World Of Warcraft 2016 Wall Calendar

THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion...Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment. Investing in Movies: Strategies for Investors and Producers is a useful guide for investors and producers looking for an analytical framework to assess the opportunities and pitfalls of film investments. The book traces macroeconomic trends and the globalization of the business, as well as the impact these have on potential returns. It offers a broad range of guidelines on how to source interesting projects and advice on what kinds of projects to avoid, as well as numerous ways to maximize risk-adjusted returns. While focusing primarily on investments in independent films, industry veteran and author Joseph Cohen also provides valuable insights into the studio and independent slate deals that have been marketed to the institutional investment community. Features of this book include: A guide to the minefield of film investing for the potential investor, giving students and aspiring professionals an insider perspective; A detailed explanation of the risk and rewards inherent in the film business and how to evaluate projects; Thorough coverage of the cast of characters that populate the film space, and advice on building relationships to optimize opportunities.

This volume closely examines the near-ubiquitous images of state security walls, domes, and other such defense enclosures flashing across movie screens since 2006, the year of the ratification of George W. Bush's Secure Fence Act. This study shows that many of the films of this era enable us to imaginatively test the effects of these security mechanisms on citizens, immigrants, refugees, and other sovereign states, challenging our commitment to constructing them, maintaining them, staffing them, and subsidizing their enormous overheads. With case studies ranging from Atomic Blonde and Ready Player One to Black Panther and Elysium; Walls without Cinema serves as a timely counterpoint to the xenophobic rhetoric and abusive, carceral security conditions that characterize the Trump administration's

management of the Mexico-U.S. border situation.

The medieval in the modern world is here explored in a variety of media, from film and book to gaming.

The Routledge Handbook of Reenactment Studies provides the first overview of significant concepts within reenactment studies. The volume includes a co-authored critical introduction and a comprehensive compilation of key term entries contributed by leading reenactment scholars from Europe, North America, and Australia. Well into the future, this wide-ranging reference work will inform and shape the thinking of researchers, teachers, and students of history and heritage and memory studies, as well as cultural studies, film, theater and performance studies, dance, art history, museum studies, literary criticism, musicology, and anthropology.

Based on dozens of interviews conducted over six years, Green spins the master narrative of the 2016 campaign from its origins in the far fringes of right-wing politics and reality television to its culmination inside Trump's penthouse on election night.

A New York Times Bestseller! In this enthralling original graphic novel published in a landscape format, you will meet the PANDAREN, one of the most beloved (and mysterious) races in World of Warcraft! Written by Blizzard's own Micky Neilson (the World of Warcraft MMORPG, World of Warcraft: Ashbringer and World of Warcraft: Curse of the Worgen), with art by fan favorite Sean "Cheeks" Galloway (TV's Teen Titans Go and Wednesday Comics), this story ties directly into the upcoming World of Warcraft: Mists of Pandaria expansion pack. World of Warcraft: Pearl of Pandaria introduces Li Li Stormstout, a precocious young student who lives atop a giant turtle called Shen-zin Su. Like the rest of the wandering island's pandaren, Li Li comes from a line of adventurers who left their homeland long ago to explore the world...and she wants nothing more than to chase that dream. But when Li Li runs away to find her famous uncle Chen, how will she survive Azeroth's perils?

???????? ???????? ??????????? ??????????? ??? ?? ????????? ???? ?????. ??? ???? ??? ????? ?????????? ? ???????? ???????. ????????? ???????? ??????????? – ?????? ??????? ????????, ? ??????? ???????? ????? ????? ?? ????? ????. ?? ????????? ????????? ??? ??????? ???? ????? ? ????????, ????? ? ???????????. ????? ??????? ??????? ?????????? ?????????? ?????????. ? ???? ????? ?? ?????????, ????? ??????? ??????????? ? ??????????? ???????? ??????????? ????????? ?? ???? ???????????? ? ???? ? ????????????? ???????????, ????? ?????????? ??? ???? ??? ??? ???????? ?????????? ? ?????????? ????????, ????? ???? ??? ?????? ? ???????????, ????????????? ???????????, ??????????? ? ??????????? ?????????. ????????, ????????? ? ???? ?????, ????? ??????????? ? ????????? ???????? ?????????? ????????. ??????????? ????????? ??????????? ??????????? ????????????? ????????????? ????????? ??????? ??????????. ??? ????????? ? ??????????????

