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KEY=ANSWERS - DEVYN SIERRA

ANGER MANAGEMENT WORKBOOK FOR KIDS AND TEENS

Growth Central LLC Too much anger can be costly, both physically and emotionally. Most kids and teens can use their anger in appropriate ways in some situations, and yet be ineffective in others. The Anger Management Workbook for Kids and Teens reduces levels of anger, especially in provocative situations. Kids and Teens will learn effective coping behaviors to stop escalation and to resolve conflicts. Graduated homework assignments allow participants to apply their newly acquired skills. The Anger Management Workbook for Kids and Teens employs the three major anger control interventions by using model presentations, rehearsal, positive feedback and promoting. The Workbook is designed especially for adolescents and pre-adolescents.

PHYSICS FOR SCIENTISTS AND ENGINEERS, VOLUME 2

Cengage Learning Achieve success in your physics course by making the most of what PHYSICS FOR SCIENTISTS AND ENGINEERS has to offer. From a host of in-text features to a range of outstanding technology resources, you'll have everything you need to understand the natural forces and principles of physics. Throughout every chapter, the authors have built in a wide range of examples, exercises, and illustrations that will help you understand the laws of physics AND succeed in your course! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

ESSENTIALS OF BUSINESS ANALYTICS

AN INTRODUCTION TO THE METHODOLOGY AND ITS APPLICATIONS

Springer This comprehensive edited volume is the first of its kind, designed to serve as a textbook for long-duration business analytics programs. It can also be used as a guide to the field by practitioners. The book has contributions from experts in top universities and industry. The editors have taken extreme care to ensure continuity across the chapters. The material is organized into three parts: A) Tools, B) Models and C) Applications. In Part A, the tools used by business analysts are described in detail. In Part B, these tools are applied to construct models used to solve business problems. Part C contains detailed applications in various functional areas of business and several case studies. Supporting material can be found in the appendices that develop the pre-requisites for the main text. Every chapter has a business orientation. Typically, each chapter begins with the description of business problems that are transformed into data questions; and methodology is developed to solve these questions. Data analysis is conducted using widely used software, the output and results are clearly explained at each stage of development. These are finally transformed into a business solution. The companion website provides examples, data sets and sample code for each chapter.

THE SIGNAL AND THE NOISE

WHY SO MANY PREDICTIONS FAIL--BUT SOME DON'T

Penguin UPDATED FOR 2020 WITH A NEW PREFACE BY NATE SILVER "One of the more momentous books of the decade." —The New York Times Book Review Nate Silver built an innovative system for predicting baseball performance, predicted the 2008 election within a hair's breadth, and became a national sensation as a blogger—all by the time he was thirty. He solidified his standing as the nation's foremost political forecaster with his near perfect prediction of the 2012 election. Silver is the founder and editor in chief of the website FiveThirtyEight. Drawing on his own groundbreaking work, Silver examines the world of prediction, investigating how we can distinguish a true signal from a universe of noisy data. Most predictions fail, often at great cost to society, because most of us have a poor understanding of probability and uncertainty. Both experts and laypeople mistake more confident predictions for more accurate ones. But overconfidence is often the reason for failure. If our appreciation of uncertainty improves, our predictions can get better too. This is the "prediction paradox": The more humility we have about our ability to make predictions, the more successful we can be in planning for the future. In keeping with his own aim to seek truth from data, Silver visits the most successful forecasters in a range of areas, from hurricanes to baseball to global pandemics, from the poker table to the stock market, from Capitol Hill to the NBA. He explains and evaluates how these forecasters think and what bonds they share. What lies behind their success? Are they good—or just lucky? What patterns have they unraveled? And are their forecasts really right? He explores unanticipated commonalities and exposes unexpected juxtapositions. And sometimes, it is not so much how good a prediction is in an absolute sense that matters but how good it is relative to the competition. In other cases, prediction is still a very rudimentary—and dangerous—science. Silver observes that the most accurate forecasters tend to have a superior command of probability, and they tend to be both humble and hardworking. They

distinguish the predictable from the unpredictable, and they notice a thousand little details that lead them closer to the truth. Because of their appreciation of probability, they can distinguish the signal from the noise. With everything from the health of the global economy to our ability to fight terrorism dependent on the quality of our predictions, Nate Silver's insights are an essential read.

