Program Or Be Programmed Ten Commands For A Digital Age 1st First Edition By Douglas Rushkoff Published By Or Books 2010

Journalist Krakauer, standing on the summit of Mt. Everest, saw nothing that "suggested that a murderous storm was bearing down." He was wrong. The storm, which claimed five lives and left countless more in guilt-ridden disarray, would also provide the impetus for this epic account of the May 1996 disaster. Unabridged. 7 CDs. Hal Higdon's Half Marathon Training offers prescriptive programming for all levels of runners. Not only will it help you learn how to get started with your training, but it will show you where to focus your attention, when to progress, and how to keep it simple. JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming: syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.
The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: –The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops –Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R –How to access R's thousands of functions, libraries, and data sets –How to draw valid and useful conclusions from your data –How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid

understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

"An incredibly powerful mind management model that can help a person become happier, more confident, and a healthier more successful person"--Cover.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Like the authors' classic book The Elements of Journalism, Blur is a unique and readable discourse on how information culture is changing. Yes, old authorities are being dismantled and new ones created, and the way we obtain knowledge has changed. But seeking true and reliable information remains the most important purpose of journalism-and the object for those who consume it. In an age when the line between citizen and journalist is becoming increasingly fuzzy, Blur is an indispensable and serious-minded guide to navigating this new twenty-first-century media terrain.

The Number One Sunday Times Bestseller This is the age of addiction, a condition so epidemic, so all encompassing and ubiquitous that unless you are fortunate enough to be an extreme case, you probably don't know that you have it. What unhealthy habits and attachments are holding your life together? Are you unconsciously dependent on food? Bad relationships? A job that doesn't fulfill you? Numb, constant perusal of your phone, looking for what? My qualification for writing this book is not that I am better than you, it's that I am worse. I am an addict, addicted to drugs, alcohol, sex, money, love and fame. The program in Recovery has given Russell Brand freedom from all addictions and it will do the same for you. This system offers nothing less than liberation from self-centredness, a new perspective, freedom from the illusion of suffering for anyone who is willing to take the necessary steps.

This updated and revised first-course textbook in applied probability provides a contemporary and lively post-calculus introduction to the subject of probability. The exposition reflects a desirable balance between fundamental theory and many applications involving a broad range of real problem scenarios. It is intended to appeal to a wide audience, including mathematics and statistics majors, prospective engineers and scientists, and those business and social science majors interested in the quantitative aspects of their disciplines. The textbook contains enough material for a year-long course, though many instructors will use it for a single term (one semester or one quarter). As such, three course syllabi with expanded course outlines are now available for download on the book's page on the Springer website. A one-term course would cover material in the core chapters (1-4), supplemented by selections from one or more of the remaining chapters on statistical inference (Ch. 5), Markov chains (Ch. 6), stochastic processes (Ch. 7), and signal processing (Ch. 8—available exclusively online and specifically designed for electrical and computer engineers, making the book suitable for a one-term class on random signals and noise). For a year-long course, core chapters (1-4) are accessible to those who have taken a year of univariate differential and integral calculus; matrix algebra, multivariate calculus, and engineering mathematics are needed for the latter, more advanced chapters. At the heart of the textbook's pedagogy are 1,100 applied exercises, ranging from straightforward to reasonably challenging, roughly 700 exercises in the first four "core" chapters alone—a self-contained textbook of problems introducing basic theoretical knowledge necessary for solving problems and illustrating how to solve the problems at hand – in R and

MATLAB, including code so that students can create simulations. New to this edition • Updated and re-worked Recommended Coverage for instructors, detailing which courses should use the textbook and how to utilize different sections for various objectives and time constraints • Extended and revised instructions and solutions to problem sets • Overhaul of Section 7.7 on continuous-time Markov chains • Supplementary materials include three sample syllabi and updated solutions manuals for both instructors and students

