Costruisci La Tua Stampante 3d Guida Alla Realizzazione Di Una Stampante 3d Reprap Prusa I3 Esperto In Un Click

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it.

"But you don't have to look that far to appreciate the benefits of space exploration: commercialized NASA technology-known as NASA spinoffs-can be found in your phone, furniture, and car...NASA is making sure as many of these innovations as possible go beyond their original use to benefit the public"--page 5.

Ten years. 500 fonts. 138 families. 34,000 characters. An unthinkably large number of kerning pairs. This is the unique and complete Device Fonts collection, 1995-2000. |Rian Hughes is brit-pop for typography at its best.| - signalrau.com |Chances are you've seen his work somewhere if you're at all plugged into pop culture. Dazzling, rife with style and energy.| - Buddy Jarjoura |[An] influential designer.| - The Guardian

What has happened to America, and what's become of the American dream? Behind the self-confident image of world's most influential country, we now see a nation tearing itself apart. The United States may be arguably the world's only superpower, but its internal tensions are a symptom of suffering and division, a condition only exacerbated by the election of President Donald Trump. In this searing account, expatriate journalist Alan Friedman returns after thirty years in Europe and examines the real America through the mouths of its citizens. Set against the backdrop of the 2016 presidential election campaign and the inauguration of President Trump, Friedman tells a vivid story of terrible inequality - from the excesses of Wall Street to the grinding poverty of Mississippi - and explores the issues, from racism and gun control to Obamacare, that have polarised a nation. Drawing on his personal interviews with Trump and with Russia's President Putin, Friedman paints a detailed portrait of the new leader of the free world and explores the real risks of the Trump presidency for America and for the world. Dark and provocative, This Is Not America may just be the most important book of the year.

Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn

tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

Questo il quinto dei 5 volumi di "Blender - La Guida Definitiva," giunto alla seconda edizione, aggiornata alla 2.8x. Questa guida completa, impostata secondo un percorso formativo definito di tipo "enciclopedico," esamina a fondo ogni aspetto di Blender, il famoso software open source di grafica 3D, con centinaia di immagini e decine di esercizi pratici. In questo quinto volume, si analizzeranno: - Freestyle render; - Grease Pencili, sculpting e animazione 2D; - Blender Game Engine (BGE); - Fotogrammetria e Blender; - la teoria dei PBR; - Addons; - Blender 2.8 features: Clay render e Eevee render; - Architettura interattiva (Archviz) con Blender e Unreal Engine 4; - Open Movie; -Blend4Web.

STONY MAN For the seasoned warriors of America's most elite and covert defense unit, each mission could be their last. Now a grim Presidential directive comes down hard, green-lighting a desperate search-and-destroy operation where minutes count. An unknown entity is in possession of one of the deadliest weapons known to man, sounding a death knell for nations across the globe. NEUTRON CANNON It kills instantly. No heat, no noise, no radiation. Just silent, invisible slaughter from ultra-fast subatomic particles. The death toll mounts in a random, controlled carnage that is sending a clear message of absolute power—while leaving false trails and conflicting clues. No nation can defend itself against the unilateral destructive power of a particle beam weapon. Stony Man's only option is to destroy it. But first they must find it….

What does our ability to use words--that is, our lexical competence--consist of? What is the difference between a system that can be said to understand language and one that cannot? Most approaches to word meaning fail to account for an essential aspect of our linguistic competence, namely, our ability to apply words to the world. This monograph proposes a dual picture of human lexical competence in which inferential and referential abilities are separate--a proposal confirmed by neuropsychological research on brain- damaged persons. According to the author, artificial systems for natural-language understanding could come much closer to achieving their goal if they conformed to this dual picture of competence. Topics discussed include classical issues in the philosophy of language and the philosophy of mind such as the analytic/synthetic dichotomy, semantic holism, causal theories of reference, dual-factor theories, publicness, verificationism, and Searle's Chinese room.Language, Speech, Communication series

This book is written for classroom teachers who want to know more about e-learning and who would like to experiment with designing e-learning material to use in their own classrooms. It is primarily targeted at secondary teachers but there is no reason why primary school teachers and adult education teachers should not find it useful too. The other group we had in mind were those of you still undertaking initial teacher training. Although there are some exemplary courses, a depressing number of trainee teachers continue to arrive in the classroom having barely heard the words 'e-learning', still less have hands on experience of it.