PEARSON PHYSICS

THE LANGUAGE INSTINCT

HOW THE MIND CREATES LANGUAGE

Harper Collins The classic book on the development of human language by the world's leading expert on language and the mind. In this classic, the world's expert on language and mind lucidly explains everything you always wanted to know about language: how it works, how children learn it, how it changes, how the brain computes it, and how it evolved. With deft use of examples of humor and wordplay, Steven Pinker weaves our vast knowledge of language into a compelling story: language is a human instinct, wired into our brains by evolution. The Language Instinct received the William James Book Prize from the American Psychological Association and the Public Interest Award from the Linguistics Society of America. This edition includes an update on advances in the science of language since The Language Instinct was first published.

WE

Pan Yevgeny Zamyatin's We is set in an urban glass city called OneState, regulated by spies and secret police. Citizens of the tyrannical OneState wear identical clothing and are distinguished only by the number assigned to them at birth. The story follows a man called D-503, who dangerously begins to veer from the 'norms' of society after meeting I-330, a woman who defies the rules. D-503 soon finds himself caught up in a secret plan to destroy OneState and liberate the city. The failed utopia of We has been compared to the works of H.G. Wells, George Orwell, and Aldous Huxley. It was the first novel banned by the Soviets in 1921, and was finally published in its home country over a half-century later. We is a part of Momentum's Classic Science Fiction series. "The best single work of science fiction yet written." — Ursula K. Le Guin

THE CULTURAL DIMENSION OF GLOBAL BUSINESS (1-DOWNLOAD)

Routledge This book demonstrates how the theories and insights of anthropology have positively influenced the conduct of global business and commerce, providing a foundation for understanding the impact of culture on global business, and global business on culture.

TEXTBOOK OF FORENSIC MEDICINE AND TOXICOLOGY: PRINCIPLES AND PRACTICE

Elsevier India The book is a comprehensive and authoritative exposition of Forensic Medicine and Toxicology. It provides precise and useful information on relevant legal provisions and forensic anatomy, and promotes interdisciplinary understanding of issues where law and medicine converge. The text is oriented towards the practical problems encountered during day-to-day medicolegal work. About the Author : - Krishnan Vij, MD, L.L.B. is Professor and Head, Department of Forensic Medicine and Toxicology, Government Medical College & Hospital, Chandigarh, India.

THE QUEST OF THE HISTORICAL JESUS

A CRITICAL STUDY OF ITS PROGRESS FROM REIMARUS TO WREDE

First published in 1910.

COMPLETE A+ GUIDE TO IT HARDWARE AND SOFTWARE

AA COMPTIA A+ CORE 1 (220-1001) & COMPTIA A+ CORE 2 (220-1002) TEXTBOOK

Pearson IT Certification Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of CompTIA A+ Certification Exam Objectives make sure you know exactly what you'll be learning, and you cover all you need to know. Hundreds of photos, figures, and tables present information in a visually compelling full-color design. Practical Tech Tips provide real-world IT tech support knowledge. Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician. Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective. Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to "flip" the classroom if they choose. Key Terms identify exam words and phrases associated with each topic. Detailed Glossary clearly defines every key term. Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding. Chapter Summaries recap key concepts for more efficient studying. Certification Exam Tips provide insight into the certification exam and preparation process.

DESIGNING VIRTUAL WORLDS

New Riders A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

GUT FEELINGS

THE INTELLIGENCE OF THE UNCONSCIOUS

Penguin Gigerenzer is one of the researchers of behavioral intuition responsible for the science behind Malcolm Gladwell's bestseller *Blink*. Gladwell showed how snap decisions often yield better results than careful analysis. Now, Gigerenzer explains why intuition

