

Close To The Machine Technophilia And Its Discontents B Format Paperback

Devastated by the abandonment of his wife, Federico de la Fe moves with his young daughter from Mexico to California, where he is unable to break free of feelings of oppression, encounters an unusual woman, and meets another heartbroken man. A first novel. Reprint.

"A group of remarkably penetrating, frank, and expert scientists, techno-wizards, activists, and writers raise provocative questions about what is gained and what is lost in a world enthralled by technology in this wonderfully soulful forum on life in the 'Wired World.' " -BOOKLIST Biotechnology, Cloning, Robotics, Nanotechnology... At a time when scientific and technological breakthroughs keep our eyes focused on the latest software upgrades or the newest cell-phone wizardry, a group of today's most innovative thinkers are looking beyond the horizon to explore both the promise and the peril of our technological future. Human ingenuity has granted us a world of unprecedented personal power -- enabling us to communicate instantaneously with anyone anywhere on the globe, to transport ourselves in both real and virtual worlds to distant places with ease, to fill our bellies with engineered commodities once available to only a privileged elite. Through our technologies, we have sought to free ourselves from the shackles of nature and become its master. Yet science and technology continually transform our experience and society in ways that often seem to be beyond our control. Today, different areas of research and innovation are advancing synergistically, multiplying the rate and magnitude of technological and societal change, with consequences that no one can predict. Living with the Genie explores the origins, nature, and meaning of such change, and our capacity to govern it. As the power of technology continues to accelerate, who, this book asks, will be the master of whom? In Living with the Genie, leading writers and thinkers come together to confront this question from many perspectives, including: Richard Powers's whimsical investigation of the limits of artificial intelligence; Philip Kitcher's confrontation of the moral implications of science; Richard Rhodes's exploration of the role of technology in reducing violence; Shiv Visvanathan's analysis of technology's genocidal potential; Lori Andrews's insights into the quest for human genetic enhancement; Alan Lightman's reflections on how technology changes the experience of our humanness. These and ten other provocative essays open the door to a new dialogue on how, in the quest for human mastery, technology may be changing what it means to be human, in ways we scarcely comprehend.

If you loved Hidden Figures or The Rise of the Rocket Girls, you'll love Claire Evans' breakthrough book on the women who brought you the internet--written out of history, until now. "This is a radically important, timely work," says Miranda July, filmmaker and author of The First Bad Man. The history of the internet is more than just alpha nerds, programmers, and male garage-to-riches billionaires. Female visionaries have always been at the vanguard of technology and innovation. In fact, women turn up at the very beginning of every important wave in technology. They may have been hidden in plain sight, their inventions and contributions touching our lives in ways we don't even realize, but they have always been part of the story. In a world where tech companies are still male-dominated and women are often dissuaded from STEM careers, Broad Band shines a much-needed light on the bright minds history forgot, from pioneering database poets, data wranglers, and hypertext dreamers to glass ceiling-shattering dot com-era entrepreneurs. Get to know Ada Lovelace, who wove the first computer program in 1842, and Grace Hopper, the tenacious mathematician who democratized computing after World War II. Meet Elizabeth "Jake" Feinler, the one-woman Google who kept the earliest version of the Internet online, and Stacy Horn, the New York cyberpunk who ran one of the world's earliest social networks out of her New York City apartment in the 1980s. Join the ranks of the pioneers who defied social convention to become leaders of the tech revolution. This electrifying corrective to tech history introduces us all to our long-overlooked tech mothers and grandmothers--showing us that if there's a "boy's club" that dominates Silicon Valley today, it's an anachronism.

In this witty, often terrifying work of cultural criticism, the author of Amusing Ourselves to Death chronicles our transformation into a Technopoly: a society that no longer merely uses technology as a support system but instead is shaped by it—with radical consequences for the meanings of politics, art, education, intelligence, and truth.