?????????????? ? ?????????????? ??????????, ? ????? ??? ???? ????????????? ????????? ????????? ????????
????????????.

We present 25 warcraft coloring pages to calm yourself down and make you relaxed. K. K. Kowling is author of many best seling coloring books.

As China looks to reinvigorate its soft power by drawing on the creative inputs of foreign media producers and technical expertise, this book explores how and why creative workers are moving to the Mainland from East Asia, and how they are navigating the challenges of producing creative and critical content in a politically constrained environment.

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for Before the Storm "This is easily the best book in

the World of Warcraft series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book."—Blizzard Watch

Offering a brief, accessible, and timely introduction, Policing: The Essentials, hones in on core concepts and provides strong coverage on the foundations of policing. Authors Carol A. Archbold, Carol M. Huynh, and Thomas Mrozla use contemporary scholarship to focus on the current climate of policing and criminal justice, crafting one of the most diverse and inclusive books for the policing course. With a unique chapter on police effectiveness and community policing, plus ample opportunities for critical thinking and application by the reader, Policing: The Essentials offers a close examination of what matters in policing today and provides students with the key information they need to understand modern policing practices in our society. This title is accompanied by a complete teaching and learning package. Contact your SAGE representative to request a demo. Digital Option / Courseware SAGE Vantage is an intuitive digital platform that delivers this text's content and course materials in a learning experience that offers auto-graded assignments and interactive multimedia tools, all carefully designed to ignite student engagement and drive critical thinking. Built with you and your students in mind, it offers simple course set-up and enables students to better prepare for class. Assignable Video with Assessment Assignable video (available with SAGE Vantage) is tied to learning objectives and curated exclusively for this text to bring concepts to life. Watch a sample video now. LMS Cartridge: Import this title's instructor resources into your school's learning management system (LMS) and save time. Don't use an LMS? You can still access all of the same online resources for this title via the password-protected Instructor Resource Site. Learn more.

"Severkin is an elf who slinks through the shadows of Wellhall's spiraling stone towers, plundering ancient ruins and slaying mystical monstrosities with ease. He's also a character in a video game--a character that twelve-year-old Nick Reeves plays when he needs a break from the real world. And lately, Nick has really needed a break. His mother had an 'incident' at school last year, and her health has taken a turn for the worse"--Amazon.com.

This collection of essays engages with a wide range of disciplines including art, performance, film and literature, to examine the myriad effects of contemporary surveillance on our cultural psyche. The volume expertly articulates the manner in which cultural productions have been complicit in watching, seeing and purporting to 'know' race. In our increasingly mediated world, our sense of community is becoming progressively virtual, and surveillant technologies impact upon subjectivity, resulting in multiple forms of artistic and cultural expression. As such, art, film, and literature provide a lens for the reflection of sociocultural concerns. In Surveillance, Race, Culture Flynn and Mackay skilfully draw together a diverse range of contributions to investigate the fundamental question of exactly how surveillant technologies have informed our notions of race, identity and belonging.

In this guide to successful community moderation, a former tech journalist and current product manager explores everything from the trenches of Reddit to your neighborhood Facebook page. Don't read the comments. It's advice that feels as old as the internet, yet more relevant than ever. The tools we once hailed for their power to connect people and spark creativity can also be hotbeds of hate and harassment, and platforms like Facebook and YouTube are under fire for either too much or too little moderation—even though most people aren't even sure what moderation means. What we do know is that creating and maintaining healthy online communities isn't easy. Luckily, Anika Gupta is here to explain what makes some online communities tick—and others explode. Over the course of two years of graduate research at MIT, Gupta interviewed moderators who'd worked on the sidelines of gamer forums and in the trenches of online news comments sections. She spoke with professional and volunteer moderators. Some of these moderators were known to their communities, while others were entirely anonymous. In How to Handle a Crowd, she builds on that initial fascination and connects it to new and important issues around how we use the internet to create community. She interviews people who have built and sustained fascinating online communities in our unpredictable digital climate, and dives deep with activists, organizers, journalists, and executives to find out what strategies work best for them. Is there really such a thing as a recipe for success? And how does the complex labor of online moderation shape our world—and the people who do it?

