

Program Or Be Programmed Ten Commands For A Digital Age By Rushkoff Douglas Unknown Edition Paperback2011

Douglas Rushkoff was one of the first social commentators to identify the new culture around the internet. He has spent nearly a decade advising companies on the ways they can re-orient their businesses to the transformations the internet has caused. Through his speaking and consulting, Rushkoff has discovered an important and unrecognized shift in American business. Too many companies are panicked and operating in survival mode when the worst of the crisis has already passed. Likening the internet transformation to the intellectual and technological ferment of the Enlightenment, Rushkoff suggests we have a remarkable opportunity to re-integrate our new perspective with the work we actually do. Instead of running around trying to "think out of the box," Rushkoff demonstrates, now is the time to "get back in the box" and improve the way we do our jobs, run our operations and drive innovation from the ground up. Combining stories gleaned from his consulting with a thrilling tour of history's dramatic moments and clever readings of cultural shift we've just experienced, Rushkoff offers a compelling vision of the simple and effective ways businesses can re-invigorate themselves.

A trip through modern computer culture that examines the cyberpunk movement, the hacker sub-culture, virtual reality, and smart drugs. Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

A fireman in charge of burning books meets a revolutionary school teacher who dares to read. Depicts a future world in which all printed reading material is burned.

'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also covers the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

Media theorist and documentarian Douglas Rushkoff weaves a mind-bending tale of iconography and mysticism against the backdrop of a battle-torn Europe. In a story spanning generations, and featuring some of the most notable and notorious idealists of the 20th century, legendary occultist Aleister Crowley develops a powerful and dangerous new weapon to defend the world against Adolf Hitler's own war machine spawning an unconventional new form of warfare that is fought not with steel, but with symbols and ideas. Unfortunately, these intangible arsenals are much more insidious and perhaps much more dangerous than their creators could have ever conceived. "Rushkoff is a cultural treasure and an eccentric author of big, strange ideas, never less than fascinating and always entertaining." -Warren Ellis, author of Gun Machine, Red, Trees, and Transmetropolitan "Douglas has been one of my personal heroes, and I've been a most attentive reader of anything he cares to put between covers, knowing that his combination of a cold eye and a warm heart is guaranteed to astonish and embolden my own thinking about what's possible in the world--about what's possible to enact in the space between one human being and another. He occupies the ground of our most immediate perplexities, and his reports of what he finds are breaking news." -Jonathan Lethem, author of The Best American Comics and The Fortress of Solitude

The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: it's here; it's everywhere. The real question is, do we direct technology, or do we let ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyberenthusiasts and technophobes alike with the guidelines to navigate this new universe. In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognize programming as the new literacy of the digital age—and as a template through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message. World-renowned media theorist and counterculture figure Douglas Rushkoff is the originator of ideas such as "viral media," "social currency" and "screenagers." He has been at the forefront of digital society from its beginning, correctly predicting the rise of the net, the dotcom boom and bust, as well as the current financial crisis. He is a familiar voice on NPR, face on PBS, and writer in publications from Discover Magazine to the New York Times.

Program Or be Programmed Ten Commands for a Digital Age OR Books

By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris

teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

The social sector provides services to a wide range of people throughout the world with the aim of creating social value. While doing good is great, doing it well is even better. These organizations, whether nonprofit, for-profit, or public, increasingly need to demonstrate that their efforts are making a positive impact on the world, especially as competition for funding and other scarce resources increases. This heightened focus on impact is positive: learning whether we are making a difference enhances our ability to address pressing social problems effectively and is critical to wise stewardship of resources. Yet demonstrating efficacy remains a big hurdle for most organizations. The Goldilocks Challenge provides a parsimonious framework for measuring the strategies and impact of social sector organizations. A good data strategy starts first with a sound theory of change that helps organizations decide what elements they should monitor and measure. With a theory of change providing solid underpinning, the Goldilocks framework then puts forward four key principles, the CART principles: Credible data that are high quality and analyzed appropriately, Actionable data will actually influence future decisions; Responsible data create more benefits than costs; and Transportable data build knowledge that can be used in the future and by others. Mary Kay Gugerty and Dean Karlan combine their extensive experience working with nonprofits, for-profits and government with their understanding of measuring effectiveness in this insightful guide to thinking about and implementing evidence-based change. This book is an invaluable asset for nonprofit, social enterprise and government leaders, managers, and funders-including anyone considering making a charitable contribution to a nonprofit-to ensure that these organizations get it "just right" by knowing what data to collect, how to collect it, how it can be analyzed, and drawing implications from the analysis. Everyone who wants to make positive change should focus on the top priority: using data to learn, innovate, and improve program implementation over time. Gugerty and Karlan show how.