In a world filled with great museums and great paintings, Leonardo da Vinci's Mona Lisa is the reigning queen. Her portrait rules over a carefully designed salon, one that was made especially for her in a museum that may seem intended for no other purpose than to showcase her virtues. What has made this portrait so renowned, commanding such adoration? And what of other works of art that continue to enthrall spectators: What makes the Great Sphinx so great? Why do iterations of The Scream and American Gothic permeate nearly all aspects of popular culture? Is it because of the mastery of the artists who created them? Or can something else account for their popularity? In Famous Works of Art—And How They Got That Way, John B. Nici looks at twenty well-known paintings, sculptures, and photographs that have left lasting impressions on the general public. As Nici notes, there are many reasons why works of art become famous; few have anything to do with quality. The author explains why the reputations of some creations have grown over the years, some disproportionate to their artistic value. Written in a style that is both entertaining and informative, this book explains how fame is achieved, and ultimately how a work either retains that fame, or passes from the public consciousness. From ancient artifacts to a can of soup, this book raises the question: Did the talent to promote and publicize a work exceed the skills employed to create that object of worship? Or are some masterpieces truly worth the admiration they receive? The creations covered in this book include the Tomb of Tutankhamun, Botticelli's Birth of Venus, Raphael's Sistine Madonna, El Greco's The Burial of Count Orgaz, Rodin's The Thinker, Van Gogh's Starry Night, and Picasso's Guernica. Featuring more than sixty images, including color reproductions, Famous Works of Art—And How They Got That Way will appeal to anyone who has ever wondered if a great painting, sculpture, or photograph, really deserves to be called "great."

The author draws on lesser known archival materials, including Marx's notebooks on women and patriarchy and technology to offer a new interpretation of Marx's concept of alienation as this concept develops in his later works.

Close to the Machine: Technophilia and Its Discontents, Ellen Ullman's cult classic memoir of the world of computers in the 1980s and early 1990s, is an insight of a world we rarely see up close. "Astonishing... impossible to put down" San Francisco Chronicle "We see the seduction at the heart of programming: embedded in the hijinks and hieroglyphics are the esoteric mysteries of the human mind" Wired Close to the Machine has become a cult classic: Ellen Ullman's humane, insightful, and beautifully written memoir explores the ever-complicating intersections between people and technology; the strange ecstasies of programming; the messiness of life and the artful efficiency of code. It is a deeply personal, prescient account of working at the forefront of computing. With a new introduction by Jaron Lanier, author of You Are Not a Gadget "By turns hilarious and sobering, this slim gem of a book chronicles the Silicon Valley way of life... full of delicately profound insights into work, money, love, and the search

for a life that matters"Newsweek Ellen Ullman's *Close to the Machine*, a memoir of her time as a software engineer during the early years of the internet revolution, became a cult classic and established her as a writer of considerable talent; with her second book, *The Bug*, she became an acclaimed and vital novelist; *By Blood* is her third. All three titles are published in the UK by Pushkin Press. Her essays and opinion pieces have been widely published in venues such as *Harper's*, *The New York Times*, *Salon*, and *Wired*. She lives in San Francisco.

Instant New York Times Bestseller "Inspiration leaps off the pages from Jerry Saltz's new book on creativity. . . . This book is for the artist or non-artist, for the person who gets plain English, for the person who understands that practical talk can coax out the mystical messages that lie underneath." —Steve Martin Art has the power to change our lives. For many, becoming an artist is a lifelong dream. But how to make it happen? In *How to Be an Artist*, Jerry Saltz, one of the art world's most celebrated and passionate voices, offers an indispensable handbook for creative people of all kinds. From the first sparks of inspiration—and how to pursue them without giving in to self-doubt—Saltz offers invaluable insight into what really matters to emerging artists: originality, persistence, a balance between knowledge and intuition, and that most precious of qualities, self-belief. Brimming with rules, prompts, and practical tips, *How to Be an Artist* gives artists new ways to break through creative blocks, get the most from materials, navigate career challenges, and above all find joy in the work. Teeming with full-color artwork from visionaries ancient and modern, this beautiful and useful book will help artists of all kinds—painters, photographers, writers, performers—realize their dreams.