This book explores the human rights consequences of the new mercenarism, as channeled through so-called private military and security companies (PMSCs), and offers an overview of the evolution and status quo of both non-legal (soft law and self-regulation) and legal initiatives seeking to limit them. It addresses various topics, including the impact of the presence of non-state actors on human security using the cases of Afghanistan and Syria; research on PMSCs' impact on human rights in specific cases; the insufficiency and ineffectiveness of existing direct and indirect legal prohibitions on the use of mercenaries; various aspects of international human rights law and international humanitarian law related to the conduct of PMSCs; soft-law and self-regulation mechanisms; and the international minimum standard in general international law regarding the privatization, export, import, and contracting of PMSCs.

Niniejsza ksi??ka ma formu?owa? propozycj? metodologicznego otwarcia groznawstwa, silnie akcentuj?c rol? dyskursu i narracji ju? w dwóch tekstach otwieraj?cych: Dyskursywne gry i dyskursy gier Geralda Voorheesa oraz Poza mitem i metafor?. Przypadek narracji w mediach cyfrowych Marie-Laure Ryan. Podkre?lenie roli narracji i dyskursu umo?liwi?o równie? umocowanie pozosta?ych rozdzia?ów ksi??ki w dwu wzajemnie si? dope?niaj?cych paradygmatach: teorii i filozofii (w cz??ci zatytu?owanej „Teorie") oraz praktyce hermeneutycznej (w cz??ci zatytu?owanej „Praktyki"), dostarczaj?cych wspólnie narz?dzi do krytycznej wiwisekcji uobecniaj?cych si? w grach postaw dyskursywnych oraz narracji o ?wiecie, kulturze, religii, filozofii, teologii, ekonomii, p?ciowo?ci, rasie czy polityce. (...) Problem dyskursów gier wideo oraz dyskursów w grach wideo ujawnia zatem nie tyle ba?agan, co nies?ychan? produktywno?? uj?? badawczych, nieograniczonych sztywnymi normami poj??, kategorii czy narz?dzi teoretycznych, które równolegle odnajduj? w grach wydarzenia, znaczenia, j?zyki, komunikaty, idee, ideologie, hierarchie i struktury w?adzy oraz wykluczenia. Sploty problemowe w grach jako formach komunikacji, tekstach czy obiektach

kulturowych sk?oni?y nas do zastosowania formu?y liczby mnogiej w okre?leniu „dyskursy gier wideo" – tak, by unaoczni? zarówno potrzeb? pluralizacji perspektyw badawczych, jak i odpowiadaj?cej jej ró?norodno?ci uobecniaj?cych si? w grach narracji o ?wiecie, zarówno tym nas otaczaj?cym, jak i tym przez gry wytwarzanym.

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

It's been years since twelve-year-old Aramar Thorne, a clever boy who is never without his precious sketchbook, has seen his father. So when Captain Greydon Thorne comes ashore and asks his son to join him at sea, it feels as if someone has redrawn Aram's entire world. At sea, Aram struggles to get along with the Wavestider's crew--especially second mate Makasa, a tough teenaged girl. Just as Aram starts to get his head above water, a band of vicious pirates attack the Wavestrider, turning his world upside down once again. As Aram and Makasa try to find their way home, they encounter creatures both terrible and wondrous, and Aram will seek to understand Azeroth's denizens as he draws them in his sketchbook. But the journey is hindered by Greydon's compass, which never points north. If the compass isn't leading Aram and Makasa home--to safety--to what destiny is it leading? Includes twenty illustrations from the acclaimed Blizzard artist, Samwise Didier.