A guide to all kinds of addiction from a star who has struggled with heroin, alcohol, sex, fame, food and eBay, that will help addicts and their loved ones make the first steps into recovery "This manual for self-realization comes not from a mountain but from the mud...My qualification is not that I am better than you but I am worse." —Russell Brand With a rare mix of honesty, humor, and compassion, comedian and movie star Russell Brand mines his own wild story and shares the advice and wisdom he has gained through his fourteen years of recovery. Brand speaks to those suffering along the full spectrum of addiction—from drugs, alcohol, caffeine, and sugar addictions to addictions to work, stress, bad relationships, digital media, and fame. Brand understands that addiction can take many shapes and sizes and how the process of staying clean, sane, and unhooked is a daily activity. He believes that the question is not "Why are you addicted?" but "What pain is your addiction masking? Why are you running—into the wrong job, the wrong life, the wrong person's arms?" Russell has been in all the twelve-step fellowships going, he's started his own men's group, he's a therapy regular and a practiced yogi—and while he's worked on this material as part of his comedy and previous bestsellers, he's never before shared the tools that really took him out of it, that keep him clean and clear. Here he provides not only a recovery plan, but an attempt to make sense of the ailing world.

An engaging and accessible introduction to the field, Understanding Media Industries helps students develop deeper and more critical knowledge of industries. This book provides students with a thorough discussion of how media industries work, why they work as they do, and the broader theoretical and practical implications of media industry structure and function. The authors' unique Industrialization of Culture Framework organizes the book and helps students to consider media industries in different nations and historical periods.

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.

The instant New York Times and Wall Street Journal bestseller A groundbreaking plan to prevent and reverse Alzheimer's Disease that fundamentally changes how we understand cognitive decline. Everyone knows someone who has survived cancer, but until now no one knows anyone who has survived Alzheimer's Disease. In this paradigm shifting book, Dale Bredesen, MD, offers real hope to anyone looking to prevent and even reverse Alzheimer's Disease and cognitive decline. Revealing that AD is not one condition, as it is currently treated, but three, The End of Alzheimer's outlines 36 metabolic factors (micronutrients, hormone levels, sleep) that can trigger "downsizing" in the brain. The protocol shows us how to rebalance these factors using lifestyle modifications like taking B12, eliminating gluten, or improving oral hygiene. The results are impressive. Of the first ten patients on the protocol, nine displayed significant improvement with 3-6 months; since then the protocol has yielded similar results with hundreds more. Now, The End of Alzheimer's brings new hope to a broad audience of patients, caregivers, physicians, and treatment centers with a

fascinating look inside the science and a complete step-by-step plan that fundamentally changes how we treat and even think about AD.

Media Literacy introduces students to the fascinating world that operates behind media messages. Examples and exercises are used to support the key ideas, while students are invited to analyze media from the points of view of a psychologist, an economist, an advertiser, a journalist, a media critic, a producer and a policymaker. This approach enables them to establish knowledge structures from which they can discern between the media effects which are positive - and have value as instruction or entertainment - and those which are negative.

Your inner Chimp can be your best friend or your worst enemy...this is the Chimp Paradox Do you sabotage your own happiness and success? Are you struggling to make sense of yourself? Do your emotions sometimes dictate your life? Dr. Steve Peters explains that we all have a being within our minds that can wreak havoc on every aspect of our lives—be it business or personal. He calls this being "the chimp," and it can work either for you or against you. The challenge comes when we try to tame the chimp, and persuade it to do our bidding. The Chimp Paradox contains an incredibly powerful mind management model that can help you be happier and healthier, increase your confidence, and become a more successful person. This book will help you to: —Recognize how your mind is working —Understand and manage your emotions and thoughts —Manage yourself and become the person you would like to be Dr. Peters explains the struggle that takes place within your mind and then shows you how to apply this understanding. Once you're armed with this new knowledge, you will be able to utilize your chimp for good, rather than letting your chimp run rampant with its own agenda.

