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Peipei Pang

Cyberpunk 2077: Big City Dreams Bartosz

Sztybor, 2022-02-08 Winner, 2023 Hugo Award—Best Graphic Story or Comic! Two scavengers veer paths in their pursuit of happiness through the streets of Night City. Tasha and Mirek make a living for themselves stealing cyberware and indulging in parties and braindances. Tasha is rowdy and wild--she seeks to up her street cred to become the most famous gangster in the city. Mirek, on the other hand, is a calm introvert--he longs for something more--meaning, belonging, warmth. He soon finds hope in an unexpected braindance. As he and Tasha chase their dreams, their paths begin to deviate. Where will they find the happiness they've been searching for? Does it even exist to be found? One thing they can both agree on, in a place like Night City--you run, you fight, you change, or you die. Written by Bartosz Sztybor (CD PROJEKT RED writer and narrative manager, *Witcher: Fading Memories*)) with art by Filipe Andrade (Old Man Logan, Rocket Raccoon & Groot) and Alessio Fioriniello (Paris Fashion Slam) comes a tale about the demanding life of Night City--where lives are lost, dreams are shattered, and hope is found in what remains.

State and Agents in China Yongshun Cai, 2014-12-10

Chinese government officials have played a crucial role in China's economic development, but they are also responsible for severe problems, including environmental pollution, violation of citizens' rights, failure in governance, and corruption. How does the Chinese Party-state respond when a government official commits a duty-related malfeasance or criminal activity? And how does it balance the potential political costs of disciplining its own agents versus the loss of legitimacy in tolerating their misdeeds? *State and Agents in China* explores how the party-state addresses this dilemma, uncovering the rationale behind the selective disciplining of government officials and its implications for governance in China. By examining the discipline of state agents,

Cai shows how selective punishment becomes the means of balancing the need for and difficulties of disciplining agents, and explains why some erring agents are tolerated while others are punished. Cai finds that the effectiveness of punishing erring officials in China does not depend so much on the Party-state's capacity to detect and punish each erring official but on the threat it creates when the Party-state decides to mete out punishment. Importantly, the book also shows how relaxed discipline allows reform-minded officials to use rule-violating reform measures to address local problems, and how such reform measures have significant implications for the regime's resilience.

China and Cybersecurity Jon R. Lindsay, Tai Ming

Cheung, Derek S. Reveron, 2015-03-02 China's emergence as a great power in the twenty-first century is strongly enabled by cyberspace. Leveraged information technology integrates Chinese firms into the global economy, modernizes infrastructure, and increases internet penetration which helps boost export-led growth. China's pursuit of informatization reconstructs industrial sectors and solidifies the transformation of the Chinese People's Liberation Army into a formidable regional power. Even as the government censors content online, China has one of the fastest growing internet populations and most of the technology is created and used by civilians. Western political discourse on cybersecurity is dominated by news of Chinese military development of cyberwarfare capabilities and cyber exploitation against foreign governments, corporations, and non-governmental organizations. Western accounts, however, tell only one side of the story. Chinese leaders are also concerned with cyber insecurity, and Chinese authors frequently note that China is also a victim of foreign cyber -- attacks -- predominantly from the United States. *China and Cybersecurity: Espionage, Strategy, and Politics in the Digital Domain* is a comprehensive analysis of China's cyberspace threats and policies. The contributors -- Chinese specialists in cyber dynamics, experts on China, and

experts on the use of information technology between China and the West -- address cyberspace threats and policies, emphasizing the vantage points of China and the U.S. on cyber exploitation and the possibilities for more positive coordination with the West. The volume's multi-disciplinary, cross-cultural approach does not pretend to offer wholesale resolutions. Contributors take different stances on how problems may be analyzed and reduced, and aim to inform the international audience of how China's political, economic, and security systems shape cyber activities. The compilation provides empirical and evaluative depth on the deepening dependence on shared global information infrastructure and the growing willingness to exploit it for political or economic gain.