Film Studies in China 2 is a collection of selected articles chosen from issues of the journal Contemporary Cinema published throughout the year and translated for an English-speaking audience. As one of the most prestigious academic film studies journals in China, Contemporary Cinema has been active not only in publishing Chinese scholarship for Chinese readers but also in reaching out to academics from across the globe. This anthology hopes to encourage a cross-cultural academic conversation on the fields of Chinese cinema and media studies. Following the successful release of the first volume this is the second collection to be released in the Film Studies in China series.

Behind the legend stands a being hungry for justice and vengeance as the adventure, intrigue, and heroism of World of Warcraft, the global phenomenon, rise to a new level. You are not prepared. Illidan Stormrage is one of the most powerful beings ever to walk the lands of Azeroth. He is also one of the least understood. Behind his legend, beneath his enigmatic mission, lies a brilliant mind whose machinations are comprehended by few—and trusted by even fewer. Illidan's righteous reign of justice and vengeance has begun. Long ago, the night elf sorcerer Illidan infiltrated the demonic Burning Legion to ward off its invasion of Azeroth. Instead of hailing him as a hero, his own kind branded him the Betrayer, questioning his intentions after he appeared to aid the demon lords. For ten thousand years, he languished in prison—vilified, isolated, but never forgetting his purpose. Now the Legion has returned, and there is only one champion who can truly stand against it. Released from his bonds, Illidan prepares for the final confrontation in the alien realm of Outland, gathering an army of grotesque fel orcs, serpentine naga, cunning blood elves, and twisted demon hunters to his side. He alone knows what deeply hidden motives guide his hand; he alone understands the price that must be paid to defeat the enemies of creation. Yet as before, he is assailed by those who see his schemes as a cynical quest for power, including the night elf Maiev Shadowsong, his former jailor. Warden Shadowsong and her Watchers have pursued the Betrayer to Outland to exact retribution for his crimes, and she will not rest until Illidan is in her custody . . . or in his grave. Praise for Illidan "William King kicks off a great story with Illidan."—BlizzPro "For many people, new and old players alike, this book will be an

eye-opening journey."—All Things Azeroth "I enjoyed World of Warcraft: Illidan a great deal."—BlizzPlanet "Damn fun . . . There's virtually never a dull moment in Illidan."—Cinelinx

Are you looking for more motivation and inspiration in your life? Are you looking for that daily nudge or push to inspire you to reach your full potential - and get 1% better every day? Do you seek consistent, daily growth in your body, mind, and spirit? If so, this book will motivate your mind, inspire your heart, and empower your life like never before. In The WOW Book, Todd shares 52 stories, each with a particular theme, like gratitude, hustle, recharge, and habits, to motivate you to get your mind right, discover your life's purpose, and live with conviction. Create WOW in your life NOW by embarking on this journey of daily growth with Todd Durkin, your personal WOW coach.

Transcultural Images in Hollywood Cinemaexamines the transnational and transcultural characteristics of Hollywood cinema. The narrative, cinematographic, and aesthetic structures of Hollywood cinema are turned upside down as chapters analyze gender, social, cultural, and economic-political contexts.

Walls Without CinemaState Security and Subjective Embodiment in Twenty-First-Century US FilmmakingBloomsbury Publishing USA

Winner of the Art Seidenbaum Award for First Fiction A New York Times 2016 Notable Book Entertainment Weekly's #1 Book of the Year A Washington Post 2016 Notable Book A Slate Top Ten Book NEW YORK TIMES BESTSELLER "The Nix is a mother-son psychodrama with ghosts and politics, but it's also a tragicomedy about anger and sanctimony in America. . . . Nathan Hill is a maestro." —John Irving From the suburban Midwest to New York City to the 1968 riots that rocked Chicago and beyond, The Nix explores—with sharp humor and a fierce tenderness—the resilience of love and home, even in times of radical change. It's 2011, and Samuel Andresen-Anderson—college professor, stalled writer—has a Nix of his own: his mother, Faye. He hasn't seen her in decades, not since she abandoned the family when he was a boy. Now she's re-appeared, having committed an absurd crime that electrifies the nightly news, beguiles the internet, and inflames a politically divided country. The media paints Faye as a radical hippie with a sordid past, but as far as Samuel knows, his mother was an ordinary girl who married her high-school sweetheart. Which version of his mother is true? Two facts are certain: she's facing some serious charges, and she needs Samuel's help. To save her, Samuel will have to embark on his own journey, uncovering long-buried secrets about the woman he thought he knew, secrets that stretch across generations and have their origin all the way back in Norway, home of the mysterious Nix. As he does so, Samuel will confront not only Faye's losses but also his own lost love, and will relearn everything he thought he knew about his mother, and himself.