THE INNOVATION STACK

BUILDING AN UNBEATABLE BUSINESS ONE CRAZY IDEA AT A TIME

Penguin From the cofounder of Square, an inspiring and entertaining account of what it means to be a true entrepreneur and what it takes to build a resilient, world-changing company In 2009, a St. Louis glassblowing artist and recovering computer scientist named Jim McKelvey lost a sale because he couldn't accept American Express cards. Frustrated by the high costs and difficulty of accepting credit card payments, McKelvey joined his friend Jack Dorsey (the cofounder of Twitter) to launch Square, a startup that would enable small merchants to accept credit card payments on their mobile phones. With no expertise or experience in the world of payments, they approached the problem of credit cards with a new perspective, questioning the industry's assumptions, experimenting and innovating their way through early challenges, and achieving widespread adoption from merchants small and large. But just as Square was taking off, Amazon launched a similar product, marketed it aggressively, and undercut Square on price. For most ordinary startups, this would have spelled the end. Instead, less than a year later, Amazon was in retreat and soon discontinued its service. How did Square beat the most dangerous company on the planet? Was it just luck? These questions motivated McKelvey to study what Square had done differently from all the other companies Amazon had killed. He eventually found the key: a strategy he calls the Innovation Stack. McKelvey's fascinating and humorous stories of Square's early days are blended with historical examples of other world-changing companies built on the Innovation Stack to reveal a pattern of ground-breaking, competition-proof entrepreneurship that is rare but repeatable. The Innovation Stack is a thrilling business narrative that's much bigger than the story of Square. It is an irreverent first-person look inside the world of entrepreneurship, and a call to action for all of us to find the entrepreneur within ourselves and identify and fix unsolved problems--one crazy idea at a time.

GAME FEEL

A GAME DESIGNER'S GUIDE TO VIRTUAL SENSATION

CRC Press "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

STATISTICAL RETHINKING

A BAYESIAN COURSE WITH EXAMPLES IN R AND STAN

CRC Press *Statistical Rethinking: A Bayesian Course with Examples in R and Stan* builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas.

HOW I BECAME A QUANT

INSIGHTS FROM 25 OF WALL STREET'S ELITE

John Wiley & Sons Praise for *How I Became a Quant* "Led by two top-notch quants, Richard R. Lindsey and Barry Schachter, *How I Became a Quant* details the quirky world of quantitative analysis through stories told by some of today's most successful quants. For anyone who might have thought otherwise, there are engaging personalities behind all that number crunching!" --Ira Kawaller, Kawaller & Co. and the Kawaller Fund "A fun and fascinating read. This book tells the story of how academics, physicists, mathematicians, and other scientists became professional investors managing billions." --David A. Krell, President and CEO, International Securities Exchange "How I Became a Quant should be must reading for all students with a quantitative aptitude. It provides fascinating examples of the dynamic career opportunities potentially open to anyone with the skills and passion for quantitative analysis." --Roy D. Henriksson, Chief Investment Officer, Advanced Portfolio Management "Quants"--those who design and implement mathematical models for the pricing of derivatives, assessment of risk, or prediction of market movements--are the backbone of today's investment industry. As the greater volatility of current financial markets has driven investors to seek shelter from increasing uncertainty, the quant revolution has given people the opportunity to avoid unwanted financial risk by literally trading it away, or more specifically, paying someone else to take on the unwanted risk. *How I Became a Quant* reveals the faces behind the quant revolution, offering you the chance to learn firsthand what it's like to be a quant today. In this fascinating collection of Wall Street war stories, more than two dozen quants detail their roots, roles, and contributions, explaining what they do and how they do it, as well as outlining the sometimes unexpected paths they have followed from the halls of academia to the front lines of an investment revolution.

THUS SPAKE ZARATHUSTRA

A BOOK FOR ALL AND NONE

Algora Publishing Wayne (English, Edison College, Fort Myers) emphasizes the word play in German philosopher Nietzsche's (1844-1900) famous and famously difficult treatise. He also preserves the rough edges that many previous translators have sought to file down. He does not provide notes or an index. Annotation (c)

ART OF DOING SCIENCE AND ENGINEERING

LEARNING TO LEARN

CRC Press Highly effective thinking is an art that engineers and scientists can be taught to develop. By presenting actual experiences and analyzing them as they are described, the author conveys the developmental thought processes employed and shows a style of thinking that leads to successful results is something that can be learned. Along with spectacular successes, the author also conveys how failures contributed to shaping the thought processes. Provides the reader with a style of thinking that will enhance a person's ability to function as a problem-solver of complex technical issues. Consists of a collection of stories about the author's participation in significant discoveries, relating how those discoveries came about and, most importantly, provides analysis about the thought processes and reasoning that took place as the author and his associates progressed through engineering problems.