The never-more-necessary return of one of our most vital and eloquent voices on technology and culture, the author of the seminal *Close to the Machine* The last twenty years have brought us the rise of the internet, the development of artificial intelligence, the ubiquity of once unimaginably powerful computers, and the thorough transformation of our economy and society. Through it all, Ellen Ullman lived and worked inside that rising culture of technology, and in *Life in Code* she tells the continuing story of the changes it wrought with a unique, expert perspective. When Ellen Ullman moved to San Francisco in the early 1970s and went on to become a computer programmer, she was joining a small, idealistic, and almost exclusively male cadre that aspired to genuinely change the world. In 1997 Ullman wrote *Close to the Machine*, the now classic and still definitive account of life as a coder at the birth of what would be a sweeping technological, cultural, and financial revolution. Twenty years later, the story Ullman recounts is neither one of unbridled triumph nor a nostalgic denial of progress. It is necessarily the story of digital technology's loss of innocence as it entered the cultural mainstream, and it is a personal reckoning with all that has changed, and so much that hasn't. *Life in Code* is an essential text toward our understanding of the last twenty years—and the next twenty. Dennis Orphen, in writing a novel, has stolen the life story of his friend, Effie Callingham, the former wife of a famous, Hemingway-like novelist, Andrew Callingham. Orphen's betrayal is not the only one, nor the worst one, in this hilarious satire of the New York literary scene. (Powell personally considered this to be her best New York novel.) Powell takes revenge here on all publishers, and her baffoonish *MacTweed* is a comic invention worthy of Dickens. And as always in Powell's New York novels, the city itself becomes a central character: "On the glittering black pavement legs hurried by with umbrella tops, taxis skidded along the curb, their wheels swishing through the puddles, raindrops bounced like dice in the gutter." Powell's famous wit was never sharper than here, but *Turn, Magic Wheel* is also one of the most poignant and heart-wrenching of her novels.

The era of the printed book is at a crossroad. E-readers are flooding the market, books are available to read on cell phones, and companies such as Google, Amazon, and Apple are competing to command near monopolistic positions as sellers and dispensers of digital information. Already, more books have been scanned and digitized than were housed in the great library in Alexandria. Is the printed book resilient enough to survive the digital revolution, or will it become obsolete? In this lasting collection of essays, Robert Darnton—an intellectual pioneer in the field of this history of the book—lends unique authority to the life, role, and legacy of the book in society.

With a New Introduction by Jaron Lanier A Salon Best Book of the Year In 1997, the computer was still a relatively new tool---a sleek and unforgiving machine that was beyond the grasp of most users. With intimate and unflinching detail, software engineer Ellen Ullman examines the strange ecstasy of being at the forefront of the predominantly male technological revolution, and the difficulty of translating the inherent messiness of human life into artful and efficient code. *Close to the Machine* is an elegant and revelatory mediation on the dawn of the digital era.

Bruno Latour has written a unique and wonderful tale of a technological dream gone wrong. As the young engineer and professor follow Aramis' trail--conducting interviews, analyzing documents, assessing the evidence--perspectives keep shifting: the truth is revealed as multilayered, unascertainable, comprising an array of possibilities worthy of Rashomon. The reader is eventually led to see the project from the point of view of Aramis, and along the way gains insight into the relationship between human beings and their technological creations. This charming and profound book, part novel and part sociological study, is Latour at his thought-provoking best.

A witty, honest, bold manifesto that tears away the veil separating fiction from reality and privacy from self-expressions. Pulitzer Prize winner Tracy Kidder memorably records the drama, comedy, and excitement of one company's efforts to bring a new microcomputer to market. Computers have changed since 1981, when *The Soul of a New Machine* first examined the culture of the computer revolution. What has not changed is the feverish pace of the high-tech industry, the go-for-broke approach to business that has caused so many computer companies to win big (or go belly up), and the cult of pursuing mind-bending technological innovations. *The Soul of a New Machine* is an essential chapter in the history of the machine that revolutionized the world in the twentieth century.

