TOY FIREARMS; MINIMALIST TOYS; TOYETICS; TOYS MEANT TO OFFER DIVERSE REPRESENTATION; STEM TOYS; AND UNBOXING VIDEOS. TOY MARKETING WARRANTS A SUSTAINED SCHOLARLY CRITIQUE BECAUSE OF TOYS' CULTURAL SIGNIFICANCE AND THEIR ROLES IN CHILDREN'S LIVES, AS WELL AS THE INDUSTRY'S ECONOMIC IMPORTANCE. DISCOURSES SURROUNDING TOYS—INCLUDING WHO CERTAIN TOYS ARE MEANT FOR AND WHAT VARIOUS TOYS AND BRANDS CAN SIGNIFY ABOUT THEIR OWNERS' IDENTITIES—HAVE IMPLICATIONS FOR OUR UNDERSTANDINGS OF ADULTS' EXPECTATIONS OF CHILDREN AND OF BROADER SOCIETAL NORMS INTO WHICH CHILDREN ARE BEING SOCIALIZED.

📖 **MLADÉ TECHNIKY** RADEK CHAJDA, 2018-01-01 KNIHA MLADÉ TECHNIKY 5 DOPLŮVJE SPOLU S NOVOU ADUPČINOU EJCZEMČÍM VĚCHOVÝCH KATEGORIÍ FAKTA, NOVINKY A ZAJÍMAVOSTI ZE SVĚTA TECHNIKY. ATRAKTIVNÍ MI TĚMA TOHOTO DĚLUSOU NÁPLNÍ K LAD CESTOVÁNÍ POTRUBÍM, JEDNA NA VZDUCHOVÝM POLITICKÉM I, KINA BUDOUCNOSTI, ZAJÍMAVÉ OPTICKÉ PŘÍSTROJE NEBO VĚROBA KNIH. ZÁHRNULI JSME SEM TAKÉ ŽENY KLADY MATEMATIKY ENERGIÍ FYZIKY LNĚ CH VĚ



HISTORIE NĚ S ZAVEDOU PĚ BĚ HY TECHNIKY. ROZĚ IĚ TE SI TEDY SVĚ OBZORY NA POLI TECHNIKY, KTEROU JISTĚ POUĚ Ě V VY A BEZ NĚ Ě BY DNEĚ NĚ SVĚ T TĚ Ě KO MOHL FUNGOVAT. SAMOZĚ EJMĚ OPĚ T NESMĚ CHYBĚ T NĚ VODY NA VĚ R FUNKĚ NĚ CH MODELĚ , ABYSTE SI SVĚ KONSTRUKTĚ RSKĚ SCHOPNOSTI VYZKOUĚ ELI NA VLASTNĚ KĚ Ě I – Ě EKAJĚ VĚ NAPĚ Ě Klad malĚ I VĚ TĚ Ě VZNĚ Ě EDLA A VĚ ROBA VLASTNĚ KNIHY. VĚ EJE PROLOĚ ENO OBLĚ BENĚ MI OBRĚ ZKĚ OZNAĚ ENĚ MI „TECHNICKĚ ZĚ HADY“, ABY VAĚ E POZNĚ VĚ NĚ BYLO JEĚ TĚ ZĚ BAVNĚ JĚ Ě . POKUD VĚ S PUBLIKACI DOPORUĚ UJEME VĚ M TAKĚ DALĚ Ě SVAZKY MLADĚ HO TECHNIKA. VĚ CE INFORMACĚ NAJDETE NA WWW.ALBATROSMEDIA.CZ. VYROBTE SI: \* VLASTNĚ TISKAĚ SKOU ROTAĚ KU \* VZDUCHOVĚ MOTOREK \* DOMĚ CĚ HOLOGRAM \* PROJEKTOR OBRĚ ZKĚ VĚ TE: \* CO JE EKRANOPLĚ NĚ \* JAK SE DĚ CESTOVAT POTRUBĚ MĚ \* KDY VZNIKLA 5D KINA? \* JAK FUNGUJE HUSTOMĚ RĚ S NĚ MI VĚ M BUDE TECHNIKA PĚ INĚ Ě ET RADOST! O AUTOROVI: MGR. RADEK CHAJDA (NAROZEN 1973), PEDAGOG A FYZIK, JE POPULARIZĚ TOREM VĚ DY A SPOLUPRACOVNĚ KEMĚ T PĚ I TVORBĚ VZDĚ LĚ VACĚ CH POĚ ADĚ PRO DĚ TI. DOPOSUD M NAPĚ Ě Klad knihy: FYZIKA NA DVOĚ E, ZKOUĚ ME KAPALINY, HRAVĚ MATEMATIKA, POZNEJ SVĚ SMYSLY...

