

Code New Macmillan Digital

Winner of the 2021 Caldecott Medal Inspired by the many Indigenous-led movements across North America, *We Are Water Protectors* issues an urgent rallying cry to safeguard the Earth's water from harm and corruption—a bold and lyrical picture book written by Carole Lindstrom and vibrantly illustrated by Michaela Goade. Water is the first medicine. It affects and connects us all . . . When a black snake threatens to destroy the Earth And poison her people's water, one young water protector Takes a stand to defend Earth's most sacred resource.

An award-winning teacher, accomplished researcher, and experienced therapist, Ron Comer knows how to communicate the complexities of the abnormal psychology, to speak to the concerns of students, and to portray the real human impact of psychological disorders. With its signature integrated coverage of theory, diagnosis, and treatment, and remarkably inclusive cross-cultural perspective, this new edition of Comer's widely adopted textbook shows students where the study and treatment of psychological disorders stand today.

In the beginning, there was the computer. And it was big. As big as a room. Sometimes as big as a house. Early computers required teams of white-coated scientists to keep them running, yet one of those giant behemoths could not match the computing power of a single microchip today. From the first massive computers to today's nanotechnology, *DIGITAL REVOLUTIONARIES* offers a guided tour of the history of computers and a

celebration of the human ingenuity that led the world from ENIAC to iMAC.

"An exquisitely timed book ... Code Red is a worthwhile exploration of the shared goals (and shared enemies) that unite moderates and progressives. But more than that, it is a sharp reminder that the common ground on which Dionne built his career has been badly eroded, with little prospect that it will soon be restored." —The New York Times Book Review

New York Times bestselling author and Washington Post columnist E. J. Dionne, Jr. sounds the alarm in Code Red, calling for an alliance between progressives and moderates to seize the moment and restore hope to America's future for the 2020 presidential election. Will progressives and moderates feud while America burns? Or will these natural allies take advantage of the greatest opportunity since the New Deal Era to strengthen American democracy, foster social justice, and turn back the threats of the Trump Era? The United States stands at a crossroads. Broad and principled opposition to Donald Trump's presidency has drawn millions of previously disengaged citizens to the public square and to the ballot boxes. This inspired and growing activism for social and political change hasn't been seen since the days of Franklin Roosevelt's New Deal policies and the Progressive and Civil Rights movements. But if progressives and moderates are unable—and unwilling—to overcome their differences, they could not only enable Trump to prevail again but also squander an occasion for launching a new era of reform. In Code Red, award-winning journalist E. J. Dionne, Jr., calls for a shared

commitment to decency and a politics focused on freedom, fairness, and the future, encouraging progressives and moderates to explore common ground and expand the unity that brought about Democrat victories in the 2018 elections. He offers a unifying model for furthering progress with a Politics of Remedy, Dignity, and More: one that solves problems, resolve disputes, and moves forward; that sits at the heart of the demands for justice by both long-marginalized and recently-displaced groups; and that posits a positive future for Americans with more covered by health insurance, more with decent wages, more with good schools, more security from gun violence, more action to roll back climate change. Breaking through the partisan noise and cutting against conventional wisdom to provide a realistic look at political possibilities, Dionne offers a strategy for progressives and moderates to think more clearly and accept the responsibilities that history now imposes on them. Because at this point in our national story, change can't wait.

Digital Food Activism is a new edited volume that investigates how digital media technologies are transforming food activism and consumers' engagements with food, eating, and food systems. Bringing together critical food studies, economic anthropology, digital sociology, and science and technology studies, Digital Food Activism offers innovative multi-disciplinary analyses of food activist practices on social media, mobile apps, and hybrid online and offline alternative spaces. With chapters that focus on diverse digital platforms, food-related issues,

and geographic locales, this volume reveals how platforms, programmers, and consumers are becoming key mediators of the mandate of food corporations and official governing actors. *Digital Food Activism* thereby suggests that emerging forms of activism in the digital era hold the potential to reshape the ethics, aesthetics, and patterns of food consumption.

