

The Cartoon Introduction To Philosophy

Comic book studies has developed as a solid academic discipline, becoming an increasingly vibrant field in the United States and globally. A growing number of dissertations, monographs, and edited books publish every year on the subject, while world comics represent the fastest-growing sector of publishing. The Oxford Handbook of Comic Book Studies looks at the field systematically, examining the history and evolution of the genre from a global perspective. This includes a discussion of how comic books are built out of shared aesthetic systems such as literature, painting, drawing, photography, and film. The Handbook brings together readable, jargon-free essays written by established and emerging scholars from diverse geographic, institutional, gender, and national backgrounds. In particular, it explores how the term "global comics" has been defined, as well the major movements and trends that will drive the field in the years to come. Each essay will help readers understand comic books as a storytelling form grown within specific communities, and will also show how these forms exist within what can be considered a world system of comics.

This unconventional and lighthearted introduction to the ideas of the major Western philosophers examines *The Simpsons* — TV's favorite animated family. The authors look beyond the jokes, the crudeness, the attacks on society — and see a clever display of irony, social criticism, and philosophical thought. The writers begin with an examination of the characters. Does Homer actually display Aristotle's virtues of character? In what way does Bart exemplify American pragmatism? The book also examines the ethics and themes of the show, and concludes with discussions of how the series reflects the work of Aristotle, Marx, Camus, Sartre, and other thinkers.

The adult-oriented science-fiction cartoon series *Rick and Morty*, shown on Cartoon Network as part of its late-night Adult Swim feature, is famous for its nihilistic anti-hero Rick Sanchez. Rick is a character who rejects God, religion, and meaning, but who embraces science and technology. This leads to a popular show that often presents a world view favorable to science and dismissive of spirituality. It is existentialism mashed up with absurdism with a healthy (or unhealthy) dose of dick jokes thrown in. *Rick and Morty and Philosophy* focuses on the philosophical underpinnings of the show. The authors explain and develop ideas that are mentioned or illustrated in various episodes, so that fans can get really solid evidence for what they know already: this show is awesome and deep. Rick has access to technology that allows him to jump between dimensions or realities. He brings his grandson, Morty, along with him on these adventures, often putting Morty in mortal danger. However, Rick's attitude is that there are an infinite number of Mortys in the multiverse, so if his Morty dies, he can always replace his Morty with another Morty from a different dimension. One question that arises is, are these Mortys really identical to each other? And if one of them dies, can he really be replaced without loss? Another character in the show is Jerry, the husband of Rick's daughter. Jerry is a complete and total loser with no self-respect, desperate to get any kind of respect from others. Why is it so important that he has self-respect? How does his lack of self-respect affect those around him? In one adventure, Jerry finds himself in a position where he can save one of the greatest civil rights leaders in the universe whose heart is failing. Jerry can save his life by donating his penis, which is the perfect organ to match the alien's failing heart. Does Jerry have a moral obligation to do so? Recently, ethicists such as Peter Singer and Julian Savulescu have argued that people have a moral obligation to donate a kidney to people who need one. Why wouldn't the same apply to Jerry's penis? Is such a donation above and beyond a moral obligation, and consequently optional, or is it a basic moral obligation and therefore required, as noted ethicists like Singer and Savulescu suggest? This volume also includes chapters that examine the experience of watching *Rick and Morty*. One writer argues that many of the *Rick and Morty* episodes induce within viewers a state of "Socratic aporia," or confusion. Viewers are forced to reflect on their own moral beliefs about the world when characters do something that seems good but results in horrendous consequences.