Ě **EXTREME PARKOUR** MONIQUE VESCIA, 2019-12-15 PRACTITIONERS OF THE ART OF MOVEMENT KNOWN AS PARKOUR DISPLAY STRENGTH, SKILL, AND GRACE AS THEY CLIMB AND LEAP OVER EVERY URBAN OBSTACLE IN THEIR PATH. PARKOUR IS A PHYSICALLY DEMANDING DISCIPLINE THAT ALMOST ANYONE OF ANY MEANS CAN PRACTICE WITH PROPER INSTRUCTION AND WHEN SAFETY MEASURES ARE TAKEN. THIS RIVETING BOOK EXAMINES THE ORIGINS OF PARKOUR AND ITS GLOBAL APPEAL. AN ENGROSSING NARRATIVE AND EXCITING PICTURES INTRODUCE THE READER TO BASIC PARKOUR MOVES, EQUIPMENT, AND TERMINOLOGY. DYNAMIC SIDEBARS IN EACH CHAPTER TAKE A DEEPER DIVE, PROFILING FAMOUS ATHLETES AND THE DISCIPLINE'S IMPACT ON POPULAR CULTURE.

Ě **RECREATING JAPANESE MEN** SABINE FRĚ HSTĚ CK, ANNE WALTHALL, 2011-10-04 THE ESSAYS IN THIS GROUNDBREAKING BOOK EXPLORE THE MEANINGS OF MANHOOD IN JAPAN FROM THE SEVENTEENTH TO THE TWENTY-FIRST CENTURIES. RECREATING JAPANESE MEN EXAMINES A BROAD RANGE OF ATTITUDES REGARDING PROPERLY MASCULINE PURSUITS AND MODES OF BEHAVIOR. IT CHARTS BREAKDOWNS IN TRADITIONAL AND CONVENTIONAL SOCIETAL ROLES AND THE RESULTING CRISES OF MASCULINITY. CONTRIBUTORS ADDRESS KEY QUESTIONS ABOUT JAPANESE MANHOOD RANGING FROM ICONS SUCH AS THE SAMURAI TO MARGINAL MEN INCLUDING HERMAPHRODITES, ROBOTS, TECHNO-GEEKS, ROCK CLIMBERS, SHOP CLERKS, SOLDIERS, SHOGUNS, AND MORE. IN ADDITION TO BRINGING HISTORICAL EVIDENCE TO BEAR ON DEFINITIONS OF MASCULINITY, CONTRIBUTORS PROVIDE FRESH ANALYSES ON THE WAYS CONTEMPORARY MODES AND STYLES OF MASCULINITY HAVE AFFECTED JAPANESE MEN'S SENSE OF

GENDER AS AUTHENTIC AND STABLE.

📖 *VIDEO GAME AUDIO* CHRISTOPHER HOPKINS, 2022-08-17 FROM THE ONE-BIT BEEPS OF PONG TO THE 3D AUDIO OF PLAYSTATION 5, THIS BOOK EXAMINES HISTORICAL TRENDS IN VIDEO GAME SOUND AND MUSIC. A RANGE OF GAME SYSTEMS SOLD IN NORTH AMERICA, EUROPE AND JAPAN ARE EVALUATED BY THEIR AUDIO CAPABILITIES AND INDUSTRY COMPETITION. TECHNICAL FINE POINTS ARE EXPLORED, INCLUDING SYNTHESIZED V. SAMPLED SOUND, PRE-RECORDED V. DYNAMIC AUDIO, BACKWARD COMPATIBILITY, DISCRETE AND MULTIFUNCTIONAL SOUNDCHIPS, STORAGE MEDIA, AUDIO PROGRAMMING DOCUMENTATION, AND ANALOG V. DIGITAL OUTPUTS. A TIMELINE CHRONICLES SIGNIFICANT DEVELOPMENTS IN VIDEO GAME SOUND FOR PC, NES, DREAMCAST, XBOX, WII, GAME BOY, PSP, IOS AND ANDROID DEVICES AND MANY OTHERS.

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