If you've ever made a secure purchase with your credit card over the Internet, then you have seen cryptography, or "crypto", in action. From Stephen Levy—the author who made "hackers" a household word—comes this account of a revolution that is already affecting every citizen in the twenty-first century. *Crypto* tells the inside story of how a group of "crypto rebels"—nerds and visionaries turned freedom fighters—teamed up with corporate interests to beat Big Brother and ensure our privacy on the Internet. Levy's history of one of the most controversial and important topics of the digital age reads like the best futuristic fiction.

A landmark work of narrative history, *Paris 1919* is the first full-scale treatment of the Peace Conference in more than twenty-five years. It offers a scintillating view of those dramatic and fateful days when much of the modern world was sketched out, when countries were created—Iraq, Yugoslavia, Israel—whose troubles haunt us still. Winner of the Samuel Johnson Prize • Winner of the PEN Hessel Tiltman Prize • Winner of the Duff Cooper Prize Between January and July 1919, after “the war to end all wars,” men and women from around the world converged on Paris to shape the peace. Center stage, for the first time in history, was an American

president, Woodrow Wilson, who with his Fourteen Points seemed to promise to so many people the fulfillment of their dreams. Stern, intransigent, impatient when it came to security concerns and wildly idealistic in his dream of a League of Nations that would resolve all future conflict peacefully, Wilson is only one of the larger-than-life characters who fill the pages of this extraordinary book. David Lloyd George, the gregarious and wily British prime minister, brought Winston Churchill and John Maynard Keynes. Lawrence of Arabia joined the Arab delegation. Ho Chi Minh, a kitchen assistant at the Ritz, submitted a petition for an independent Vietnam. For six months, Paris was effectively the center of the world as the peacemakers carved up bankrupt empires and created new countries. This book brings to life the personalities, ideals, and prejudices of the men who shaped the settlement. They pushed Russia to the sidelines, alienated China, and dismissed the Arabs. They struggled with the problems of Kosovo, of the Kurds, and of a homeland for the Jews. The peacemakers, so it has been said, failed dismally; above all they failed to prevent another war. Margaret MacMillan argues that they have unfairly been made the scapegoats for the mistakes of those who came later. She refutes received ideas about the path from Versailles to World War II and debunks the widely accepted notion that reparations imposed on the Germans were in large part responsible for the Second World War. Praise for Paris 1919 "It's easy to get into a war, but ending it is a more arduous matter. It was never more so than in 1919, at the Paris Conference. . . . This

is an enthralling book: detailed, fair, unfailingly lively. Professor MacMillan has that essential quality of the historian, a narrative gift.” —Allan Massie, *The Daily Telegraph* (London)

A software radio is a radio whose channel modulation waveforms are defined in software. All wireless telephones are controlled by this software. Written by the leader in the field, this book covers the technology that will allow cellular telephones to greatly expand the types of data they can transmit.

A best-selling guide giving serious investors hundreds of market-tested strategies, to maximise the earnings potential of their portfolio while reducing risk.

Environmental Science for a Changing World captivates students with real-world stories while exploring the science concepts in context. Engaging stories plus vivid photos and infographics make the content relevant and visually enticing. The result is a text that emphasizes environmental, scientific, and information literacies in a way that engages students.

The Sociolinguistics of Digital Englishes introduces core areas of sociolinguistics and explores how each one has been transformed by the current era of digital communication and the Internet. Addressing the changing dynamics of English(es) in the digital age, this ground-breaking book: discusses the spread of English and its current status as a global language; demonstrates how key concepts such as language change, speech communities, gender construction and code-switching are affected by digital communications; analyzes examples of the interaction of Englishes and social media such as Facebook, Twitter and Urban Dictionary; and provides questions for discussion and further reading with each chapter. Accessible and innovative, this book will be key reading for all students studying sociolinguistics and digital

communication or with an interest in language in the globalized multimedia world.

Runner-up for the British Association of Film, Television and Screen Studies Best Book Prize 2015 *Beyond the Screen* presents an expanded conceptualization of cinema which encompasses the myriad ways film can be experienced in a digitally networked society where the auditorium is now just one location amongst many in which audiences can encounter and engage with films. The book includes considerations of mobile, web, social media and live cinema through numerous examples and case studies of recent and near-future developments. Through analyses of narrative, text, process, apparatus and audience this book traces the metamorphosis of an emerging cinema and maps the new spaces of spectatorship which are currently challenging what it means to be cinematic in a digitally networked era.