"A provocative, exciting, and important rallying cry to reassert our human spirit of community and teamwork."—Walter Isaacson Team Human is a manifesto—a fiery distillation of preeminent digital theorist Douglas Rushkoff's most urgent thoughts on civilization and human nature. In one hundred lean and incisive statements, he argues that we are essentially social creatures, and that we achieve our greatest aspirations when we work together—not as individuals. Yet today society is threatened by a vast antihuman infrastructure that undermines our ability to connect. Money, once a means of exchange, is now a means of exploitation; education, conceived as way to elevate the working class, has become another assembly line; and the internet has only further divided us into increasingly atomized and radicalized groups. Team Human delivers a call to arms. If we are to resist and survive these destructive forces, we must recognize that being human is a team sport. In Rushkoff's own words: "Being social may be the whole point." Harnessing wide-ranging research on human evolution, biology, and psychology, Rushkoff shows that when we work together we realize greater happiness, productivity, and peace. If we can find the others who understand this fundamental truth and reassert our humanity—together—we can make the world a better place to be human.

INSTANT NEW YORK TIMES BESTSELLER An incredible, revolutionary true story and surprisingly simple guide to teaching your dog to talk from speech-language pathologist Christina Hunger, who has taught her dog, Stella, to communicate using simple paw-sized buttons associated with different words. When speech-language pathologist Christina Hunger first came home with her puppy, Stella, it didn't take long for her to start drawing connections between her job and her new pet. During the day, she worked with toddlers with significant delays in language development and used Augmentative and Alternative Communication (AAC) devices to help them communicate. At night, she wondered: If dogs can understand words we say to them, shouldn't they be able to say words to us? Can dogs use AAC to communicate with humans? Christina decided to put her theory to the test with Stella and started using a paw-sized button programmed with her voice to say the word "outside" when clicked, whenever she took Stella out of the house. A few years later, Stella now has a bank of more than thirty word buttons, and uses them daily either individually or together to create near-complete sentences. How Stella Learned to Talk is part memoir and part how-to guide. It chronicles the journey Christina and Stella have taken together, from the day they met, to the day Stella "spoke" her first word, and the other breakthroughs they've had since. It also reveals the techniques Christina used to teach Stella, broken down into simple stages and actionable steps any dog owner can use to start communicating with their pets. Filled with conversations that Stella and Christina have had, as well as the attention to developmental detail that only a speech-language pathologist could know, How Stella Learned to Talk will be the indispensable dog book for the new decade.

Now includes "The Life Inc. Guide to Reclaiming the Value You Create" In Life Inc, award-winning writer Douglas Rushkoff traces how corporations went from being convenient legal fictions to being the dominant fact of contemporary life. The resulting ideology, corporatism, has infiltrated all aspects of civics, commerce, and culture—from the founding of the first chartered monopoly to the branding of the self, from the invention of central currency to the privatization of banking, from the Victorian Great Exhibition to the solipsism of Facebook. Life Inc explains why we see our homes as investments rather than places to live, our 401(k) plans as the ultimate measure of success, and the Internet as just another place to do business. Most important, Rushkoff illuminates both how we've become disconnected from our world and how we can reconnect to our towns, to the value we can create, and, mostly, to one another. As the speculative economy collapses under its own weight, Life Inc shows us how to build a real and human-scaled society to take its place.

A guide for beginning programmers covers Mac programming basics, compilers, programming languages, code writing, debugging, and source code

"HURRY, BUY THE BOOK AND TRANSFORM YOUR LIFE." — Marla Friedman, PsyD, PC, board chairman, Badge of Life What if you could stop panic by tapping into a different part of your brain? After years of working to help sufferers of panic and anxiety, licensed therapist (and pilot) Tom Bunn discovered a highly effective solution that utilizes a part of the brain not affected by the stress hormones that bombard a person experiencing panic. This "unconscious procedural memory" can be programmed to control panic by preventing the release of stress hormones and activating the parasympathetic nervous system. This process, outlined in Panic Free, sounds complicated but is not, requiring just ten days and no drugs or doctors. Bunn includes specific instructions for dealing with common panic triggers, such as airplane travel, bridges, MRIs, and tunnels. Because panic is profoundly life-limiting, the program Bunn offers can be a real life-changer.