Climate change is no laughing matter-but maybe it should be. The topic is so critical that everyone, from students to policy-makers to voters, needs a quick and easy guide to the basics. *The Cartoon Introduction to Climate Change* entertains as it educates, delivering a unique and enjoyable presentation of mind-blowing facts and critical concepts. "Stand-up economist" Yoram Bauman and award-winning illustrator Grady Klein have created the funniest overview of climate science, predictions, and policy that you'll ever read. You'll giggle, but you'll also learn-about everything from Milankovitch cycles to carbon taxes. If those subjects sound daunting, consider that Bauman and Klein have already written two enormously successful cartoon guides to economics, making this notoriously dismal science accessible to countless readers. Bauman has a PhD in economics and has taught at both the high school and college level, but he now makes a living performing at comedy clubs, universities, and conferences, sharing the stage with personalities as diverse as Robin Williams and Paul Krugman. The authors know how to get a laugh-and they know their facts. This cartoon introduction is based on the latest report from the authoritative Intergovernmental Panel on Climate Change (IPCC) and integrates Bauman's expertise on economics and policy. If economics can be funny, then climate science can be a riot. Sociologists have argued that we don't address global warming because it's too big and frightening to get our heads around. *The Cartoon Introduction to Climate Change* takes the intimidation and gloom out of one of the most complex and hotly debated challenges of our time. References available at <http://standupeconomist.com/cartoon-climate/>

A delightfully illustrated selection of the great Daoist writings of Zhuangzi by bestselling cartoonist C. C. Tsai. C. C. Tsai is one of Asia's most popular cartoonists, and his editions of the Chinese classics have sold more than 40 million copies in over twenty languages. This volume presents Tsai's delightful graphic adaptation of the profound and humorous Daoist writings of Zhuangzi, some of the most popular and influential in the history of Asian philosophy and culture. *The Way of Nature* brings together all of Tsai's beguiling cartoon illustrations of the Zhuangzi, which takes its name from its author. The result is a uniquely accessible and entertaining adaptation of a pillar of classical Daoism, which has deeply influenced Chinese poetry, landscape painting, martial arts, and Chan (Zen) Buddhism. Irreverent and inspiring, *The Way*

of Nature presents the memorable characters, fables, and thought experiments of Zhuangzi like no other edition, challenging readers to dig beneath conventional assumptions about self, society, and nature, and pointing to a more natural way of life. Through practical insights and far-reaching arguments, Zhuangzi shows why returning to the spontaneity of nature is the only sane response to a world of conflict. A marvelous introduction to a timeless classic, this book also features an illuminating foreword by Edward Slingerland. In addition, Zhuangzi's original Chinese text is artfully presented in narrow sidebars on each page, enriching the book for readers and students of Chinese without distracting from the self-contained English-language cartoons. The text is skillfully translated by Brian Bruya, who also provides an introduction.

Discover the world's greatest thinkers and their groundbreaking notions! Too often, textbooks turn the noteworthy theories, principles, and figures of philosophy into tedious discourse that even Plato would reject. Philosophy 101 cuts out the boring details and exhausting philosophical methodology, and instead, gives you a lesson in philosophy that keeps you engaged as you explore the fascinating history of human thought and inquisition. From Aristotle and Heidegger to free will and metaphysics, Philosophy 101 is packed with hundreds of entertaining philosophical tidbits, illustrations, and thought puzzles that you won't be able to find anywhere else. So whether you're looking to unravel the mysteries of existentialism, or just want to find out what made Voltaire tick, Philosophy 101 has all the answers--even the ones you didn't know you were looking for.

"What we have here is a bad case of stripes. One of the worst I've ever seen!" Camilla Cream loves lima beans, but she never eats them. Why? Because the other kids in her school don't like them. And Camilla Cream is very, very worried about what other people think of her. In fact, she's so worried that she's about to break out in...a bad case of stripes!

"An illustrated introduction to the major subjects of Western philosophy, guided by Heraclitus"--

Philosophers have always enjoyed asking awkward and provocative questions, such as: What is the nature of reality? What are human beings really like? What is special about the human mind and consciousness? Are we free to choose who we are and what we do? Can we prove that God exists? Can we be certain about anything at all? What is truth? Does language provide us with a true picture of the world? How should we behave towards each other? Do computers think? "Introducing Philosophy" is a comprehensive graphic guide to the thinking of all the significant philosophers of the Western world from Heraclitus to Derrida. It examines and explains their key arguments and ideas without being obscure or solemn. Lively and accessible, it is the perfect introduction to philosophers and philosophical ideas for anyone coming to the subject for the first time.