How people judge humans and machines differently, in scenarios involving natural disasters, labor displacement, policing, privacy, algorithmic bias, and more. How would you feel about losing your job to a machine? How about a tsunami alert system that fails? Would you react differently to acts of discrimination depending on whether they were carried out by a machine or by a human? What about public surveillance? How *Humans Judge Machines* compares people's reactions to actions performed by humans and machines. Using data collected in dozens of experiments, this book reveals the biases that permeate human-machine interactions. Are there conditions in which we judge machines

unfairly? Is our judgment of machines affected by the moral dimensions of a scenario? Is our judgment of machine correlated with demographic factors such as education or gender? César Hidalgo and colleagues use hard science to take on these pressing technological questions. Using randomized experiments, they create revealing counterfactuals and build statistical models to explain how people judge artificial intelligence and whether they do it fairly. Through original research, *How Humans Judge Machines* bring us one step closer to understanding the ethical consequences of AI.

An in-depth study of the fascinating relationship between new media and everyday life

Close to the Machine Technophilia and Its Discontents Macmillan

Technology scholars declare an emergency: attention must be paid to the inequality, marginalization, and biases woven into our technological systems. This book sounds an alarm: we can no longer afford to be lulled into complacency by narratives of techno-utopianism, or even techno-neutrality. We should not be reassured by such soothing generalities as "human error," "virtual reality," or "the cloud." We need to realize that nothing is virtual: everything that "happens online," "virtually," or "autonomously" happens offline first, and often involves human beings whose labor is deliberately kept invisible. Everything is IRL. In *Your Computer Is on Fire*, technology scholars train a spotlight on the inequality, marginalization, and biases woven into our technological systems.

Software has often been marginalized in accounts of digital cultures and network societies. Although software is everywhere, it is hard to say what it actually is. *Cutting Code: Software and Sociality* is one of the first books to treat software seriously as a full-blown cultural process and as a subtly powerful material in contemporary communication. From deCSS to Java, from Linux to Extreme Programming, this book analyses software artworks, operating systems, commercial products, infrastructures, and programming practices. It explores social forms, identities, materialities, and power relations associated with software, and it asks how software provokes the re-thinking of production, consumption and distribution as entwined cultural processes. *Cutting Code* argues that analysis of code as a mosaic of algorithms, protocols, infrastructures, and programming conventions offers valuable insights into how contemporary social formations invent new kinds of personhood and new ways of acting.

Originally published in 1997 by City Lights Books.

In a unique application of critical theory to the study of the role of ideology in politics, Jeffrey Herf explores the paradox inherent in the German fascists' rejection of the rationalism of the Enlightenment while fully embracing modern technology. He documents evidence of a cultural tradition he calls 'reactionary modernism' found in the writings of German engineers and of the major intellectuals of the Weimar right: Ernst Juenger, Oswald Spengler, Werner Sombart, Hans Freyer, Carl Schmitt, and Martin Heidegger. The book shows how German nationalism and later National Socialism created what Joseph Goebbels, Hitler's propaganda minister, called the 'steel-like romanticism of the twentieth century'. By associating technology with the Germans, rather than the Jews, with beautiful form rather than the formlessness of the market, and with a strong state rather than a predominance of economic values and institutions, these right-wing intellectuals reconciled Germany's strength with its romantic soul and national identity.

From the author of the New York Times bestseller *The Inevitable*— a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

Taking a downtown office to plot his comeback in tumultuous 1970s San Francisco, a disgraced professor eavesdrops on a woman's therapy sessions and becomes enraptured by her struggles with identity and ongoing search for her war-torn Jewish-German birth family. By the award-winning author of *The Bug*. 50,000 first printing.

When Grace Hooper retired as a rear admiral from the U.S. Navy in 1986, she was the first woman restricted line officer to reach flag rank and, at the age of seventy-nine, the oldest serving officer in the Navy. A mathematician by training who became a computer scientist, the eccentric and outspoken Hoper helped propel the Navy into the computer age. She also was a superb publicist for the Navy, appearing frequently on radio and television and quoted regularly in newspapers and magazines. Yet in spite of all the attention she received, until now "Amazing Grace," as she was called, has never been the subject of a full biography. Kathleen Broome Williams looks at Hooper's entire naval career, from the time she joined the Waves and was sent in 1943 to work on the Mark 1 computer at Harvard, where she became one of the country's first computer programmers. Thanks to this early Navy introduction to computing, the author explains, Hooper had a distinguished civilian career in commercial computing after the war, gaining fame for her part in the creation of COBOL. The admiral's Navy days were far from over, however, and Williams tells how Hopper--already past retirement age--was recalled to active duty at the Pentagon in 1967 to standardize computer-programming languages for Navy computers. Her temporary appointment lasted for nineteen years while she standardized COBOL for the entire department of defense. Based on extensive interviews with colleague and family and on archival material never before examined, this biography not only illuminates Hopper's pioneering accomplishments in a field that came to be dominated by men, but provides a fascinating overview of computing from its beginnings in World War II to the late 1980s.