An engineer's introduction to concepts, algorithms, and advancements in Digital Signal Processing. This lucidly written resource makes extensive use of real-world examples as it covers all the important design and engineering references.

In the context of the postdigital age, where technology is increasingly part of our social and political world, *Avatars, Activism and Postdigital Performance* traces how identity can be created, developed, hijacked, manipulated, sabotaged and explored through performance in postdigital cultures.

Considering how technology is reshaping performance, this timely collection reveals how we engage in performance practices through expanded notions of intermediality, knotted networks and layering. This book examines the artist as activist and producer of avatars, and how digital doubles, artificial intelligence and semi-automated politics are problematizing and expanding our discussions of identity.

Using a range of examples in theatre, film and internet-based

performance practices, chapters examine the uncertain boundaries of networked 'informational selves' in mediatized cultures, the impacts of machine algorithms, apps and the consequences of digital legacies. Case studies include James Cameron's Avatar, Blast Theory's Karen, Ontroerend Goed's A Game of You, Randy Rainbow's online videos, Sisters Grimm's Calpurnia Descending, Dante or Die's User Not Found, Dead Centre's Lippy and Chekhov's First Play and Jo Scott's practice-as-research in 'place-mixing'. This is an incisive study for scholars, students and practitioners interested in the wider conversations around identity-formation in postdigital cultures.

Interactive General Chemistry meets students where they are...with a general chemistry program designed for the way students learn. Achieve provides a new platform for Interactive General Chemistry, thoughtfully developed to engage students for better outcomes. Powerful data and analytics provide instructors with actionable insights on a platform that allows flexibility to align with a broad variety of teaching and learning styles and the exciting Interactive General Chemistry program! Whether a student's learning path starts with problem solving or with reading, Interactive General Chemistry delivers the learning experience he or she needs to succeed in general chemistry. Built from the ground up as a digital learning program, Interactive General Chemistry combines the Sapling Learning homework platform with a robust e-book with seamlessly embedded, multimedia-rich learning resources. This flexible learning environment helps students effectively and efficiently tackle chemistry concepts and problem solving. Student-centered development In addition to Macmillan's

standard rigorous peer review process, student involvement was critical to the development and design of Interactive General Chemistry. Using extensive research on student study behavior and data collection on the resources and tools that most effectively promote understanding, we crafted this complete course solution to intentionally embrace the way that students learn. Digital-first experience Interactive General Chemistry was built from the ground up to take full advantage of the digital learning environment. High-quality multimedia resources--including Sapling interactives, PhET simulations, and new whiteboard videos by Tyler DeWitt--are seamlessly integrated into a streamlined, uncluttered e-book. Embedded links provide easy and efficient navigation, enabling students to link to review material and definitions as needed. Problems drive purposeful study Our research into students' study behavior showed that students learn best by doing--so with Interactive General Chemistry, homework problems are designed to be a front door for learning. Expanding upon the acclaimed Sapling homework--where every problem contains hints, targeted feedback, and detailed step-by-step solutions--embedded resources link problems directly to the multimedia-rich e-book, providing just-in-time support at the section and chapter level.

Teaching the Canon in 21st Century Classrooms offers pedagogical applications and conceptualizations of canonical texts for 21st century students and classrooms through a variety of critical literacy perspectives.

The award-winning New York Times bestseller about the

American women who secretly served as codebreakers during World War II--a "prodigiously researched and engrossing" (New York Times) book that "shines a light on a hidden chapter of American history" (Denver Post). Recruited by the U.S. Army and Navy from small towns and elite colleges, more than ten thousand women served as codebreakers during World War II. While their brothers and boyfriends took up arms, these women moved to Washington and learned the meticulous work of code-breaking. Their efforts shortened the war, saved countless lives, and gave them access to careers previously denied to them. A strict vow of secrecy nearly erased their efforts from history; now, through dazzling research and interviews with surviving code girls, bestselling author Liza Mundy brings to life this riveting and vital story of American courage, service, and scientific accomplishment.