A groundbreaking exploration of how cyberspace is changing the way we think, feel, and behave "A must-read for this moment in time."—Steven D. Levitt, co-author of Freakonomics • One of the best books of the year—Nature Mary Aiken, the world's leading expert in forensic cyberpsychology, offers a starting point for all future conversations about how the Internet is shaping development and behavior, societal norms and values, children, safety, privacy, and our perception of the world. Drawing on her own research and extensive experience with law enforcement, Aiken covers a wide range of subjects, from the impact of screens on the developing child to the explosion of teen sexting and the acceleration of compulsive and addictive behaviors online. Aiken

provides surprising statistics and incredible-but-true case studies of hidden trends that are shaping our culture and raising troubling questions about where the digital revolution is taking us. Praise for The Cyber Effect "How to guide kids in a hyperconnected world is one of the biggest challenges for today's parents. Mary Aiken clearly and calmly separates reality from myth. She clearly lays out the issues we really need to be concerned about and calmly instructs us on how to keep our kids safe and healthy in their digital lives."—Peggy Orenstein, author of the New York Times bestseller Girls & Sex "[A] fresh voice and a uniquely compelling perspective that draws from the murky, fascinating depths of her criminal case file and her insight as a cyber-psychologist . . . This is Aiken's cyber cri de coeur as a forensic scientist, and she wants everyone on the case."—The Washington Post "Fascinating . . . If you have children, stop what you are doing and pick up a copy of The Cyber Effect."—The Times (UK) "An incisive tour of sociotechnology and its discontents."—Nature "Just as Rachel Carson launched the modern environmental movement with her Silent Spring, Mary Aiken delivers a deeply disturbing, utterly penetrating, and urgently timed investigation into the perils of the largest unregulated social experiment of our time."—Bob Woodward "Mary Aiken takes us on a fascinating, thought-provoking, and at times scary journey down the rabbit hole to witness how the Internet is changing the human psyche. A must-read for anyone who wants to understand the temptations and tragedies of cyberspace."—John R. Suler, PhD, author of The Psychology of Cyberspace "Drawing on a fascinating and mind-boggling range of research and knowledge, Mary Aiken has written a great, important book that terrifies then consoles by pointing a way forward so that our experience online might not outstrip our common sense."—Steven D. Levitt "Having worked with law enforcement groups from INTERPOL and Europol as well as the U.S. government, Aiken knows firsthand how today's digital tools can be exploited by criminals lurking in the Internet's Dark Net."—Newsweek

One hundred million people have played World of Warcraft in the 12 years since its inception. Those people did more than play; they worked, they fought, they triumphed, they held entire game servers hostage, they even married each other in real life. They developed new identities, swapping their workaday selves for warriors, mages, assassins, and healers. Blood Plagues and Endless Raids explores a wild, incredibly complex culture partly through the author's engaging personal story but also through the stories of other players and developers. It represents the definitive (and only) account of one of the world's biggest pop culture phenomena.

Beyond the chivalry and adventure often presented in fictional works, the medieval era was marked by frequent military conflict. The tools for war employed by soldiers, knights, archers, and other combatants on the battlefield and in bloody sieges are richly rendered in this book. This title explores the use of cavalry, castle fortifications, and military tactics, and it is illustrated with imagery sure to underscore the immediacy and harshness of conflict. Readers will be drawn in by the romance and adventure of the era, even as the book soberly relates the very real circumstances of brutal medieval warfare.

Discover how three of Azeroth's greatest champions forged their first alliance, in the official graphic prequel to the Warcraft movie from Legendary, Universal Pictures and Blizzard Entertainment. In a fantasy action epic set decades before the film, the young

and headstrong Llane, Lothar, and Medivh embark on a mission of vengeance that will forge them into heroes… the kind of heroes Azeroth will need in its darkest hour.

Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinba?, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Author/designer Jonathan Fong wowed everyone with his first book,Walls That Wow. Now he turns his wow-power to flower arranging! Try the witty "Gung Hay Fat Choy," flowers in a Chinese take-out container. Or the cheery "Warhol Daisies," based on the artist's flower paintings. Or the "Do Not Disturb Sign," with a spray of roses for the handle. Fong's unique, fun, affordable ideas let budding home florists create distinctive, delightful arrangements for every occasion and holiday, every setting, even every outfit. Complete step-by-step directions plus florist's tips make it easy--there are even how-tos for fixing arrangements gone wrong! Both an inspiring idea book and a practical instruction book,Flowers That Wowis sure to wow flower lovers everywhere. • "Wow" means dramatic, simple, inexpensive, fresh, fun, easy • Charming author is a hit on TV and in the press • Perfect for crafters and clueless home decorators

How can we as parents, educators, and members of the business community prepare students to be successful leaders in today's global environment? It's a critically important question. Gloria Cordes Larson, president of Bentley University, explains why today's

practices in higher education are inadequate preparation for our rapidly evolving innovation economy. Instead, she passionately advocates for a hybrid-learning model that integrates business education with traditional liberal arts courses. Today's businesses demand a new kind of hybrid graduate, possessed of both hard and soft skills, with the courage to take risks, the creativity to innovate, and the savvy to excel in a turbulent competitive climate. This book is a valuable resource for participants in every learning community: our homes, schools, and businesses. It will change the way you think about what excellence in education means in today's business environment as you develop strategies that will move our children, students, and future employees forward in a rapidly changing and very challenging world. Prepared with that training and knowledge, they will find greater fulfillment and make their own mark on the future.

Taking as its point of departure the fundamental observation that games are both technical and symbolic, this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing. Divided into five parts, Computer Games and Technical Communication engages with questions related to workplace communities and gamic simulations; industry documentation; manuals, gameplay, and ethics; training, testing, and number crunching; and the work of games and gamifying work. In that computer games rely on a complex combination of written, verbal, visual, algorithmic, audio, and kinesthetic means to convey information, technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex. The contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication, production, and consumption in this increasingly ubiquitous technical and symbolic medium.

Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. * * * His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin

of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.

In the last decade our mobile phones have been infiltrated by angry birds, our computers by leagues of legends and our social networks by pleas for help down on the farm. As digital games have become networked, mobile and casual they have become a pervasive cultural form. Based on original empirical work, including interviews with workers, virtual ethnographies in online games and analysis of industry related documents, Global Games provides a political, economic and sociological analysis of the growth and restructuring of the digital games industry over the past decade. Situating the games industry as both cultural and creative and examining the relative growth of console, PC, online and mobile, Aphra Kerr analyses the core production logics in the industry, and the expansion of circulation processes as game services have developed. In an industry dominated by North American and Japanese companies, Kerr explores the recent success of companies from China and Europe, and the emergent spatial politics as countries, cities, companies and communities compete to reshape digital games in the networked age.

Enter and explore the World of Warcraft with this ultimate visual guide World of Warcraft: The Ultimate Visual Guidereveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

Within the rapidly-growing arena of 'virtual worlds', such as Massively Multiplayer Online Games (MMOs), individuals behave in particular ways, influence one another, and develop complex relationships. This setting can be a useful tool for modeling complex social systems, cognitive factors, and interactions between groups and within organizations. To study these worlds effectively requires a cross-disciplinary approach that integrates social science theories with big data analytics. This broad-based book offers a comprehensive and holistic perspective on the field. It brings together research findings from an international team of experts in computer science (artificial intelligence, game design, and social computing), psychology, and the social sciences to help researchers and practitioners better understand the fundamental processes underpinning social behavior in virtual worlds such as World of Warcraft, Rift, Eve Online, and Travian.

Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: abandon the territory, pride and traditions of his people, or lead them into the unknown. An original tale of survival, conflict and magic that leads directly into the events of Warcraft, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment's global phenomenon.