Need to understand today's economy? This is the book for you. The Cartoon Introduction to Economics, Volume Two:

Macroeconomics is the most accessible, intelligible, and humorous introduction to unemployment, inflation, and debt you'll ever read. Whereas Volume One: Microeconomics dealt with the optimizing individual, Volume Two: Macroeconomics explains the factors that affect the economy of an entire country, and indeed the planet. It explores the two big concerns of macroeconomics: how economies grow and why economies collapse. It illustrates the basics of the labor market and explains what the GDP is and what it measures, as well as the influence of government, trade, and technology on the economy. Along the way, it covers the economics of global poverty, climate change, and the business cycle. In short, if any of these topics have cropped up in a news story and caused you to wish you grasped the underlying basics, buy this book.

This fun and informative introduction to the history of philosophy and its key figures and movements, from stoicism to existentialism, is for any child asking "what is philosophy?" Questions like "who am I?", "why does the world exist?" and philosophical theories from Plato to Sartre are made easy to understand using clear examples, timelines, and at-a-glance facts. If your child is curious about the world and the thinkers who shaped it, the Children's Book of Philosophy is for them.

From a young age, children are often fascinated by huge questions about morality, human nature, and the universe. Beautifully illustrated in full-color, this fascinating book harnesses their natural curiosity, while providing them with all the tools that they need to make sense of some of life's big questions. Think About It! Philosophy for Kids includes the ideas of many iconic philosophers, including Plato, Descartes, Alan Turing, Thomas Hobbes and David Humes. Each double-page spread tackles an array of quandaries from an accessible, child-friendly point of view, including: • What makes something true? • Can a machine think? • What makes someone good or bad? • Do I have free will? These issues are considered from different points of view, featuring useful thought-experiments. A wonderfully mind-expanding read for children aged 10+.

The Art of Comics is the first-ever collection of essays published in English devoted to the philosophical topics raised by comics and graphic novels. In an area of growing philosophical interest, this volume constitutes a great leap forward in the development of this fast expanding field, and makes a powerful contribution to the philosophy of art. The first-ever anthology to address the philosophical issues raised by the art of comics Provides an extensive and thorough introduction to the field, and to comics more generally Responds to the increasing philosophical interest in comic art Includes a preface by the renowned comics author Warren Ellis Many of the chapters are illustrated, and the book carries a stunning cover by the rising young comics star David Heatley Philosophical wisdom and practical advice for overcoming the problems of middle age How can you reconcile yourself with the lives you will never lead, with possibilities foreclosed, and with nostalgia for lost youth? How can you accept the failings of the past, the sense of futility in the tasks that consume the present, and the prospect of death that blights the future? In this self-help book with a difference, Kieran Setiya confronts the inevitable challenges of adulthood and middle age, showing how philosophy can help you thrive. You will learn why missing out might be a good thing, how options are overrated, and when you should be glad you made a mistake. You will be introduced to philosophical consolations for mortality. And you will learn what it would mean to live in the present, how it could solve your midlife crisis, and why meditation helps. Ranging from Aristotle, Schopenhauer, and John Stuart Mill to Virginia Woolf and Simone de Beauvoir, as well as drawing on Setiya's own experience, Midlife combines imaginative ideas, surprising insights, and practical advice. Writing with wisdom and wit, Setiya makes a wry but passionate case for philosophy as a guide to life.

Provides lessons on the art of cartooning along with information on terminology, tools, techniques, and theory.

Is the world we see around us really there? Is it ever right to do something wrong? Is beauty just a matter of opinion? Should everyone in society be paid the same? Are miracles possible? If you find questions like these fascinating, you are a philosopher. And if you are a philosopher, this book is for you. This book is aimed at classes of intelligent children aged 9 to 14. It contains thirty

philosophy puzzles, like the ones above, divided into sections on: epistemology, ethics, aesthetics, philosophy of science, social & political philosophy, and philosophy of religion. Each puzzle starts with a discussion between Philip and Phoebe, an argumentative brother and sister, who take opposite sides on some important issue. Then follows a commentary, which explains what one or more famous philosophers have said on the topic in the past. Finally, there are related questions to discuss and one or more websites for research. This edition is intended for class use, so each introductory discussion can be read without its commentary being seen. It is accompanied by another, intended for teachers and parents, that contains extra commentary giving further philosophical background, plus suggestions about the questions at the end of each puzzle. Philip West taught students aged 8 to 18 for many years in a variety of schools. He has a degree in Natural Sciences, and a PhD in Philosophy and related subjects, both from Cambridge University. The puzzles originated in a popular Philosopher of the Week competition which he ran at Westminster Under School in London.