The promise and perils of the digital economy - and how we can use it to create prosperity for all The digital economy was supposed to create a new age of prosperity for everyone. But as Facebook resells our data for billions and self-driving cars threaten to put drivers out of work, it has so far only exacerbated the gap between winners and losers. Yet the possibility of an economic Renaissance still lingers - if we seize the opportunity now. In The Growth Trap, Douglas Rushkoff identifies this crucial economic turning point and calls on everyone to remake the economic operating system from the inside out - to redistribute wealth and prosper along the way. With practical steps matched by incisive analysis, The Growth Trap offers a pragmatic, optimistic, and human-centered model for economic progress in the digital age.

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

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

enthusiasts and technophobes alike with the guidelines to navigate this new universe. IN THE BEGINNING WAS THE BIT... The universe is made of bits of information and it has been known for more than a century that every piece of the the universe - every electron, atom and molecule - registers these bits and that information. It is only in the last years, however, with the discovery and development of quantum computers, that scientists have gained a fundamental understanding of just how that information is registered and processed. Building on recent breakthroughs in quantum computation, Seth Lloyd shows how the universe itself is a giant computer. Every atom and elementary particle stores these bits, and every collision between those atoms and particles flips the bits into a new arrangement and effortlessly spins out beautiful and complex systems, including galaxies, planets and life itself. But every computer needs a program, the set of instructions that tell it what patterns to create. Where did the bits come from that tell the universe to create its magnificent complexity? Who - or what - is programming the universe?

An effective state is essential to achieving socio-economic and sustainable development. With the advent of globalization, there are growing pressures on governments and organizations around the world to be more responsive to the demands of internal and external stakeholders for good governance, accountability and transparency, greater development effectiveness, and delivery of tangible results. Governments, parliaments, citizens, the private sector, NGOs, civil society, international organizations and donors are among the stakeholders interested in better performance. As demands for greater accountability and real results have increased, there is an attendant need for enhanced results-based monitoring and evaluation of policies, programs, and projects. This Handbook provides a comprehensive ten-step model that will help guide development practitioners through the process of designing and building a results-based monitoring and evaluation system. These steps begin with a OC Readiness AssessmentOCO and take the practitioner through the design, management, and importantly, the sustainability of such systems. The Handbook describes each step in detail, the tasks needed to complete each one, and the tools available to help along the way."

We're in an age of information overload, and too much of what we watch, hear and read is mistaken, deceitful or even dangerous. Yet you and I can take control and make media serve us -- all of us -- by being active consumers and participants. Here's how. With a Foreword by Clay Shirky Praise for Mediactive: "Dan Gillmor has thought more deeply, more usefully, and over a longer period of time about the next stages of media evolution than just about anyone else. In Mediactive, he puts the results of his ideas and experiments together in a guide full of practical tips and longer-term inspirations for everyone affected by rapid changes in the news ecology. This book is a very worthy successor to his influential We the Media." --James Fallows, Atlantic Magazine, author of Postcards from Tomorrow Square and Breaking the News "Dan's book helps us understand when the news we read is reliable and trustworthy, and how to determine when what we're reading is intended to deceive. A trustworthy press is required for the survival of a democracy, and we really need this book right now." --Craig Newmark, founder of craigslist "A master-class in media-literacy for the 21st century, operating on all scales from the tiniest details of navigating wiki software all the way up to sensible and smart suggestions for reforming law and policy to make the news better and fairer.