Virtual worlds are places where humans interact, and as such they can be environments for research and learning. However, they are complex and mutable in ways that more controlled and traditional environments are not. Although computer-mediated, virtual worlds are multifaceted social systems like the offline world, and choosing to study virtual world phenomena demands as much consideration for the participants, the environment and the researcher as offline. By exploring virtual worlds as places of research and learning, the international practitioners in this book demonstrate the power of these worlds to replicate and extend our arenas of research and learning. They focus on process and outcomes and consider questions that arise from engaging in teaching

and research in these spaces, including new approaches to research ethics, internationalization, localization, and collaboration in virtual worlds. This book was originally published as a special issue of *Learning, Media & Technology*.

A communication-focussed course in American English. This flexible course builds confidence through an emphasis on speaking and listening skills, and enhances learning through the innovative and interactive digibook. The Teacher's Resource Book Pack contains teacher's notes, a test generator CD-ROM and a webcode for the Digibook.

This book provides an accessible introduction to, and overview of, the digital humanities, one of the fastest growing areas of literary studies. Lane takes a unique approach by focusing on the technologies and the new environment in which the digital humanities largely takes place: the digital laboratory. The book provides a brief history of DH, explores and explains the methodologies of past and current DH projects, and offers resources such as detailed case studies and bibliographies.

Further, the focus on the digital laboratory space reveals affiliations with the types of research that have traditionally taken place in the sciences, as well as convergences with other fast-growing research spaces, namely innovation labs, fabrication labs, maker spaces, digital media labs, and change labs. The volume highlights the profound transformation of literary studies that is underway, one in which the adoption of powerful technology – and concomitantly being situated within a laboratory environment – is leading to an important re-

engagement in the arts and humanities, and a renewed understanding of literary studies in the digital age, as well as a return to large-scale financial investment in humanistic research. It will be useful to students and teachers, as well as administrators and managers in charge of research infrastructure and funding decisions who need an accessible overview of this technological transformation in the humanities. Combining useful detail and an overview of the field, the book will offers accessible entry into this rapidly growing field.

This book is a critical introduction to code and software that develops an understanding of its social and philosophical implications in the digital age. Written specifically for people interested in the subject from a non-technical background, the book provides a lively and interesting analysis of these new media forms.

Authoritative, thorough, and engaging, *Life: The Science of Biology* achieves an optimal balance of scholarship and teachability, never losing sight of either the science or the student. The first introductory text to present biological concepts through the research that revealed them, *Life* covers the full range of topics with an integrated experimental focus that flows naturally from the narrative. This approach helps to bring the drama of classic and cutting-edge research to the classroom - but always in the context of reinforcing core ideas and the innovative scientific thinking behind them. Students will experience biology not just as a litany of facts or a highlight reel of experiments, but as a rich, coherent discipline.

oW should coded communication be approached? Is it

about probability theorems and bounds, or about algorithms and structures? The traditional course in information theory and coding teaches these together in one course in which the Shannon theory, a probabilistic theory of information, dominates. The theory's predictions and bounds to performance are valuable to the coding engineer, but coding today is mostly about structures and algorithms and their size, speed and error performance. While coding has a theoretical basis, it has a practical side as well, an engineering side in which costs and benefits matter. It is safe to say that most of the recent advances in information theory and coding are in the engineering of coding. These thoughts motivate the present text book: A coded communication book based on methods and algorithms, with information theory in a necessary but supporting role. There has been much recent progress in coding, both in the theory and the practice, and these pages report many new advances. Chapter 2 covers traditional source coding, but also the coding of real one-dimensional sources like speech and new techniques like vector quantization. Chapter 4 is a unified treatment of trellis codes, beginning with binary convolutional codes and passing to the new trellis modulation codes.

The first book by the reclusive inventor of the world's most iconic puzzle THE RUBIK'S CUBE. Erno Rubik inspires us with what he's learned in a lifetime of creating, curiosity, and discovery. Erno Rubik was a child when he first became obsessed with puzzles of all kinds. "Puzzles," he writes, "bring out important qualities in each of us: concentration, curiosity, a sense of play, the

eagerness to discover a solution.” To Rubik puzzles aren’t just games—they’re creativity machines. He encourages us to embrace our inner curiosity and find the puzzles that surround us in our everyday lives. “If you are determined, you will solve them,” he writes. Rubik’s own puzzle, the Cube, went on to be solved by millions worldwide for over forty years, become one of the bestselling toys of all time, and to be featured as a global symbol of intelligence and ingenuity. In *Cubed*, Rubik covers more than just his journey to inventing his eponymous cube. He makes a case for always being an amateur—something he has always considered himself to be. He discusses the inevitability of problems during any act of invention. He reveals what it was like to experience the astonishing worldwide success of an object he made purely for his own play. And he offers what he thinks it means to be a true creator (hint: anyone can do it). Steeped in the wisdom and also the humility of a born inventor, *Cubed* offers a unique look at the imperfect science of creation.