THE HANDY MATH ANSWER BOOK

Visible Ink Press From modern-day challenges such as balancing a checkbook, following the stock market, buying a home, and figuring out credit card finance charges to appreciating historical developments by Pythagoras, Archimedes, Newton, and other mathematicians, this engaging resource addresses more than 1,000 questions related to mathematics. Organized into chapters that cluster similar topics in an easily accessible format, this reference provides clear and concise explanations about the fundamentals of algebra, calculus, geometry, trigonometry, and other branches of mathematics. It contains the latest mathematical discoveries, including newly uncovered historical documents and updates on how science continues to use math to make cutting-edge innovations in DNA sequencing, superstring theory, robotics, and computers. With fun math facts and illuminating figures, *The Handy Math Answer Book* explores the uses of math in everyday life and helps the mathematically challenged better understand and enjoy the magic of numbers.

GEOMETRY

LESSON PLANS

McDougal Littell/Houghton Mifflin

GLEANINGS IN EXODUS

Lulu.com Historically, the book of Exodus treats of the deliverance of Israel from Egypt; but viewed doctrinally, it deals with redemption. Just as the first book of the Bible teaches that God elects unto salvation, so the second instructs us how God saves, namely, by redemption. Redemption, then, is the dominant subject of Exodus. Following this, we are shown what we are redeemed for--worship, and this characterizes Leviticus, where we learn of the holy requirements of God and the gracious provisions He has made to meet these. In Numbers we have the walk and warfare of the wilderness, where we have a typical representation of our experiences as we pass through this scene of sin and trial--our repeated and excuseless failures, and God's long-sufferance and faithfulness.

DELEUZE AND GUATTARI'S ANTI-OEDIPUS

INTRODUCTION TO SCHIZOANALYSIS

Routledge Eugene W. Holland provides an excellent introduction to Gilles Deleuze and Felix Guattari's *Anti-Oedipus* which is widely recognized as one of the most influential texts in philosophy to have appeared in the last thirty years. He lucidly presents the theoretical concerns behind *Anti-Oedipus* and explores with clarity the diverse influences of Marx, Freud, Nietzsche and Kant on the development of Deleuze & Guattari's thinking. He also examines the wider implications of their work in revitalizing Marxism, environmentalism, feminism and cultural studies.

THE FRENCH REVOLUTION

INFINITE JEST

Back Bay Books A gargantuan, mind-altering comedy about the Pursuit of Happiness in America Set in an addicts' halfway house and a tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, *Infinite Jest* explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, *Infinite Jest* bends every rule of fiction without sacrificing for a moment its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do. "The next step in fiction...Edgy, accurate, and darkly witty...Think Beckett, think Pynchon, think Gaddis. Think." -- Sven Birkerts, *The Atlantic*

THE COMPLETE STORIES

Macmillan Thirty-one tales depicting the humorous, if near tragic conditions of life in the Deep South during the fifties

SITE PLANNING AND DESIGN HANDBOOK, SECOND EDITION

McGraw Hill Professional Essential site planning and design strategies, up-to-date with the latest sustainable development techniques Discover how to incorporate sound environmental considerations into traditional site design processes. Written by a licensed landscape architect with more than 20 years of professional experience, this authoritative guide combines established approaches to site planning with sustainable practices and increased environmental sensitivity. Fully revised and updated, *Site Planning and Design Handbook, Second Edition* discusses the latest standards and protocols-including LEED. The book features expanded coverage of green site design topics such as water conservation, energy efficiency, green building materials, site infrastructure, and brownfield restoration. This comprehensive resource addresses the challenges associated with site planning and design and lays the groundwork for success. *Site Planning and Design Handbook, Second Edition* explains how to: Integrate sustainability into site design Gather site data and perform site analysis Meet community standards and expectations Plan for pedestrians, traffic, parking, and open space Use grading techniques to minimize erosion and maximize site stability Implement low-impact stormwater management and sewage disposal methods Manage brownfield redevelopment Apply landscape ecology principles to site design Preserve historic landscapes and effectively utilize vegetation