Copy the following link for free access to the first chapter of this title:

<http://www.springerlink.com/content/j23468h304310755/fulltext.pdf> This book is a warning. It aims to warn policy-makers, industry, academia, civil society organisations, the media and the public about the threats and vulnerabilities facing our privacy, identity, trust, security and inclusion in the rapidly approaching world of ambient intelligence (Aml). In the near

future, every manufactured product – our clothes, money, appliances, the paint on our walls, the carpets on our floors, our cars, everything – will be embedded with intelligence, networks of tiny sensors and actuators, which some have termed “smart dust”. The Aml world is not far off. We already have surveillance systems, biometrics, personal communicators, machine learning and more. Aml will provide personalised services – and know more about us – on a scale dwarfing anything hitherto available. In the Aml vision, ubiquitous computing, communications and interfaces converge and adapt to the user. Aml promises greater user-friendliness in an environment capable of recognising and responding to the presence of different individuals in a seamless, unobtrusive and often invisible way. While most stakeholders paint the promise of Aml in sunny colours, there is a dark side to Aml. This book aims to illustrate the threats and vulnerabilities by means of four “dark scenarios”. The authors set out a structured methodology for analysing the four scenarios, and then identify safeguards to counter the foreseen threats and vulnerabilities. They make recommendations to policy-makers and other stakeholders about what they can do to maximise the benefits from ambient intelligence and minimise the negative consequences.

The story of three friends deals with the problems faced by the post baby boom generation and is accompanied by definitions of terms reflecting modern social trends

“In a time in which the ways we communicate and connect are constantly changing, and not always for the better, Sherry Turkle provides a much needed voice of caution and reason to help explain what the f*** is going on.” —Aziz Ansari, author of *Modern Romance*

Renowned media scholar Sherry Turkle investigates how a flight from conversation undermines our relationships, creativity, and productivity—and why reclaiming face-to-face conversation can help us regain lost ground. We live in a technological universe in which we are always communicating. And yet we have sacrificed conversation for mere connection. Preeminent author and researcher Sherry Turkle has been studying digital culture for over thirty years. Long an enthusiast for its possibilities, here she investigates a troubling consequence: at work, at home, in politics, and in love, we find ways around conversation, tempted by the possibilities of a text or an email in which we don't have to look, listen, or reveal ourselves. We develop a taste for what mere connection offers. The dinner table falls silent as children compete with phones for their parents' attention. Friends learn strategies to keep conversations going when only a few people are looking up from their phones. At work, we retreat to our screens although it is conversation at the water cooler that increases not only productivity but commitment to work. Online, we only want to share opinions that our followers will agree with – a politics that shies away from the real conflicts and solutions of the public square. The case for conversation begins with the necessary conversations of solitude and self-reflection. They are endangered: these days, always connected, we see loneliness as a problem that technology should solve. Afraid of being alone, we rely on other people to give us a sense of ourselves, and our capacity for empathy and relationship suffers. We see the costs of the flight from conversation everywhere: conversation is the cornerstone for democracy and in business it is good for the bottom line. In the private sphere, it builds empathy, friendship, love, learning, and productivity. But there is good news: we are resilient. Conversation cures. Based on five years of research and interviews in homes, schools, and the workplace, Turkle argues that we have come to a better understanding of where our technology can and cannot take us and that the time is right to reclaim conversation. The most human—and humanizing—thing that we do. The virtues of person-to-person conversation are timeless, and our most basic technology, talk, responds to our modern challenges. We have everything we need to start, we have each other. Turkle's latest book, *The Empathy Diaries* (3/2/21) is available now.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. *Eloquent JavaScript* dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
- Use object-oriented and functional programming techniques to organize and clarify your programs
- Script the browser and make basic Web applications
- Work with tools like regular expressions and XMLHttpRequest objects