The Achieve Planer is engineered to help take your largest life goals and reach them. Monthly organization sheets keep you on track and highlight the tools you have to make steps towards your goals. Daily sheets provide reflection space to keep you grounded to the positives each day offers, while including the normal organization space for to-dos, appointments, and notes like other planners. The Achieve Planner is the perfect way to keep life organized, on track, and full of value. The Achieve Planner features a hard cover to ensure it holds up to heavy use and is small enough to carry handy; fitting in most handbags.

NEW YORK TIMES BESTSELLER! Part how-to, part girl-empowerment, and all fun, from the leader of the movement championed by Sheryl Sandberg, Malala Yousafzai, and John Legend. Since 2012, the organization Girls Who Code has taught computing skills to and inspired over 40,000 girls across America. Now its founder, and author Brave Not Perfect, Reshma Saujani,

wants to inspire you to be a girl who codes! Bursting with dynamic artwork, down-to-earth explanations of coding principles, and real-life stories of girls and women working at places like Pixar and NASA, this graphically animated book shows what a huge role computer science plays in our lives and how much fun it can be. No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you're a girl who's never coded before, a girl who codes, or a parent raising one, this entertaining book, printed in bold two-color and featuring art on every page, will have you itching to create your own apps, games, and robots to make the world a better place.

Crea il tuo prototipo di drone terrestre con Arduino! Dai nuova vita ai vecchi apparecchi elettronici e modificali secondo le tue esigenze! Realizza nuovi progetti a costo zero e rispettando l'ambiente! Sfrutterai la grande versatilità di Arduino UNO e modificherai un vecchio modellino di automobile radiocomandata per creare un drone terrestre utilizzabile per operazioni di monitoraggio ambientale o come piattaforma di apprendimento e sperimentazione. Questo ebook contiene il tutorial completo . Immagini dettagliate ed esplicative . Sketch accurati . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Test e controlli Partendo da un'analisi accurata dei due componenti integrativi che impiegherai con Arduino UNO, sarai guidato passo passo nella realizzazione del progetto del prototipo di drone. Attraverso alcuni esempi concreti, imparerai a utilizzare i moduli per la gestione del motore e per il controllo del drone tramite bluetooth, direttamente da smartphone. La spiegazione è corredata da sketch dettagliati e da codice commentato con accuratezza. Definita la fase progettuale, passerai a realizzare concretamente il prototipo intervenendo direttamente sul vecchio modellino radiocomandato. Una scrupolosa fase di test ti porterà poi a verificare il corretto funzionamento del drone terrestre. In questo modulo intermedio imparerai a . Interfacciare nuovi componenti ad Arduino per la gestione di un piccolo motore e il controllo del prototipo tramite bluetooth . Utilizzare un codice articolato e specifico per un progetto originale . Cablare e testare un prototipo . Creare una piattaforma di apprendimento che stimoli la tua creatività con Arduino Perché utilizzare Arduino . Perché è la scheda elettronica più diffusa e utilizzata al mondo, con una vastissima comunità di utenti . Perché è estremamente versatile e consente di sviluppare progetti completi senza complicate programmazioni o particolari configurazioni elettroniche . Perché permette spese ridotte ed è estremamente divertente Questo ebook è pensato per chi . Parte da zero e vuole realizzare in autonomia i propri progetti . Utilizza Arduino e cerca una guida completa ed esaustiva per una creazione originale . Vuole approfondire l'interfacciamento ad Arduino dei componenti disponibili sul mercato per aumentare prestazioni ed espandere le possibilità d'impiego Contenuti dell'ebook in sintesi . Tutorial semplice e chiaro . Immagini dettagliate ed esplicative . Sketch completi . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Consigli su test e controlli