A perfect introduction for students and laypeople alike, *A Degree in a Book: Philosophy* provides you with all the concepts you need to understand the fundamental issues. Filled with helpful diagrams, suggestions for further reading, and easily digestible features on the history of philosophy, this book makes learning the subject easier than ever. Including ideas from Aristotle and Zeno to Descartes and Wittgenstein, it covers the whole range of western thought. By the time you finish reading this book, you will be able to answer questions like: • What is truth? • What can I really know? • How can I live a moral life? • Do I have free will?

"One amazing slice of storytelling magic." -- Junot Diaz, author of *The Brief Wondrous Life of Oscar Wao* "One of the best graphic novels of the year."-- The AV Club "Cleverly plotted ... Cannon is one of the comics world's most energetic storytellers, and his minimalist artwork, far from cramping its subject matter, has its own eye-catching charm."-- Carl Hays, Booklist "Riotous, exciting, and ridiculous."-- New York Magazine "Cannon's graphic novel is an adventure, a comedy, a mystery, and a tragedy ... What begins as a slightly silly lark becomes an engaging, even haunting story about desire and loss."-- Karin L. Kross, Bookforum "Cleverly weaving together his extraordinary cast of characters through past histories and present events, the author neatly ties everything up in a satisfying ending. The images in each panel skillfully match the tone of the story and beautifully support the characterization of individuals and events as they unfold. Cannon has proved himself to be a riveting storyteller with this fast-paced adventure that features polar-bear fights, kidnapping, conspiracy, misinterpretations, and double-crosses."-- Lara McAllister, School Library Journal "As the entwined pasts of Army, his ex, her current husband, a college couple and an orphan bent on revenge for his father's murder are revealed, entwining pasts become clear and the full range of this engrossing story is revealed."-- Publishers Weekly "Kevin Cannon's *Far Arden* is an unassuming series of masterstrokes ... His spindly post-clear-line characters may act like expressive marionettes but they are multi-faceted once you get past Cannon's hyper-active narrative pace."-- Kyle Lemmon, Under the Radar "Kevin Cannon is spinning one huge, huge yarn here; a classic adventure story that delights in ridiculous set-ups, far-fetched schemes, hidden treasure, mysterious strangers, outlandish characters and ridiculously contrived threats leading to even more ridiculously contrived rescues. Everything in *Far Arden* connects, every character is there for some reason implicit to the simple plot of one sailor attempting to reach the mythical Far Arden, a tropical island paradise in the middle of the barren and desolate Canadian Arctic. And it's a great, great adventure."-- Richard Bruton, Forbidden Planet International "Starting off madcap, slapdash, and more than a little ridiculous, somehow, over the course of roughly 375 pages, it transforms into a sad, thoughtful, even stirring book."-- Jillian Steinhauer, The Daily Cross Hatch "Far Arden is one of the most unruliest and unpredictable adventure comics I've read in a long while, and yet the story weaves itself into a complex and consistent whole ... the best of two worlds: the purely spontaneous burst of comics creation and the carefully constructed adventure saga."-- Dave Baxter, Broken Frontier "The character of Army Shanks is one that readers can really sink their teeth into. ... He's a man with all the personality conflicts and defects and emotional confusion that make us human. And even when he surprises you by bringing a dead fish to a party at the governor's palace, it doesn't seem at all out of character."-- Sean Kleefeld, Kleefeld on Comics Meet Army Shanks -- crusty old sea dog and legendary brawler of the high Arctic seas! He's got just one mission: to find the mythical island paradise known as Far Arden, which lies hidden (so they say) in the wintry oceans of the far North. But there's more than just water standing between Shanks and his goal: he'll have to contend with circus performers, adorable orphans, heinous villains, bitter ex-lovers, well-meaning undergraduates, and the full might of the Royal Canadian Arctic Navy! Not to mention he's not so sure how to get to Far Arden in the first place... In his first solo graphic novel, Kevin Cannon (*THE STUFF OF LIFE*, *T-MINUS*) proves himself a master spinner of yarns. *FAR ARDEN* is an epic journey through a world not quite our own, written and drawn with strokes bold and swift. As readers hurtle toward the stunning conclusion, Cannon assembles countless details, characters, and relentless plot twists into an astonishing whole far greater than the sum of its parts. Thrilling, eccentric, lusty, genuinely moving, and often hilarious (with sound effects that alone are worth the price of admission), *FAR ARDEN* may be the best adventure comic you'll read all year.