And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With *Eloquent JavaScript* as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

This anthology of essays, contributed and compiled by experts in a variety of fields, addresses both perspectives in the debate regarding the proliferation of computers in our lives. Topics range from privacy copyright and computer crime issues to the global impact of computers, online communities and virtual reality. For anyone interested in a broad-based interdisciplinary view of the ethical issues facing society in light of the computer's proliferation in our personal and professional lives.

With a New Introduction by Mary Gaitskill A PEN/Hemingway Award Finalist A New York Times Book Review Notable Book Ellen Ullman is a "rarity, a computer programmer with a poet's feeling for language" (Laura Miller, *Salon*). *The Bug* breaks new ground in literary fiction, offering us a deep look into the internal lives of people in the technical world. Set in a start-up company in 1984, this highly acclaimed first novel explores what happens when a baffling software flaw—a bug so teasing it is named "the Jester"—threatens the survival of the human beings who created it.

From the archives of the Library of Congress: “An irresistible treasury for book and library lovers.” —Booklist (starred review)

The Library of Congress brings book lovers an enriching tribute to the power of the written word and to the history of our most beloved books. Featuring more than two hundred full-color images of original catalog cards, first edition book covers, and photographs from the library's magnificent archives, this collection is a visual celebration of the rarely seen treasures in one of the world's most famous libraries and the brilliant catalog system that has kept it organized for hundreds of years. Packed with engaging facts on literary classics—from *Ulysses* to *The Cat in the Hat* to Shakespeare's *First Folio* to *The Catcher in the Rye*—this is an ode to the enduring magic and importance of books. “The Card Catalog is many things: a lucid overview of the history of bibliographic practices, a paean to the Library of Congress, a memento of the cherished card catalogs of yore, and an illustrated collection of bookish trivia . . . The illustrations are amazing: luscious reproductions of dozens of cards, lists, covers, title pages, and other images guaranteed to bring a wistful gleam to the book nerd's eye.” —*The Washington Post*

"Savvy and insightful." --*New York Times*

Technology has become the architect of our intimacies. Online, we fall prey to the illusion of companionship, gathering thousands of Twitter and Facebook friends, and confusing tweets and wall posts with authentic communication. But this relentless connection leads to a deep solitude. MIT professor Sherry Turkle argues that as technology ramps up, our emotional lives ramp down. Based on hundreds of interviews and with a new introduction taking us to the present day, *Alone Together* describes changing, unsettling relationships between friends, lovers, and families.

A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Liquid Metal brings together 'seminal' essays that have opened up the study of science fiction to serious critical interrogation. Eight distinct sections cover such topics as the cyborg in science fiction; the science fiction city; time travel and the primal scene; science fiction fandom;

and the 1950s invasion narratives. Important writings by Susan Sontag, Vivian Sobchack, Steve Neale, J.P. Telotte, Peter Biskind and Constance Penley are included.

An exhilarating challenge to the way we think about work, technology, progress, and what we want from the future In the 19th century, English textile workers responded to the introduction of new technologies on the factory floor by smashing them to bits. For years 'the Luddites' roamed the English countryside, practicing drills and maneuvers that they would later deploy on unassuming machines. The movement has been derided by scholars as a backwards-looking and ultimately ineffectual effort to stem the march of history; for Gavin Mueller, the movement gets at the heart of the antagonistic relationship between workers - all workers, including us today - and the so-called progressive gains secured by new technologies. The luddites weren't primitive or even anachronistic - they are still a force, however unconsciously, in the workplaces of the 21st century world. *Breaking Things at Work* is an innovative rethinking of labor and machines, leaping from textile mills to algorithms, from existentially threatened knife cutters of rural Germany to surveillance evading truckers driving across the continental United States. Mueller argues that the future stability and empowerment of working class movements will depend on subverting these technologies and preventing their spread wherever possible. The task is high, but the seeds of this resistance are already present in the Neo-Luddite efforts of hackers, pirates, and dark web users who are challenging surveillance and control, often through older systems of communication technology.