Learn how to use Autodesk Fusion 360 to digitally model your own original projects for a 3D printer or a CNC device. Fusion 360 software lets you design, analyze, and print your ideas. Free to students and small businesses alike, it offers solid, surface, organic, direct, and parametric modeling capabilities. Fusion 360 for Makers is written for beginners to 3D modeling software by an experienced teacher. It will get you up and running quickly with the goal of creating models for 3D printing and CNC fabrication. Inside Fusion 360 for Makers, you'll find: Eight easy-to-understand tutorials that provide a solid foundation in Fusion 360 fundamentals DIY projects that are explained with step-by-step instructions and color photos Projects that have been real-world tested, covering the most common problems and solutions Stand-alone projects, allowing you to skip to ones of interest without having to work through all the preceding projects first Design from scratch or edit downloaded designs. Fusion 360 is an appropriate tool for beginners and experienced makers.

A FULLY ILLUSTRATED, HUMOROUS GIFT BOOK FOR FANS OF THE ALIEN FRANCHISE Aboard the USCSS Nostromo, Jonesy leads a simple life enjoying The Company cat food and chasing space rodents. Until one day, his cryostasis catnap is rudely interrupted. The humans have a new pet and it's definitely not house-trained. In space, no one can hear you meow. This full-color, illustrated book offers a cat's eye view of all the action from the movie Alien. With new and original artwork by artist Rory Lucey, this is the perfect gift for all Alien fans (and cat lovers).
"More than anything else technology creates our world. It creates our wealth, our economy, our very way of being," says W. Brian Arthur. Yet despite technology's irrefutable importance in our daily lives, until now its major questions have gone unanswered. Where do new technologies come from? What constitutes innovation, and how is it achieved? Does technology, like biological life, evolve? In this groundbreaking work, pioneering technology thinker and economist W. Brian Arthur answers these questions and more, setting forth a boldly original way of thinking about technology. The Nature of Technology is an elegant and powerful theory of technology's origins and evolution. Achieving for the development of technology what Thomas Kuhn's The Structure of Scientific Revolutions did for scientific progress, Arthur explains how transformative new technologies arise and how innovation really works. Drawing on a wealth of examples, from historical inventions to the high-tech wonders of today, Arthur takes us on a mind-opening journey that will change the way we think about technology and how it structures our lives. The Nature of Technology is a classic for our times. Teaching is changing. It is no longer simply about passing on knowledge to the next generation. Teachers in the twenty-first century, in all educational sectors, have to cope with an ever-changing cultural and technological environment. Teaching is now a design science. Like other design professionals – architects, engineers, programmers – teachers have to work out creative and evidence-based ways of improving what they do. Yet teaching is not treated as a design profession. Every day, teachers design and test new ways of teaching, using learning technology to help their students. Sadly, their discoveries often remain local. By representing and communicating their best ideas as structured pedagogical patterns, teachers could develop this vital professional knowledge collectively. Teacher professional development has not embedded in the teacher's everyday role the idea that they could discover something worth communicating to other teachers, or build on each others' ideas. Could the culture change? From this unique perspective on the nature of teaching, Diana Laurillard argues that a twenty-first century education system needs teachers who work collaboratively to design effective and innovative teaching.

With exquisite, detailed photographs and histories of the motorcycles featured from Harley's collection, this book captures the excitement of the best-known motorcycles in the world.

littleBits are electronic building blocks with over 60 modules and trillions of combinations. With littleBits, anyone can harness the power of electronics, microcontrollers, and the cloud--regardless of age, gender, technical ability, or educational background. You can combine these simple, snap-together, magnetic bricks to make simple electronic circuits, or build robots and devices that combine sensors, microcontrollers, and cloud connectivity. This book, co-authored by littleBits founder Ayah Bdeir, along with top-selling author Matt Richardson (Getting Started with Raspberry Pi), teaches you just enough electronics to start making things with littleBits and takes you on up through connecting littleBits to the cloud and programming with its Arduino-compatible module.