Gillmor's a reporter's reporter for the information age, Mediactive made me want to stand up and salute." --Cory Doctorow, co-editor/owner, Boing Boing; author of For the Win "As the lines between professional and citizen journalists continue to blur, Mediactive provides a useful roadmap to help us become savvier consumers and creators alike." -- Steve Case, chairman and CEO of Revolution and co-founder of America Online "It's all true - at least to someone. And that's the problem in a hypermediated world where everyone and anyone can represent his own reality. Gillmor attacks the problem of representation and reality head on, demanding we become media-active users of our emerging media, instead of passive consumers. If this book doesn't get you out of Facebook and back on the real Internet, nothing will." --Douglas Rushkoff, author of Program or Be Programmed: Ten Commands for a Digital Age "An important book showing people how to swim rather than drown in today's torrent of information. Dan Gillmor lives on the front line of digital information - there's no-one better to help us understand the risks and opportunities or help us ask the right questions." --Richard Sambrook, Global Vice Chairman and Chief Content Officer at Edelman, and former BBC Director of Global News "With the future of journalism and democracy in peril, Mediactive comes along with sage and practical advice at a crucial time. Dan Gillmor, pioneering journalist and teacher of journalists, offers a practical guide to citizens who now need to become active producers as well as critical consumers of media. Read this book right away, buy one for a friend and another one for a student, and then put Gillmor's advice into action." --Howard Rheingold, author of the Smart Mobs and other books about our digital future "Through common-sense guidelines and well-chosen examples, Gillmor shows how anyone can navigate the half-truths, exaggerations and outright falsehoods that permeate today's media environment and ferret out what is true and important. As Gillmor writes, 'When we have unlimited sources of information, and when so much of what comes at us is questionable, our lives get more challenging. They also get more interesting.'" --Dan Kennedy, assistant professor of journalism at Northeastern University, former Boston Phoenix media critic, and author of the Media Nation blog at www.dankennedy.net Program synthesis is the task of automatically finding a program in the underlying programming language that satisfies the user intent expressed in the form of some specification. Since the inception of artificial intelligence in the 1950s, this problem has been considered the holy grail of Computer Science. Despite inherent challenges in the problem such as ambiguity of user intent and a typically enormous search space of programs, the field of program synthesis has developed many different techniques that enable program synthesis in different real-life application domains. It is now used successfully in software engineering, biological discovery, compute-raided education, end-user programming, and data cleaning. In the last decade, several applications of synthesis in the field of programming by examples have been deployed in mass-market industrial products. This monograph is a general overview of the state-of-the-art approaches to program synthesis, its applications, and subfields. It discusses the general principles common to all modern synthesis approaches such as syntactic bias, oracle-guided inductive search, and optimization techniques. We then present a literature review covering the four most common state-of-the-art techniques in program synthesis: enumerative search, constraint solving, stochastic search, and deduction-based programming by examples. It concludes with a brief list of future horizons for the

field.

From everyday apps to complex algorithms, Ruha Benjamin cuts through tech-industry hype to understand how emerging technologies can reinforce White supremacy and deepen social inequity. Benjamin argues that automation, far from being a sinister story of racist programmers scheming on the dark web, has the potential to hide, speed up, and deepen discrimination while appearing neutral and even benevolent when compared to the racism of a previous era. Presenting the concept of the "New Jim Code," she shows how a range of discriminatory designs encode inequity by explicitly amplifying racial hierarchies; by ignoring but thereby replicating social divisions; or by aiming to fix racial bias but ultimately doing quite the opposite. Moreover, she makes a compelling case for race itself as a kind of technology, designed to stratify and sanctify social injustice in the architecture of everyday life. This illuminating guide provides conceptual tools for decoding tech promises with sociologically informed skepticism. In doing so, it challenges us to question not only the technologies we are sold but also the ones we ourselves manufacture. Visit the book's free Discussion Guide here.

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions,Swift For Dummies shows new and existing programmers how toquickly port existing Objective-C applications into Swift and getinto the swing of the new language like a pro. Designed from theground up to be a simpler programming language, it's never beeneasier to get started creating apps for the iPhone or iPad, orapplications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a newSwift application, use operators, objects, and data types, andcontrol program flow with conditional statements. You'll also getthe scoop on creating new functions, statements, and declarations,learn useful patterns in an object-oriented environment, and takeadvantage of frameworks to speed your coding along. Plus, you'llfind out how Swift does away with pointer variables and how toreference and dereference variables instead. Set up a playground development environment for Mac, iPhone,iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and socialmedia Whether you're an existing Objective-C programmer looking toport your code to Swift or you've never programmed for Apple in thepast, this fun and friendly guide gets you up to speed swiftly.