Handbook on Interactive Storytelling Jouni Smed, Tomi 'bgt' Suovuo, Natasha Skult, Petter Skult, 2021-07-13 HANDBOOK ON INTERACTIVE STORYTELLING Discover the latest research on crafting compelling narratives in interactive entertainment Electronic games are no longer considered “mere fluff” alongside the “real” forms of entertainment, like film, music, and television. Instead, many games have evolved into an art form in their own right, including carefully constructed stories and engaging narratives enjoyed by millions of people around the world. In Handbook on Interactive Storytelling, readers will find a comprehensive discussion of the latest research covering the creation of interactive narratives that allow users to experience a dramatically compelling story that responds directly to their actions and choices. Systematically organized, with extensive bibliographies and academic exercises included in each chapter, the book offers readers new perspectives on existing research and fresh avenues ripe for further study. In-depth case studies explore the challenges involved in crafting a narrative that comprises one of the main features of the gaming experience, regardless of the technical aspects of a game’s production. Readers will also enjoy: A thorough introduction to interactive

storytelling, including discussions of narrative, plot, story, interaction, and a history of the phenomenon, from improvisational theory to role-playing games A rigorous discussion of the background of storytelling, from Aristotle's Poetics to Joseph Campbell and the hero's journey Compelling explorations of different perspectives in the interactive storytelling space, including different platforms, designers, and interactors, as well as an explanation of storyworlds Perfect for game designers, developers, game and narrative researchers, academics, undergraduate and graduate students studying storytelling, game design, gamification, and multimedia systems, Handbook on Interactive Storytelling is an indispensable resource for anyone interested in the deployment of compelling narratives in an interactive context.

Blacksad: the Collected Stories Juan Diaz Canales, 2020
Collects Blacksad, Blacksad: a silent hell, and Blacksad: Amarillo published by Dark Horse Comics in 2010, 2012, and 2013.

Digital Transformation of the Financial Industry Slađana Benković, Aleksandra Labus, Miloš Milosavljević, 2023-01-29
This book presents a collection of state-of-the-art research findings on the digital transformation of financial services. Digitalization has fundamentally changed financial services and has a tendency to reshape the landscape of the financial industry in an unprecedented manner. Over the last ten years, the development of new financial technologies has contributed to the creation of new business and organizational models, along with new approaches to service delivery. By encompassing significant conceptual contributions, innovations in methods and techniques, and by delineating the main applications of digital transformation in Central and Eastern Europe (CEE), the volume extends current knowledge on digital transformation in the financial industry. The book is divided into two parts. The first part provides a social-science perspective on digital transformation in the financial industry. The second part provides the most recent evidence on

how financial technologies are transforming financial services on the markets, and how the adoption of modern information technologies fosters setting up new financial services. Further, this part outlines new approaches to digital transformation in the financial industry. This book will appeal to students, scholars, and researchers of finance, monetary economics, and business, as well as practitioners interested in a better understanding of the digital transformation of financial services, new financial technologies, and innovations in finance.

Mapping Media in China Wanning Sun, Jenny

Chio, 2012-07-26 Mapping Media in China is the first book-length study that goes below the 'national' scale to focus on the rich diversity of media in China from local, provincial and regional angles. China's media has played a crucial role in shaping and directing the country's social and cultural changes, and whilst these shifts have often been discussed as a single and coherent phenomenon, this ignores the vast array of local and regional variations within the country's borders. This book explores media as both a reflection of the diversity within China and as an active agent behind these growing differences. It examines the role of media in shaping regional, provincial and local identities through the prism of media economics and technology, media practices, audiences, as well as media discourses. The book covers a wide range of themes, including civil society, political resistance, state power and the production and consumption of place-specific memory and imagination. With contributions from around the world, including original ethnographic material from scholars based in China, Mapping Media in China is an original book which spans a broad range of disciplines. It will be invaluable to both students and scholars of Chinese and Asian studies, media and communication studies, geography, anthropology and cultural studies.

Lotek64 #2019/2020 Georg Fuchs, 2020-12-10 Der Lotek64-Jahresband 2019/2020 umfasst die Ausgaben 58, 59 und 60 des

seit 2002 erscheinenden Periodikums, das sich mit der Geschichte von Heimcomputern, Spielkonsolen und anderen technischen Geräten vergangener Tage sowie der gegenwärtigen Szene, die sich der Weiterentwicklung und Pflege alter Soft- und Hardware widmet, beschäftigt.

The History of China ,

Poverty Reduction and Sustainable Development in Rural China Yisheng Zheng, 2011-01-07 Poverty Reduction and Sustainable Development in Rural China is translated from the original Chinese to provide a look into how scholars in China have been assessing perceptions of poverty and reforms to improve conditions. This volume, and the others in the SSRIC series, provides Western scholars with an accessible English language look at the state of current scholarship in China and, as such, does not simply provide information for the direct study of socio-political issues, but also for meta-level analysis of how the domestic scholarship in China is developing and assessing the interplay of the country's political and economic reforms with the society and daily life of its people.