As the author of twenty-four novels, Elizabeth George is one of the most successful - and prolific - novelists today. In Mastering the Process, George offers a master class in the art and science of crafting a novel, sharing her wealth of experience with would-be novelists, and with crime fiction fans. Using her actual work to illustrate the various steps of novel writing that she explores in this book, she illustrates her points about plotting, characterisation and technique with great clarity and generosity. Drawing from her personal photos, early notes, character analyses, and rough drafts for every stage of her novel Careless in Red, George offers us an intimate look at the procedures she follows, from researching location to imagining plot to creating characters to the actual writing and revision processes themselves. At the same time, she gives invaluable advice for writers about what has worked for her - and what hasn't. Mastering the Process provides writers with practical, prescriptive, and achievable tools for creating a novel, editing a novel, and problem solving when in the midst of a novel, from a master storyteller at the top of her game. Elizabeth George has taught creative writing both nationally and internationally for over thirty years and is the author of Write Away, described as 'one novelist's approach to fiction and the writing life'.

Five years and more than 100,000 copies after it was first published, it's hard to imagine anyone working in Web design who hasn't read Steve Krug's "instant classic" on Web usability, but people are still discovering it every day. In this second edition, Steve adds three new chapters in the same style as the original: wry and entertaining, yet loaded with insights and practical advice for novice and veteran alike. Don't be surprised if it completely changes the way you think about Web design. Three New Chapters! Usability as common courtesy -- Why people really leave Web sites Web Accessibility, CSS, and you -- Making sites usable and accessible Help! My boss wants me to _____. -- Surviving executive design whims "I thought usability was the enemy of design until I read the first edition of this book. Don't Make Me Think! showed me how to put myself in the position of the person who uses my site. After reading it over a couple of hours and putting its ideas to work for the past five years, I can say it has done more to improve my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for those whose bosses, clients, stakeholders, and marketing managers insist on doing the wrong thing. If you design, write, program, own, or manage Web sites, you must read this book." -- Jeffrey Zeldman, author of Designing with Web Standards

Until fairly recently, machining has been a high-cost manufacturing technique available only to large corporations and specialist machine shops. With today's cheaper and more powerful computers, CNC milling and 3D printing technology has become practical, affordable, and accessible to just about anyone.

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Tabletop CNC machines are every hobbyist's dream, providing the tools needed to cut and shape materials such as glass, wood, plastics, and aluminum.

In *CNC Milling for Makers*, author Christian Rattat explains how CNC technology works and he walks you through the entire milling process: starting with a blank piece of material, Rattat takes you step by step through to a finished product.

Rattat offers advice on selecting and purchasing the best machine for your own particular needs. He also demonstrates how to assemble a machine from a kit and explains all the steps required to mill your first project. Moving past the basics, Rattat introduces a variety of cutting tools and provides hands-on examples of how to use them to mill a wide variety of materials.

Both madcap cookbook and manifesto on Futurism, Marinetti's exuberant and entertaining book has been described as one of 'the best artistic jokes of the century' No other cultural force except the early twentieth-century avant-garde movement Futurism has produced a provocative work about art disguised as an easy-to-read cookbook. Part manifesto, part artistic joke, Fillippo Marinetti's The Futurist Cookbook is a collection of recipes, experiments, declamations and allegorical tales. Here are recipes for ice cream on the moon; candied atmospheric electricities; nocturnal love feasts; sculpted meats. Marinetti also sets out his argument for abolishing pasta as ill-suited to modernity, and advocates a style of cuisine that will increase creativity. Although at times betraying its author's nationalistic sympathies, The Futurist Cookbook is funny, provocative, whimsical, disdainful of sluggish traditions and delighted by the velocity and promise of modernity. Filippo Tommaso Marinetti was born in 1876 to Italian parents and grew up in Alexandria, Egypt, where he was nearly expelled from his Jesuit school for championing scandalous literature. He then studied in Paris and obtained a law degree in Italy before turning to literature. In 1909 he wrote the infamous Futurist Manifesto, which championed violence, speed and war, and proclaimed the unity of art and life. Marinetti's life was fraught with controversy: he fought a duel with a hostile critic, was subject to an obscenity trial, and was a staunch supporter of Italian Fascism. Alongside his literary activities, he was a war correspondent during the Italo-Turkish War and served on the Eastern Front in World War II, despite being in his sixties. He died in 1944. 'A paean to sensual freedom, optimism and childlike, amoral innocence ... it has only once been answered, by Aldous Huxley's Brave New World' Lesley Chamberlain

A two volume set which provides researchers with more than 70,000 links to every conceivable genealogical resource on the Internet.