MATHEMATICAL RECREATIONS AND ESSAYS

Createspace Independent Publishing Platform *Mathematical Recreations and Essays* W. W. Rouse Ball For nearly a century, this sparkling classic has provided stimulating hours of entertainment to the mathematically inclined. The problems posed here often involve fundamental mathematical methods and notions, but their chief appeal is their capacity to tease and delight. In these pages you will find scores of "recreations" to amuse you and to challenge your problem-solving faculties-often to the limit. Now in its 13th edition, *Mathematical Recreations and Essays* has been thoroughly revised and updated over the decades since its first publication in 1892. This latest edition retains all the remarkable character of the original, but the terminology and treatment of some problems have been updated and new material has been added. Among the challenges in store for you: Arithmetical and geometrical recreations; Polyhedra; Chess-board recreations; Magic squares; Map-coloring problems; Unicursal problems; Cryptography and cryptanalysis; Calculating prodigies; ... and more. You'll even find problems which mathematical ingenuity can solve but the computer cannot. No knowledge of calculus or analytic geometry is necessary to enjoy these games and puzzles. With basic mathematical skills and the desire to meet a challenge you can put yourself to the test and win. "A must to add to your mathematics library."-The Mathematics Teacher We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience.

BLINDSIGHT

Macmillan *Blindsight* is the Hugo Award-nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (*The Globe and Mail*). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and

a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

THE TRAINING OF THE TWELVE

OR, PASSAGES OUT OF THE GOSPELS EXHIBITING THE TWELVE DISCIPLES OF JESUS UNDER DISCIPLINE FOR THE APOSTLESHIP

JESUS THE CHRIST

BoD - Books on Demand [Reproduction of the original.](#)

THE 2030 SPIKE

COUNTDOWN TO GLOBAL CATASTROPHE

Routledge The clock is relentlessly ticking! Our world teeters on a knife-edge between a peaceful and prosperous future for all, and a dark winter of death and destruction that threatens to smother the light of civilization. Within 30 years, in the 2030 decade, six powerful 'drivers' will converge with unprecedented force in a statistical spike that could tear humanity apart and plunge the world into a new Dark Age. Depleted fuel supplies, massive population growth, poverty, global climate change, famine, growing water shortages and international lawlessness are on a crash course with potentially catastrophic consequences. In the face of both doomsaying and denial over the state of our world, Colin Mason cuts through the rhetoric and reams of conflicting data to muster the evidence to illustrate a broad picture of the world as it is, and our possible futures. Ultimately his message is clear; we must act decisively, collectively and immediately to alter the trajectory of humanity away from catastrophe. Offering over 100 priorities for immediate action, *The 2030 Spike* serves as a guidebook for humanity through the treacherous minefields and wastelands ahead to a bright, peaceful and prosperous future in which all humans have the opportunity to thrive and build a better civilization. This book is powerful and essential reading for all people concerned with the future of humanity and planet earth.

PHYSICS

Building upon Serway and Jewetta's solid foundation in the modern classic text, *Physics for Scientists and Engineers*, this first Asia-Pacific edition of *Physics* is a practical and engaging introduction to *Physics*. Using international and local case studies and worked examples to add to the concise language and high quality artwork, this new regional edition further engages students and highlights the relevance of this discipline to their learning and lives.

THE SIGNAL CORPS

THE EMERGENCY, TO DECEMBER 1941

U.S. Army In World War II, The Technical Services.

EXPANDED CINEMA

FIFTIETH ANNIVERSARY EDITION

Fordham University Press Fiftieth anniversary reissue of the founding media studies book that helped establish media art as a cultural category. First published in 1970, Gene Youngblood's influential *Expanded Cinema* was the first serious treatment of video, computers, and holography as cinematic technologies. Long considered the bible for media artists, Youngblood's insider account of 1960s counterculture and the birth of cybernetics remains a mainstay reference in today's hypermediated digital world. This fiftieth anniversary edition includes a new Introduction by the author that offers conceptual tools for understanding the sociocultural and sociopolitical realities of our present world. A unique eyewitness account of burgeoning experimental film and the birth of video art in the late 1960s, this far-ranging study traces the evolution of cinematic language to the end of fiction, drama, and realism. Vast in scope, its prescient formulations include "the paleocybernetic age," "intermedia," the "artist as design scientist," the "artist as ecologist," "synaesthetics and kinesthetics," and "the technosphere: man/machine symbiosis." Outstanding works are analyzed in detail. Methods of production are meticulously described, including interviews with artists and technologists of the period, such as Nam June Paik, Jordan Belson, Andy Warhol, Stan Brakhage, Carolee Schneemann, Stan VanDerBeek, Les Levine, and Frank Gillette. An inspiring Introduction by the celebrated polymath and designer R. Buckminster Fuller—a perfectly cut gem of countercultural thinking in itself—places Youngblood's radical observations in comprehensive perspective. Providing an unparalleled historical documentation, *Expanded Cinema* clarifies a chapter of countercultural history that is still not fully represented in the arthistorical record half a century later. The book will also inspire the current generation of artists working in ever-newer expansions of the cinematic environment and will prove invaluable to all who are concerned with the technologies that are reshaping the nature of human communication.