"What if there's an alternative universe with a different moral code? What if we are being deceived by an evil genius? Examining the deep philosophical topics addressed in superhero comics, this entertaining book reads plot lines for the complex "thought experiments" they contain and analyzes their implications as if the comic authors were philosophers. In doing so, authors Chris Gavalier and Nathaniel Goldberg--a comics expert and a philosophy scholar, respectively--find that superhero comics often depict philosophical thought experiments more fully than philosophers do, and with surprising results. For example, René Descartes briefly worries that we are being deceived by an evil genius, but Marvel Comics explores this concern--and its consequences--over decades. Similarly, in a few paragraphs philosophers Terry Horgan and Mark Timmons imagine a "moral twin earth" with deviant morality, while DC Comics dedicates multiple comics to different moral twin earths in which readers see multiple deviant moralities play out"--

Philosophy like you've never seen it before The latest in the celebrated Cartoon Introduction series, *The Cartoon Introduction to Philosophy* is an authoritative and engaging guide to the fundamental questions about our existence. In this indispensable primer, Kevin Cannon—one of the talented illustrators behind *Evolution* and *The Stuff of Life*—and the philosopher Michael F. Patton introduce the wisecracking Greek Heraclitus, who hops in a canoe with us as we navigate the great debates of Western thought. As we make our way down the winding river of philosophy, we meet the pre-Socratics, who first questioned mythology and wondered about the world around them; encounter the disciplines of logic, perception, and epistemology; face the central problem of free will; and witness historic arguments over the existence of God. Along the way, famous thinkers like René Descartes and Immanuel Kant spell out their work in clear, lighthearted conversations that will put readers at ease. Patton's prose, combined with Cannon's rich artistry, puts the fun back into the quest for fundamental truths, imparting the love of wisdom to anyone willing to grab a paddle and join the ride. A rich combination of education and entertainment, *The Cartoon Introduction to Philosophy* is a must-have book for students and professors alike.

Have a ball with Dr. Seuss and the Cat in the Hat in this classic picture book...but don't forget to clean up your mess! A dreary day turns into a wild romp when this beloved story introduces readers to the Cat in the Hat and his troublemaking friends, Thing 1 and Thing 2. A favorite among kids, parents and teachers, this story uses simple words and basic rhyme to encourage and delight beginning readers. Then he said "That is that." And then he was gone With a tip of his hat. Originally created by Dr. Seuss himself, Beginner Books are fun, funny, and easy to read. These unjacketed hardcover early readers encourage children to read all on their own, using simple words and illustrations. Smaller than the classic large format Seuss picture books like *The Lorax* and *Oh, The Places You'll Go!*, these portable packages are perfect for practicing readers ages 3-7, and lucky parents too!