Explore the Mortal Realms in this great action-packed novel. In the rain-soaked shanty towns of Excelsis, sellsword Niksar Astaboras drunkenly barters his way to a meaningless existence. Little does he care for the war that rages between

men and monsters beyond the city walls, despite portents of its encroaching threat. Mortal life in the Realm of Beasts is short enough, and to leave the shelter of civilisation is to surrender to certain death. But death is coming to Excelsis. The forces of Destruction are on the move and the realm quakes with each thunderous step. In the wildlands, a sinister new foe overwhelms even the mighty Stormcast Eternals. Yet just as all seems lost, an unexpected champion rises – one to whom Niksar is inextricably linked – ready to lead a crusade into the very heart of darkness. Embroiled in this harrowing journey, Niksar is forced to choose between loyalty and the chance of survival, and in so doing discover his true worth in the greatest battle yet against savagery.

Crea il tuo prototipo di drone terrestre con Arduino! Dai nuova vita ai vecchi apparecchi elettronici e modificali secondo le tue esigenze! Realizza nuovi progetti a costo zero e rispettando l'ambiente! Continuerai a sfruttare la grande versatilità di Arduino UNO perfezionando il drone creato nel volume precedente. Potrai poi sviluppare qualsiasi progetto con Arduino lasciandoti guidare dalla tua fantasia. Questo ebook contiene il tutorial completo . Immagini dettagliate ed esplicative . Sketch accurati . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Test e controlli Conoscerai alcuni tra i principali sensori integrabili tramite Arduino nel drone realizzato. Saprai sfruttare le potenzialità del sensore ad ultrasuoni e del fotoresistore. Installerai un termistore, un sensore di temperatura e un sensore barometrico. Sarai guidato da immagini esplicative e sketch completi. Creerai la tua prima applicazione con App Inventor per interfacciare Arduino ai dispositivi Android e gestire via bluetooth il drone attraverso il tuo smartphone. In questo modulo avanzato imparerai a . Utilizzare i principali sensori per il monitoraggio ambientale . Integrare nel drone un sensore ad ultrasuoni, un fotoresistore, un termistore, un sensore di temperature e un sensore barometrico . Usare App Inventor . Creare una semplice app Android per gestire l'attività del drone Perché utilizzare Arduino . Perché è la scheda elettronica più diffusa e utilizzata al mondo, con una vastissima comunità di utenti . Perché è estremamente versatile e consente di sviluppare progetti completi senza complicate programmazioni o particolari configurazioni elettroniche . Perché permette spese ridotte ed è estremamente divertente Questo ebook è pensato per chi . Parte da zero e vuole realizzare in autonomia i propri progetti . Utilizza Arduino e cerca una guida completa ed esaustiva per una creazione originale . Vuole approfondire l'interfacciamento ad Arduino dei componenti disponibili sul mercato per aumentare prestazioni ed espandere le possibilità d'impiego Indice completo dell'ebook . Introduzione . Sensori . HC-SR04 . Fotoresistenza . Termistore . DHT11 Sensore di temperatura . BMP085 Barometric Pressure Sensor . App Inventor . Creiamo la nostra applicazione . Conclusione

Suelette Dreyfus and her co-author, WikiLeaks founder Julian Assange, tell the extraordinary true story of the computer underground, and the bizarre lives and crimes of an elite ring of international hackers who took on the establishment. Spanning three continents and a decade of high level infiltration, they created chaos amongst some of the world's biggest and most powerful organisations, including NASA and the US military. Brilliant and obsessed, many of them found themselves addicted to hacking

and phreaking. Some descended into drugs and madness, others ended up in jail. As riveting as the finest detective novel and meticulously researched, Underground follows the hackers through their crimes, their betrayals, the hunt, raids and investigations. It is a gripping tale of the digital underground.