For many of us, the presidential election of 2000 was a wake-up call. The controversy following the vote count led to demands for election reform. But the new voting systems that were subsequently introduced to the market have serious security flaws, and many are confusing and difficult to use. Moreover, legislation has not kept up with the constantly evolving voting technology, leaving little to no legal recourse when votes are improperly counted. How did we come to acquire the complex technology we now depend on to count votes? Douglas Jones and Barbara Simons probe this question, along with public policy and regulatory issues raised by our voting technologies. *Broken Ballots* is a thorough and incisive analysis of the current voting climate that approaches American elections from technological, legal, and historical perspectives. The authors examine the ways in which Americans vote today, gauging how inaccurate, unreliable, and insecure our voting systems are. An important book for election administrators, political scientists, and students of government and technology policy, *Broken Ballots* is also a vital tool for any voting American.

Machines and computers are becoming increasingly sophisticated and self-sustaining. As we integrate such technologies into our daily lives, questions concerning moral integrity and best practices arise. A changing world requires renegotiating our current set of standards. Without best practices to guide interaction and use with these complex machines, interaction with them will turn disastrous. *Machine Law, Ethics, and Morality in the Age of Artificial Intelligence* is a collection of innovative research that presents holistic and transdisciplinary approaches to the field of machine ethics and morality and offers up-to-date and state-of-the-art perspectives on the advancement of definitions, terms, policies, philosophies, and relevant determinants related to human-machine ethics. The book encompasses theory and practice sections for each topical component of important areas of human-machine ethics both in existence today and prospective for the future. While highlighting a broad range of topics including facial recognition, health and medicine, and privacy and security, this book is ideally designed for ethicists, philosophers, scientists, lawyers, politicians, government lawmakers, researchers, academicians, and students. It is of special interest to decision- and policy-makers concerned with the identification and adoption of human-machine ethics initiatives, leading to needed policy adoption and reform for human-machine entities, their technologies, and their societal and legal obligations.

Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

When the word 'computer' entered the general vocabulary in the 1950s, the most advanced example filled a reasonable sized room. Three decades of rapid technological revolution have resulted in the acceptance of computers in nearly every office, school and home. A corresponding dramatic rise in the status of 'information' has promoted the people who manipulate it from the status of office clerks to information scientists. Despite the wonderful claims for the abilities of the computer and the hallowed tones of 'computerese', Theodore Roszak dares to suggest that perhaps, like the unfortunate emperor, the computer has been overdressed with false claims made by those with something to gain by it - elements in our society that are making some of the most morally questionable uses of computer power. Roszak challenges the reader to ask: "Is our capacity to think creatively being undermined by the very 'information' that is supposed to help us? Is information processing being confused with science or even beginning to replace thought? And are we in danger of blurring the distinction between what machines do when they process information and what minds do when they think?" He explains why humankind's primary beliefs, in equality, justice and in God are not computable; why great scientific theories and fundamental 'master ideas' cannot be developed by computers; and why bad ideas cannot even be refuted by them. Roszak is no contemporary Luddite - this book was written on a word processor - but he is deeply concerned that we have all been sold a misleading and potentially harmful vision of the computerised society.

It was early 1993 and id Software was at the top of the PC gaming industry. *Wolfenstein 3D* had established the First Person Shooter genre and sales of its sequel *Spear of Destiny* were skyrocketing. The technology and tools id had taken years to develop were no match for their many competitors. It would have been easy for id to coast on their success, but

instead they made the audacious decision to throw away everything they had built and start from scratch. Game Engine Black Book: Doom is the story of how they did it. This is a book about history and engineering. Don't expect much prose (the author's English has improved since the first book but is still broken). Instead you will find inside extensive descriptions and drawings to better understand all the challenges id Software had to overcome. From the hardware -- the Intel 486 CPU, the Motorola 68040 CPU, and the NeXT workstations -- to the game engine's revolutionary design, open up to learn how DOOM changed the gaming industry and became a legend among video games.

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