On a day when everything goes wrong for him, Alexander is consoled by the thought that other people have bad days too. Inspire animated discussions of questions that concern kids—and all of us—with this innovative, interactive book. Open your students' minds to the wonders of philosophy. Allow them to grapple with the questions philosophers have discussed since the ancient Greeks. Questions include: "Who are your friends?," "Can computers think?," "Can something logical not make sense?," and "Can you think about nothing?" Young minds will find these questions to be both entertaining and informative. If you have ever wondered about questions like these, you are well on your way to becoming a philosopher! Philosophy for Kids offers young people the opportunity to become acquainted with the wonders of philosophy. Packed with exciting activities arranged around the topics of values, knowledge, reality, and critical thinking, this book can be used individually or by the whole class. Each activity allows kids to increase their understanding of philosophical concepts and issues and enjoy themselves at the same time. In addition to learning about a challenging subject, students philosophizing in a classroom setting, as well as the casual reader of Philosophy for Kids, will sharpen their ability to think critically about these and similar questions. Experiencing the enjoyment of philosophical thought enhances a young person's appreciation for the importance of reasoning throughout the traditional curriculum of subjects. The book includes activities, teaching tips, a glossary of terms, and suggestions for further reading. Grades 4-12 Contributions by Eric Bain-Selbo, Jeremy Barris, Maria Botero, Manuel "Mandel" Cabrera Jr., David J. Leichter, Ian MacRae, Alfonso Munoz-Corcuera, Corry Shores, and Jarkko S. Tuusvuori In a follow-up to Comics as Philosophy, international contributors address two questions: Which philosophical insights, concepts, and tools can shed light on the graphic novel? And how can the graphic novel cast light on the concerns of philosophy? Each contributor ponders a well-known graphic novel to illuminate ways in which philosophy can untangle particular combinations of image and written word for deeper understanding. Jeff McLaughlin collects a range of essays to examine notable graphic novels within the framework posited by these two questions. One essay discusses how a philosopher discovered that the panels in Jeff Lemire's *Essex County* do not just replicate a philosophical argument, but they actually give evidence to an argument that could not have existed otherwise. Another essay reveals how Chris Ware's manipulation of the medium demonstrates an important sense of time and experience. Still another describes why *Maus* tends to be more profound than later works that address the Holocaust because of, not in spite of, the fact that the characters are cartoon animals rather than human. Other works contemplated include Will Eisner's *A Contract with God*, Alan Moore and David Lloyd's *V for Vendetta*, Alison Bechdel's *Fun Home*, and Joe Sacco's *Footnotes in Gaza*. Mainly, each essay, contributor, graphic novelist, and artist are all doing the same thing: trying to tell us how the world is—at least from their point of view. Provides an introduction to the principles of both microeconomics and macroeconomics that features graphic representations of key concepts.

The primacy of words over images has deep roots in Western culture. But what if the two are inextricably linked in meaning-making? In this experiment in visual thinking, drawn in comics, Nick Sousanis defies conventional discourse to offer readers a stunning work of graphic art and a serious inquiry into the ways humans construct knowledge.

The Cartoon Introduction to Philosophy Macmillan

An entertaining, enlightening, and humorous graphic narrative of the dangerous thinkers who laid the foundation of modern thought This entertaining and enlightening graphic narrative tells the exciting story of the seventeenth-century thinkers who challenged authority—sometimes risking excommunication, prison, and even death—to lay the foundations of modern philosophy and science and help usher in a new world. With masterful storytelling and color illustrations, *Heretics!* offers a unique introduction to the birth of modern thought in comics form—smart, charming, and often funny. These contentious and controversial philosophers—from Galileo and Descartes to Spinoza, Locke, Leibniz, and Newton—fundamentally changed the way we look at the world, society, and ourselves, overturning everything from the idea that the Earth is the center of the cosmos to the notion that kings have a divine right to rule. More devoted to reason than to faith, these thinkers defended scandalous new views of nature, religion, politics, knowledge, and the human mind. *Heretics!* tells the story of their ideas, lives, and times in a vivid new way. Crisscrossing Europe as it follows them in their travels and exiles, the narrative describes their meetings and clashes with each other—as well as their confrontations with religious and royal authority. It recounts key moments in the history of modern philosophy, including the burning of Giordano Bruno for heresy, Galileo's house arrest for defending Copernicanism, Descartes's proclaiming *cogito ergo sum*, Hobbes's vision of the "nasty and brutish" state of nature, and Spinoza's shocking *Theological-Political Treatise*. A brilliant account of one of the most brilliant periods in philosophy, *Heretics!* is the story of how a group of brave thinkers used reason and evidence to triumph over the authority of religion, royalty, and antiquity.