Digital Humanities is becoming an increasingly popular focus of academic endeavour. There are now hundreds of Digital Humanities centres worldwide and the subject is taught at both postgraduate and undergraduate level. Yet the term ‘Digital Humanities’ is much debated. This reader brings together, for the first time, in one core volume the essential readings that have emerged in Digital Humanities. We provide a historical overview of how the term ‘Humanities Computing’ developed into the term ‘Digital Humanities’, and highlight core readings which explore the meaning, scope, and

implementation of the field. To contextualize and frame each included reading, the editors and authors provide a commentary on the original piece. There is also an annotated bibliography of other material not included in the text to provide an essential list of reading in the discipline. This text will be required reading for scholars and students who want to discover the history of Digital Humanities through its core writings, and for those who wish to understand the many possibilities that exist when trying to define Digital Humanities.

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities
Big Data in Computational Social Science and Humanities
Springer

Features an exhibition catalogue of oils on canvas by Ken Currie.

Routledge Introductions to Applied Linguistics is a series of introductory level textbooks covering the core topics in Applied Linguistics, primarily designed for those beginning postgraduate studies or taking an introductory MA course, as well as advanced undergraduates. Titles in the series are also ideal for language professionals returning to academic study. The books take an innovative 'practice to theory' approach, with a 'back-to-front' structure. This leads the reader from real-world problems and issues, through a discussion of intervention and how to engage with these concerns, before finally relating these practical issues to theoretical foundations. Exploring Digital Communication aims to discuss real-world issues pertaining to digital communication, and to explore how linguistic research addresses these challenges. The text is divided into three sections (Problems and practices; Interventions; and Theory), each of which is further divided into two subsections which reflect linguistic issues relating to digital communication. The author seeks to demystify any perceived divide between online and offline communication, arguing that issues raised in relation to digital communication throw light on language use and practices in general, and thus linguistic interventions in this area have implications not only for users of digital communication but for

linguists' general understanding of language and society. Including relevant research examples, tasks and a glossary, this textbook is an invaluable resource for postgraduate and upper undergraduate students taking New Media or Communication Studies modules within Applied Linguistics and English Language courses.

A STUNNING NEW WORK OF HISTORICAL FANTASY, J. M. MIRO'S ORDINARY MONSTERS INTRODUCES READERS TO THE DARK, LABYRINTHINE WORLD OF THE TALENTS

England, 1882. In Victorian London, two children with mysterious powers are hunted by a figure of darkness—a man made of smoke. Sixteen-year-old Charlie Ovid, despite a brutal childhood in Mississippi, doesn't have a scar on him. His body heals itself, whether he wants it to or not. Marlowe, a foundling from a railway freight car, shines with a strange bluish light. He can melt or mend flesh. When a jaded female detective is recruited to escort them to safety, all three begin a journey into the nature of difference, and belonging, and the shadowy edges of the monstrous. What follows is a story of wonder and betrayal, from the gaslit streets of London, and the wooden theatres of Meiji-era Tokyo, to an eerie estate outside Edinburgh where other children with gifts - the Talents - have been gathered. There, the world of the dead and the world of the living threaten to collide. And as secrets within

the Institute unfurl, Marlowe, Charlie and the rest of the Talents will discover the truth about their abilities, and the nature of what is stalking them: that the worst monsters sometimes come bearing the sweetest gifts. Riveting in its scope, exquisitely written, *Ordinary Monsters* presents a catastrophic vision of the Victorian world—and of the gifted, broken children who must save it.