Getting Started with CNC is the definitive introduction to working with affordable desktop and benchtop CNCs, written by the creator of the popular open hardware CNC, the Shapeoko. Accessible 3D printing introduced the masses to computer-controlled additive fabrication. But the flip side of that is subtractive fabrication: instead of adding material to create a shape like a 3D printer does, a CNC starts with a solid piece of material and takes away from it. Although inexpensive 3D printers can make great things with plastic, a CNC can carve highly durable pieces out of a block of aluminum, wood, and other materials. This book covers the fundamentals of designing for--and working with--affordable ($500-$3000) CNCs.

Oltre 500 immagini esplicative 18 esercizi pratici e mirati Blender è un programma di modellazione 3D gratuito, open source e multipiattaforma. Estremamente completo e professionale, ha da subito incontrato l'apprezzamento di professionisti e appassionati di grafica 3D. Andrea Coppola ha realizzato un manuale completo e ricco di esempi pratici, suddiviso in quattro volumi, per guidare il lettore alla scoperta del software attraverso un percorso di apprendimento mirato e efficace. Blender - La guida definitiva vuole essere un punto di riferimento, ma anche di partenza per tutti i Blender user, professionisti, appassionati di computer grafica e, perché no, anche principianti. Nel primo volume sono trattati gli argomenti base, dalle note informative, alla configurazione del sistema e la personalizzazione dell'ambiente di lavoro, alla struttura e al funzionamento dell'interfaccia utente (UI), alle funzionalità base e avanzate per la modellazione (modalità di lavoro, trasformatori, modificatori).

Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In Raspberry Pi For Dummies, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie!

Una documentazione sufficientemente chiara e precisa sulle stampanti 3D open source non è facile da reperire ed è comunque frammentaria. "Costruisci la tua stampante 3D" è una guida pratica e completa che ti consentirà di orientarti efficacemente in ogni aspetto riguardante la costruzione della tua stampante 3D. Ampio spazio sarà inoltre dedicato alla modalità di configurazione e agli accorgimenti sulla modellazione degli oggetti 3D da stampare (utilizzando il software open source Blender). La stampante 3D su cui è incentrato l'ebook è la migliore dal punto di vista qualità/prezzo, la più

accessibile e la più nota: la Prusa I3. Le stampanti 3D open source hanno la particolarità di avere alcune loro parti realizzate con analoghe stampanti 3D. Per tale motivo questo tipo di stampanti si dice autoreplicante o, in gergo, Reprap.
Despite the all-pervading influence of television ninety per cent of people in Britain still listen to the radio, clocking up over a billion hours of listening between us every week. It's a background to all our lives: we wake up to our clock radios, we have the radio on in the kitchen as we make the tea, it's on at our workplaces and in our cars. From Listen With Mother to the illicit thrill of tuning into pirate stations like Radio Caroline; from receiving a musical education from John Peel or having our imagination unlocked by Douglas Adams' The Hitchhiker's Guide to the Galaxy; from school-free summers played out against a soundtrack of Radio One and Test Match Special to more grown-up soundtracks of the Today programme on Radio 4 and the solemn, rhythmic intonation of the shipping forecast – in many ways, our lives can be measured in kilohertz. Yet radio is changing because the way we listen to the radio is changing. Last year the number of digital listeners at home exceeded the number of analogue listeners for the first time, meaning the pop and crackle and the age of stumbling upon something by chance is coming to an end. There will soon be no dial to turn, no in-between spaces on the waveband for washes of static, mysterious beeps and faint, distant voices. The mystery will be gone: we'll always know exactly what it is we're listening to, whether it's via scrolling LCD on our digital radios, the box at the bottom of our TV screen or because we've gone in search of a particular streaming station. And so, as the world of analogue listening fades, Charlie Connelly takes stock of the history of radio and its place in our lives as one of the very few genuinely shared national experiences. He explores its geniuses, crackpots and charlatans who got us to where we are today, and remembers its voices, personalities and programmes that helped to form who we are as individuals and as a nation. He visits the key radio locations from history, and looks at its vital role over the past century on both national and local levels. Part nostalgic eulogy, part social history, part travelogue, Last Train To Hilversum is Connelly's love letter to radio, exploring our relationship with the medium from its earliest days to the present in an attempt to recreate and revisit the world he entered on his childhood evenings on the dial as he set out on the radio journey of a lifetime. Nothing is more important. In today's increasingly complex and technological world the most important thing you can do for your child is to nurture mathability. It is an attitude. Those who say that their child is poor at maths' are doing themselves an injustice. They are undermining the child's future. Mathability is a skill that teaches a child how to think. Mathability is a skill that develops the inherent intelligence potential. It enhances problem solving abilities and analytical focus. The methods and the techniques are just as suitable for adults as for children. Indeed, many of the methods have altered the mindset even of senior executives and housewives. To something that is often subjected to complexity, confusion, and prejudices, Shakuntala Devi brings clarity, simplicity, and practicality. She corrects many of the generally held misconceptions and effectively demonstrates how mathability is an acquired skill. Nurture Mathability. Nurture Success.
From the author of The Tenth Gift comes another story of exotic, foreign lands, entwining storylines spanning generations, and the quests to overcome love lost. "My dear Isabelle, in the attic you will find a box with your name on it." Isabelle's estranged archeologist father dies,