THE OCCULT ROOTS OF NAZISM

SECRET ARYAN CULTS AND THEIR INFLUENCE ON NAZI IDEOLOGY

NYU Press Nearly half a century after the defeat of the Third Reich, Nazism remains a subject of extensive historical inquiry, general interest, and, alarmingly, a source of inspiration for resurgent fascism in Europe. Goodrick-Clarke's powerful and timely book traces

the intellectual roots of Nazism back to a number of influential occult and millenarian sects in the Habsburg Empire during its waning years. These sects combined notions of popular nationalism with an advocacy of Aryan racism and a proclaimed need for German world-rule. This book provides the first serious account of the way in which Nazism was influenced by powerful millenarian and occult sects that thrived in Germany and Austria almost fifty years before the rise to power of Adolf Hitler. These millenarian sects (principally the Ariosophists) espoused a mixture of popular nationalism, Aryan racism, and occultism to support their advocacy of German world-rule. Over time their ideas and symbols, filtered through nationalist-racist groups associated with the infant Nazi party, came to exert a strong influence on Himmler's SS. The fantasies thus fueled were played out with terrifying consequences in the realities structured into the Third Reich: Auschwitz, Sobibor, and Treblinka, the hellish museums of Nazi apocalypse, had psychic roots reaching back to millenial visions of occult sects. Beyond what the Times Literary Supplement calls an intriguing study of apocalyptic fantasies, this bizarre and fascinating story contains lessons we cannot afford to ignore.

GURPS LITE

AN INTRODUCTION TO ROLEPLAYING

ENGINEERING ECONOMY

McGraw-Hill College This student-friendly text on the current economic issues particular to engineering covers the topics needed to analyze engineering alternatives. Students use both hand-worked and spreadsheet solutions of examples, problems and case studies. In this edition the options have been increased with an expanded spreadsheet analysis component, twice the number of case studies, and virtually all new end-of-chapter problems. The chapters on factor derivation and usage, cost estimation, replacement studies, and after-tax evaluation have been heavily revised. New material is included on public sector projects and cost estimation. A reordering of chapters puts the fundamental topics up front in the text. Many chapters include a special set of problems that prepare the students for the Fundamentals of Engineering (FE) exam. This text provides students and practicing professionals with a solid preparation in the financial understanding of engineering problems and projects, as well as the techniques needed for evaluating and making sound economic decisions. Distinguishing characteristics include learning objectives for each chapter, an easy-to-read writing style, many solved examples, integrated spreadsheets, and case studies throughout the text. Graphical cross-referencing between topics and quick-solve spreadsheet solutions are indicated in the margin throughout the text. While the chapters are progressive, over three-quarters can stand alone, allowing instructors flexibility for meeting course needs. A complete online learning center (OLC) offers supplemental practice problems, spreadsheet exercises, and review questions for the the Fundamentals of Engineering (FE) exam.

A TREASURY OF JEWISH FOLKLORE

STRATEGIC LATENCY UNLEASHED

THE ROLE OF TECHNOLOGY IN A REVISIONIST GLOBAL ORDER AND THE IMPLICATIONS FOR SPECIAL OPERATIONS FORCES

The world is being transformed physically and politically. Technology is the handmaiden of much of this change. But since the current sweep of global change is transforming the face of warfare, Special Operations Forces (SOF) must adapt to these circumstances. Fortunately, adaptation is in the SOF DNA. This book examines the changes affecting SOF and offers possible solutions to the complexities that are challenging many long-held assumptions. The chapters explore what has changed, what stays the same, and what it all means for U.S. SOF. The authors are a mix of leading experts in technology, business, policy, intelligence, and geopolitics, partnered with experienced special operators who either cowrote the chapters or reviewed them to ensure accuracy and relevance for SOF. Our goal is to provide insights into the changes around us and generate ideas about how SOF can adapt and succeed in the emerging operational environment.