Examines media and popular culture issues, including childrens' television, MTV, the O.J. Simpson trial, and alternative media

From the bestselling author of Blink and The Tipping Point, Malcolm Gladwell's Outliers: The Story of Success overturns conventional wisdom about genius to show us what makes an ordinary person an extreme overachiever. Why do some people achieve so much more than others? Can they lie so far out of the ordinary? In this provocative and inspiring book, Malcolm Gladwell looks at everyone from rock stars to professional athletes, software billionaires to scientific geniuses, to show that the story of success is far more surprising, and far more fascinating, than we could ever have imagined. He reveals that it's as much about where we're from and what we do, as who we are - and that no one, not even a genius, ever makes it alone. Outliers will change the way you think about your own life story, and about what makes us all unique. 'Gladwell is not only a brilliant storyteller; he can see what those stories tell us, the lessons they contain' Guardian 'Malcolm Gladwell is a global phenomenon ... he has a genius for making everything he writes seem like an impossible adventure' Observer 'He is the best kind of writer - the kind who makes you feel like you're a genius, rather than he's a genius' The Times

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion,

data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Program synthesis is the task of automatically finding a program in the underlying programming language that satisfies the user intent expressed in the form of some specification. Since the inception of artificial intelligence in the 1950s, this problem has been considered the holy grail of Computer Science. Despite inherent challenges in the problem such as ambiguity of user intent and a typically enormous search space of programs, the field of program synthesis has developed many different techniques that enable program synthesis in different real-life application domains. It is now used successfully in software engineering, biological discovery, compute-raided education, end-user programming, and data cleaning. In the last decade, several applications of synthesis in the field of programming by examples have been deployed in mass-market industrial products. This monograph is a general overview of the state-of-the-art approaches to program synthesis, its applications, and subfields. It discusses the general principles common to all modern synthesis approaches such as syntactic bias, oracle-guided inductive search, and optimization techniques. We then present a literature review covering the four most common state-of-the-art techniques in program synthesis: enumerative search, constraint solving, stochastic search, and deduction-based programming by examples. It concludes with a brief list of future horizons for the field.

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

"The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors' experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field's cultural assumptions and social obligations to its political visions." (4e de couverture).

A friendly little book with a big and actionable message helps readers come to recognize programming as the new literacy of the digital age. The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: It's here; it's everywhere. The real question is, do we direct technology, or do we let ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In this spirited, accessible guide to poetics of new media, Rushkoff picks up where Marshall McLuhan left off to create a template through which to see beyond the social conventions and power structures that have vexed us for centuries. In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyber enthusiasts and technophobes alike with the guidelines to navigate this new universe.

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: –Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal –Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses –Work with data to generate interactive visualizations –Create and customize Web apps and deploy them safely online –Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

People spent the twentieth century obsessed with the future. We created technologies that would help connect us faster, gather news, map the planet, and compile knowledge. We strove for an instantaneous network where time and space could be compressed. Well, the future's arrived. We live in a continuous now enabled by Twitter, email, and a so-called real-time technological shift. Yet this "now" is an elusive goal that we can never quite reach. And the dissonance between our digital selves and our analog bodies has thrown us into a new state of anxiety: present shock.