Benn's Media ,2006

The Modern Parent's Guide to Kids and Video Games Scott Steinberg, 2012-02-01 Nearly 40 years after their invention and a decade after exploding onto the mainstream, video games still remain a mystery to many parents, including which titles are appropriate, and their potential side-effects on kids. Now the answers are at your fingertips. Offering unrivaled insight and practical, real-world strategies for making gaming a positive part of family life, *The Modern Parent's Guide to Kids and Video Games* provides a vital resource for today's parent. From picking the right software to promoting online safety, setting limits and enforcing house rules, it offers indispensable hints, tips and how-to guides for fostering healthy play and development. Includes: Complete Guides to PC, Console, Mobile, Online & Social Games - Using Parental Controls and Game Ratings - Picking the Right

Games - The Latest on Violence, Addiction, Online Safety - Setting Rules & Time Limits - Best Games for All Ages - Essential Tools & Resources. An essential guide for parents. Jon Swartz, USA Today

Sports Management and Sports Humanities Kazuyuki

Kanosue, Kohei Kogiso, Daichi Oshimi, Munehiko

Harada, 2015-07-13 This book focuses on (1) sports management, (2) sports economics and policy, and (3) sports humanities. The fact that sports humanities is a part of the sports management education program means that a person with extensive knowledge—not only business-related comprehension but also acquaintance with art-related fields, such as the humanities and law—will play a central role in sports management in the next generation. The former two parts aim to provide a clear understanding of sports management and marketing, including the motivational and/or emotional components of fan behavior and sports participation, sports club management, sports sponsorship, athlete reputation management, sports economics and elite sports policy. As stated above, various topics can be found in sports management research from the macro to the micro point of view and they are not individually separated but intimately connected. Moreover, given the interdisciplinary nature of sports management, specific, common and cross-border issues arise in each country. Data from several countries are included in the sports management part. Research beyond borders and collaborative research are expected to increase more significantly than before. Researchers in sports management are expected to find the best answers to such questions as how to manage sports-related organizations or people effectively, how to stimulate the global or local economy and exert social impact through sports, and how to help people gain well-being through sports. These research questions have not changed all through the ages and across the globe. In this book, the researchers also try to find the optimized solution in each topic and readers can find traces of their passionate exploration.

Making Cultural Cities in Asia June Wang, Tim Oakes, Yang Yang, 2015-12-22 This book examines the vast and largely uncharted world of cultural/creative city-making in Asia. It explores the establishment of policy models and practices against the backdrop of a globalizing world, and considers the dynamic relationship between powerful actors and resources that impact Asian cities. *Making Cultural Cities in Asia* approaches this dynamic process through the lens of assemblage: how the policy models of cultural/creative cities have been extracted from the flow of ideas, and how re-invented versions have been assembled, territorialized, and exported. This approach reveals a spectrum between globally circulating ideals on the one hand, and the place-based contexts and contingencies on the other. At one end of the spectrum, this book features chapters on policy mobility, in particular the political construction of the web of communication and the restructuring or rescaling of the state. At the other end, chapters examine the increasingly fragmented social forces, their changing roles in the process, and their negotiations, alignments, and resistances. This book will be of interest to researchers and policy-makers concerned with cultural and urban studies, creative industries and Asian studies.

Half a Decade of Linux-y Shenanigans Bryan Lunduke,

Stellaris Steven Savile, 2016-04-12 Hayden Quinn's entire life has been about listening. He is the first to hear the signal, a distress call from the stars that answers the ultimate question once and for all: we are not alone. The Commonwealth of Man is divided by his discovery. Some see it as salvation for their dying world, others insist that answering the call will expose them to advanced alien species and a future of slavery in their thrall. Some are willing to go to extreme lengths to make sure that doesn't happen. The first mission is a catastrophic failure, huge ark ships burning in the skies over Unity Prime. The brightest and best-scientists, warriors, historians-are all lost in the fires. The mission is set back years, and the grim truth is that any new crew

Unity can muster will always be second best. But they can't give up. The signal is still strong. Carson Devolo, captain of the colony ship Terella, has a simple mission objective: find the Source. But can he trust his crew? And what discoveries await if they reach their final destination? Infinite Frontiers is a novel based on the Stellaris computer game by Paradox Interactive, written by bestselling author Steven Savile.