leaving her a puzzle. In a box she finds some papers and a mysterious African amulet — but their connection to her remains unclear until she embarks on a trip to Morocco to discover how the amulet came into her father's possession. When the amulet is damaged and Isabelle almost killed in an accident, she fears her curiosity has got the better of her. But Taib, her rescuer, knows the dunes and their peoples, and offers to help uncover the amulet's extraordinary history, involving Tin Hinan — She of the Tents — who made a legendary crossing of the desert, and her beautiful descendant Mariata. Across years and over hot, shifting sands, tracking the Salt Road, the stories of Isabelle and Taib, Mariata and her lover, become entangled with that of the lost amulet. It is a tale of souls wounded by history and of love blossoming on barren ground. From the Hardcover edition.

Global processes are transforming educational policy around the world in complex ways, with different implications for different local arenas. Over the last two decades, a global neoliberal policy paradigm has emerged, placing the teacher at its centre. Two well-known examples are the OECD report on education and training policy, 'Teachers Matter', and the McKinsey & Company report entitled 'How the World's Best-Performing School Systems Come Out on Top'. It now seems more important than ever to highlight some alternatives that might contribute to a broader understanding of the meaning of being a teacher. In a time of standardised performance and accountability, this special issue raises critical questions about the space for teachers' agency and teachers as curriculum agents. The different articles from some of our most distinguished researchers in the field provide essential perspectives on the question of where, when and how teachers matter. Our interest is not primarily to understand the scope of teachers' agency but rather to understand what becomes important for teachers in their everyday activities, such as teaching students, handling educational norms and rules, working in a local as well as a global society etc. A common theme throughout the articles is that teachers matter in spaces where they can act as moral subjects in their profession in the present, drawing on collective and individual experiences of the past whilst imagining a desired future. This book was originally published as a special issue of the Journal of Curriculum Studies.

The international bestseller based on a haunting true story that raises provocative questions about complicity, guilt, and survival. They called it the Wolfsschanze, the Wolf's Lair. "Wolf" was his nickname. As hapless as Little Red Riding Hood, I had ended up in his belly. A legion of hunters was out looking for him, and to get him in their grips they would gladly slay me as well. Germany, 1943: Twenty-six-year-old Rosa Sauer's parents are gone, and her husband Gregor is far away, fighting on the front lines of World War II. Impoverished and alone, she makes the fateful decision to leave war-torn Berlin to live with her in-laws in the countryside, thinking she'll find refuge there. But one morning, the SS come to tell her she has been conscripted to be one of Hitler's tasters: three times a day, she and nine other women go to his secret headquarters, the Wolf's Lair, to eat his meals before he does. Forced to eat what might kill them, the tasters begin to divide into The Fanatics, those loyal to Hitler, and the women like Rosa who insist they aren't Nazis, even as they risk their lives every day for Hitler's. As secrets and resentments grow, this unlikely sisterhood reaches its own dramatic climax, as everyone begins to wonder if they are on the wrong side of history.

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