Communications technologies increasingly pervade our everyday lives, yet the underlying principles are a mystery to most. Even among engineers and technicians, understanding of this complex subject remains limited. However, there is undeniably a growing need for all technology disciplines to gain intimate awareness of how their fields are affected by a more densely networked world. The computer science field in particular is profoundly affected by the growing dominance of communications, and computer scientists must increasingly engage with electrical engineering concepts. Yet communications technology is often perceived as a challenging subject with a steep learning curve. To address this need, the authors have transformed classroom-tested materials into this accessible textbook to give readers an intimate understanding of fundamental communications concepts. Readers are introduced to the key essentials, and each selected topic is discussed in detail to promote mastery. Engineers and computer scientists will gain an understanding of

concepts that can be readily applied to their respective fields, as well as provide the foundation for more advanced study of communications. Provides a thorough grounding in the basics by focusing on select key concepts Clarifies comprehension of the subject via detailed explanation and illustration Helps develop an intuitive sense of both digital and analog principles Introduces key broadcasting, wireless and wired systems Helps bridge the knowledge gap between software and electrical engineering Requires only basic calculus and trigonometry skills Classroom tested in undergraduate CS and EE programs Communications Engineering by Lee, Chiu, and Lin will give advanced undergraduates in computer science and beginning students of electrical engineering a rounded understanding of communications technologies. The book also serves as a key introduction to specialists in industry, or anyone who desires a working understanding of communications technologies.

Introductory Chemistry creates light bulb moments for students and provides unrivaled support for instructors! Highly visual, interactive multimedia tools are an extension of Kevin Revell's distinct author voice and help students develop critical problem solving skills and master foundational chemistry concepts necessary for success in chemistry. The application of emerging technology in

educational settings has proven to significantly enhance students' experiences. These tools provide better learning opportunities and engagement between students and instructors. Integration of Cloud Technologies in Digitally Networked Classrooms and Learning Communities is a pivotal reference source for the latest scholarly research on the implementation of cloud pedagogies and innovations in classroom environments. Highlighting concepts related to learning engagement, curriculum design, and theoretical perspectives, this book is ideally designed for researchers, practitioners, professionals, and students interested in the use of cloud technology in digital classrooms.

A comprehensive introduction to the fundamentals of design and applications of wireless communications Wireless Communications Systems starts by explaining the fundamentals needed to understand, design, and deploy wireless communications systems. The author, a noted expert on the topic, explores the basic concepts of signals, modulation, antennas, and propagation with a MATLAB emphasis. The book emphasizes practical applications and concepts needed by wireless engineers. The author introduces applications of wireless communications and includes information on satellite communications, radio frequency identification, and offers an overview with practical insights into the topic of multiple input multiple output

(MIMO). The book also explains the security and health effects of wireless systems concerns on users and designers. Designed as a practical resource, the text contains a range of examples and pictures that illustrate many different aspects of wireless technology. The book relies on MATLAB for most of the computations and graphics. This important text: Reviews the basic information needed to understand and design wireless communications systems Covers topics such as MIMO systems, adaptive antennas, direction finding, wireless security, internet of things (IoT), radio frequency identification (RFID), and software defined radio (SDR) Provides examples with a MATLAB emphasis to aid comprehension Includes an online solutions manual and video lectures on selected topics Written for students of engineering and physics and practicing engineers and scientists, *Wireless Communications Systems* covers the fundamentals of wireless engineering in a clear and concise manner and contains many illustrative examples.

This edited volume focuses on big data implications for computational social science and humanities from management to usage. The first part of the book covers geographic data, text corpus data, and social media data, and exemplifies their concrete applications in a wide range of fields including anthropology, economics, finance, geography, history, linguistics, political science, psychology,

public health, and mass communications. The second part of the book provides a panoramic view of the development of big data in the fields of computational social sciences and humanities. The following questions are addressed: why is there a need for novel data governance for this new type of data?, why is big data important for social scientists?, and how will it revolutionize the way social scientists conduct research? With the advent of the information age and technologies such as Web 2.0, ubiquitous computing, wearable devices, and the Internet of Things, digital society has fundamentally changed what we now know as "data", the very use of this data, and what we now call "knowledge". Big data has become the standard in social sciences, and has made these sciences more computational. Big Data in Computational Social Science and Humanities will appeal to graduate students and researchers working in the many subfields of the social sciences and humanities.

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