Lotek64 #2021-2023 Georg Fuchs, 2024-01-25 Der Sammelband (Dezember 2023) fasst die Lotek64-Ausgaben 62, 63 und 64 zusammen, somit die Jahre 2021, 2022 und 2023, in denen jeweils nur eine Ausgabe erschienen ist. Lotek64 ist ein seit 2002 erscheinendes Magazin rund um Retrocomputing, alte Hard- und Software sowie die damit verbundenen Fan-Communities. Schwerpunkt sind der C64 und andere Computer des einstigen Computerriesen Commodore.

Practical Docker with Python Sathyajith Bhat, 2018-07-26 Learn the key differences between containers and virtual machines. Adopting a project based approach, this book introduces you to a simple Python application to be developed and containerized with Docker. After an introduction to Containers and Docker you'll be guided through Docker installation and configuration. You'll also learn basic functions and commands used in Docker by running a simple container using Docker commands. The book then moves on to developing a Python based Messaging Bot using required libraries and virtual environment where you'll add Docker Volumes to your project, ensuring your container data is safe. You'll create a database container and link your project to it and finally, bring up the Bot-associated database all at once with Docker Compose. What You'll Learn Build, run, and distribute Docker containers Develop a Python App and containerize it Use Dockerfile to run the Python App Define and run multi-container applications with Docker Compose Work with persisting data generated by and used by Docker containers Who This Book Is For Intermediate developers/DevOps practitioners

who are looking to improve their build and release workflow by containerizing applications

Challenges for China's Development David Brown, Alasdair MacBean, 2005-06-23 The pace of reform for China's enterprises of all kinds has quickened as they seek to cope with the challenges of self-determination in a rapidly evolving context of difficult social and welfare changes, and the realities of increasing global competition. This book explores these challenges from the perspective of the enterprise. It includes discussion of current and likely future overall trends, reports on new research findings on the true extent of governance and accounting reforms within enterprises, and considers the impact of increasing global competition on strategy, business relationships and management culture in a range of different kinds of enterprises.

Pattern Language for Game Design Christopher Barney, 2020-12-08 Chris Barney's Pattern Language for Game Design builds on the revolutionary work of architect Christopher Alexander to show students, teachers, and game development professionals how to derive best practices in all aspects of game design. Using a series of practical, rigorous exercises, designers can observe and analyze the failures and successes of the games they know and love to find the deep patterns that underlie good design. From an in-depth look at Alexander's work, to a critique of pattern theory in various fields, to a new approach that will challenge your knowledge and put it to work, this book seeks to transform how we look at building the interactive experiences that shape us. Key Features: Background on the architectural concepts of patterns and a Pattern Language as defined in the work of Christopher Alexander, including his later work on the Fifteen Properties of Wholeness and Generative Codes. Analysis of other uses of Alexander's work in computer science and game design, and the limitations of those efforts. A comprehensive set of example exercises to help the reader develop their own

patterns that can be used in practical day-to-day game design tasks. Exercises that are useful to designers at all levels of experience and can be completed in any order, allowing students to select exercises that match their coursework and allowing professionals to select exercises that address their real-world challenges. Discussion of common pitfalls and difficulties with the pattern derivation process. A guide for game design teachers, studio leaders, and university departments for curating and maintaining institutional Pattern Languages. An Interactive Pattern Language website where you can share patterns with developers throughout the world

(patternlanguageforgamedesign.com). Comprehensive games reference for all games discussed in this book. Author Chris Barney is an industry veteran with more than a decade of experience designing and engineering games such as Poptropica and teaching at Northeastern University. He has spoken at conferences, including GDC, DevCom, and PAX, on topics from core game design to social justice. Seeking degrees in game design before formal game design programs existed, Barney built his own undergraduate and graduate curricula out of offerings in sociology, computer science, and independent study. In pursuit of a broad understanding of games, he has worked on projects spanning interactive theater, live-action role-playing game (LARP) design, board games, and tabletop role-playing games (RPGs). An extensive collection of his essays of game design topics can be found on his development blog at perspectivesingamedesign.com.

The Enigmatic Realm of **Gogcom News**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and

catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **Gogcom News** a literary masterpiece penned with a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting effect on the hearts and minds of people who partake in its reading experience.

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