We're in an age of information overload, and too much of what we watch, hear and read is mistaken, deceitful or even dangerous. Yet you and I can take control and make media serve us -- all of us -- by being active consumers and participants. Here's how. With a Foreword by Clay Shirky Praise for Mediactive: "Dan Gillmor has thought more deeply, more usefully, and over a longer period of time about the next stages of media evolution than just about anyone else. In Mediactive, he puts the results of his ideas and experiments together in a guide full of practical tips and longer-term inspirations for everyone affected by rapid changes in the news ecology. This book is a very worthy successor to his influential *We the Media*." --James Fallows, *Atlantic Magazine*, author of *Postcards from Tomorrow Square* and *Breaking the News* "Dan's book helps us understand when the news we read is reliable and trustworthy, and how to determine when what we're reading is intended to deceive. A trustworthy press is required for the survival of a democracy, and we really need this book right now." --Craig Newmark, founder of craigslist "A master-class in media-literacy for the 21st century, operating on all scales from the tiniest details of navigating wiki software all the way up to sensible and smart suggestions for reforming law and policy to make the news better and fairer. Gillmor's a reporter's reporter for the information age, Mediactive made me want to stand up and salute." --Cory Doctorow, co-editor/owner, *Boing Boing*; author of *For the Win* "As the lines between professional and citizen journalists continue to blur, Mediactive provides a useful roadmap to help us become savvier consumers and creators alike." -- Steve Case, chairman and CEO of Revolution and co-founder of America Online "It's all true - at least to someone. And that's the problem in a hypermediated world where everyone and anyone can represent his own reality. Gillmor attacks the problem of representation and reality head on, demanding we become media-active users of our emerging media, instead of passive consumers. If this book doesn't get you out of Facebook and back on the real Internet, nothing will." --Douglas Rushkoff, author of *Program or Be Programmed: Ten Commands for a Digital Age* "An important book showing people how to swim rather than drown in today's torrent of information. Dan Gillmor lives on the front line of digital information - there's no-one better to help us understand the risks and opportunities or help us ask the right questions." --Richard Sambrook, Global Vice Chairman and Chief Content Officer at Edelman, and former BBC Director of Global News "With the future of journalism and democracy in peril, Mediactive comes along with sage and practical advice at a crucial time. Dan Gillmor, pioneering journalist and teacher of journalists, offers a practical guide to citizens who now need to become active producers as well as critical consumers of media. Read this book right away, buy one for a friend and another one for a student, and then put Gillmor's advice into action." --Howard Rheingold, author of the *Smart Mobs* and other books about our digital future "Through common-sense guidelines and well-chosen examples, Gillmor shows how anyone can navigate the half-truths, exaggerations and outright falsehoods that permeate today's media environment and ferret out what is true and important. As Gillmor writes, 'When we have unlimited sources of information, and when so much of what comes at us is questionable, our lives get more challenging. They also get more interesting.'" --Dan Kennedy, assistant professor of journalism at Northeastern University, former Boston Phoenix media critic, and author of the *Media Nation* blog at www.dankennedy.net

Jerry Cornelius is a scientist, a rock star, and an assassin. He is the hippest adventurer of them all: tripping through a pop art nightmare in which kidnappings, murder, sex and drugs are a daily occurrence. Along with his savvy and ruthless partner-in-chaos, Miss Brunner, Cornelius is on a mission to control a revolutionary code for creating the ultimate human being, a modern messiah—the final programme. The first book in the Cornelius Quartet is the groundbreaking introduction to the misadventures and vendettas of Jerry Cornelius, one of modern literature's most distinctive characters, the product of a bewildering post-modern culture, and an inspiration for generations of characters since.

Argues that bosses, so-called experts, and authorities real and imaginary have taken over much of the decision-making power in our lives, and explains how the new technologies and media innovations are being co-opted to shape our world and to damage individual initiative. 22,500 first printing.

Is the internet good or bad? How can technology be directed? In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognise programming as the new literacy of the digital age and as a template through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message.

The Web Designer's Roadmap is a full-color book about the creative process and the underlying principles that govern that process. While other books cover the nuts 'n' bolts of how to design the elements that make up websites, this book outlines how effective designers go about their work, illustrating the complete creative process from start to finish. As well as how-to content, the book draws on interviews with a host of well-known design gurus, including Shaun Inman, Daniel Burka, Meagan Fisher, Donald Norman and Dan Rubín. A non-academic book, this is a fun and easy read packed with practical information.

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like *ggplot2* and *ggvis*, as well as interactive 3D visualizations using the *rgl* package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: –The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops –Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R –How to access R's thousands of functions, libraries, and data sets –How to draw valid and useful conclusions from your data –How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

A critical guide in an age when the line between citizen and journalist is becoming increasingly unclear.

"Not many living artists would be sufficiently brave or inspired to attempt reflecting in art what Borges constructs in words. But the

detailed, evocative etchings by Erik Desmazieres provide a perfect counterpoint to the visionary prose. Like Borges, Desmazieres has created his own universe, his own definition of the meaning, topography and geography of the Library of Babel. Printed together, with the etchings reproduced in fine-line duotone, text and art unite to present an artist's book that belongs in the circle of Borges's sacrosanct Crimson Hexagon - "books smaller than natural books, books omnipotent, illustrated, and magical."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

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