A cartoon journey through the history of the universe from the big bang through the rise and fall of civilizations

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

An introductory guide to Eastern and Western philosophy for kids ages 8 to 12 Philosophy is both fun and good for kids' brains, as it encourages them to think deeply and develop their own solutions to complex problems. With this colorful book about philosophy for kids, they'll learn all about introductory concepts and important thinkers in a way that's fun and approachable, but still in-depth and substantial. Your child will explore questions like: "What is real?", "How do I know something is true?", "How can I be a good person?", and "If this is true, what else is true?" A detailed glossary offers easy-to-understand definitions for the more advanced words and ideas in the book. Dive into philosophy for children with: An intro to philosophy? Get essential information about the origins of philosophy, the different branches, and the benefits of studying it. The four main branches? Discover the main branches of philosophy: metaphysics (reality), epistemology (knowledge), logic (critical thinking), and ethics (values). Philosopher profiles? Learn about different kinds of philosophy from all over the world and details about philosophers like Socrates, Pythagoras, Nancy Fraser, and Neil deGrasse Tyson. Inspire your child to think deeply with this perfect introduction to philosophy for kids.

Introduces Socrates to children through stories that have classical and philosophical themes.

An award-winning cartoonist teams up with an award-winning psychologist to introduce readers to the complex—and often comedic—world of psychology. Psychology is the study of human behavior. It is a serious and worthy endeavor that has given us scientific knowledge of the ways our minds make sense of the world. Yet, as cartoonist Grady Klein and psychologist Danny Oppenheimer point out, the study of human experience can also be often really funny. This is the field, after all, that brought us drooling dogs, snacking rats, and "Freudian slips." With detailed observations on perception, stress, emotions, cognition, and more, *Psychology: The Comic Book Introduction* offers students and curious readers an entertaining guide to the ways our brains help us navigate incredibly complicated environments, yet often fool us in fascinating ways.

Let's face it: From adenines to zygotes, from cytokinesis to parthenogenesis, even the basics of genetics can sound utterly alien. So who better than an alien to explain it all? Enter Bloort 183, a scientist from an asexual alien race threatened by disease, who's been charged with researching the fundamentals of human DNA and evolution and laying it all out in clear, simple language so that even his slow-to-grasp-the-

point leader can get it. In the hands of the award-winning writer Mark Schultz, Bloort's predicament becomes the means of giving even the most science-phobic reader a complete introduction to the history and science of genetics that's as easy to understand as it is entertaining to read.

The Cartoon Introduction to Statistics is the most imaginative and accessible introductory statistics course you'll ever take. Employing an irresistible cast of dragon-riding Vikings, lizard-throwing giants, and feuding aliens, the renowned illustrator Grady Klein and the award-winning statistician Alan Dabney teach you how to collect reliable data, make confident statements based on limited information, and judge the usefulness of polls and the other numbers that you're bombarded with every day. If you want to go beyond the basics, they've created the ultimate resource: "The Math Cave," where they reveal the more advanced formulas and concepts. Timely, authoritative, and hilarious, The Cartoon Introduction to Statistics is an essential guide for anyone who wants to better navigate our data-driven world.

Which philosopher threw himself head first into a volcano to prove he was a god? Who formed a secret society and banned its members from eating beans? Is it true that one philosopher operated on his friend's liver and fitted it with a silver tap? Which philosopher insisted that his students sit in deckchairs? Why did another have to have a special niche cut into his table? Who was cut to pieces by sharpened seashells? This illustrated primer on philosophy is a great way to be introduced to a complex topic. In her easily accessible style, Margreet de Heer visualizes the history of Western philosophy and makes it approachable for those with little knowledge of the subject. The book explains the thoughts of philosophers such as Socrates, Plato, Aristotle, Descartes, Spinoza, and Nietzsche, and ponders questions such as What is thinking? What is reality? Is there free will? and Why are these ideas still important? A perfect introduction to exploring philosophical concepts, this humorous yet substantive graphic account strips the subject of unnecessary complexity.

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