"Not many living artists would be sufficiently brave or inspired to attempt reflecting in art what Borges constructs in words. But the detailed, evocative etchings by Erik Desmazieres provide a perfect counterpoint to the visionary prose. Like Borges, Desmazieres has created his own universe, his own definition of the meaning, topography and geography of the Library of Babel. Printed together, with the etchings reproduced in fine-line duotone, text and art unite to present an artist's book that belongs in the circle of Borges's sacrosanct Crimson Hexagon - "books smaller than natural books, books omnipotent,

illustrated, and magical.""--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

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

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

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

Program Or be ProgrammedTen Commands for a Digital AgeOR Books

Considered by many to be mentally retarded, a brilliant, impatient fifth-grader with cerebral palsy discovers a technological device that will allow her to speak for the first time.

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's

examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (http: //www.natureofcode.com), the examples run in the browser via Processing's JavaScript mode.

The landmark study of cultural differences across 70 nations, Cultures and Organizations helps readers look at how they think—and how they fail to think—as members of groups. Based on decades of painstaking field research, this new edition features the latest scientific results published in Geert Hofstede's scholarly work Culture's Consequences, Second Edition. Original in thought and profoundly important, Cultures and Organizations offers vital knowledge and insight on issues that will shape the future of cultures and nations in a globalized world.

A theoretical examination of the surprising emergence of software as a guiding metaphor for our neoliberal world. New media thrives on cycles of obsolescence and renewal: from celebrations of cyber-everything to Y2K, from the dot-com bust to the next big things—mobile mobs, Web 3.0, cloud computing. In Programmed Visions, Wendy Hui Kyong Chun argues that these cycles result in part from the ways in which new media encapsulates a logic of programmability. New media proliferates "programmed visions," which seek to shape and predict—even embody—a future based on past data. These programmed visions have also made computers, based on metaphor, metaphors for metaphor itself, for a general logic of substitutability. Chun argues that the clarity offered by software as metaphor should make us pause, because software also engenders a profound sense of ignorance: who knows what lurks behind our smiling interfaces, behind the objects we click and manipulate? The combination of what can be seen and not seen, known (knowable) and not known—its separation of interface from algorithm and software from hardware—makes it a powerful metaphor for everything we believe is invisible yet generates visible, logical effects, from genetics to the invisible hand of the market, from ideology to culture.

A jaw-dropping insider look into the world of the so-called "Hollywood Sex Cult" NXIVM chronicling the rise of enigmatic cult leader, Keith Raniere, from its "Patient Zero," his former girlfriend and test subject for his coercive control techniques. Many have heard of NXIVM and its creator, Keith Raniere, the unassuming Albany man now prosecuted for ensnaring tens of thousands of people in the US, Mexico, Canada and elsewhere, to do his bidding and pay millions of dollars to participate in his self-improvement methodology. But where did Keith Raniere begin? Enter Toni Natalie, Keith's Patient Zero, the first one indoctrinated into Raniere's methodology and the first one to escape. THE PROGRAM begins with the origin story of NXIVM, follows its rise to international prominence, and takes the reader into the downfall of Raniere through Toni's eyes. During this time she bore witness to the evolution of his methodology, including his use of sex, blackmail, and employment of psychological tools such as neuro-linguistic programming to control and punish those who would not heed

his wishes. She uniquely details the fortunes lost and the lives left in disarray that she witnessed contemporaneously, including members of DOS, a group of women coerced into sexual acts under the guise of a "women's empowerment" inner circle, whom Raniere exercised extreme control over directly and through his lieutenants. But far from being a victim's story, in the spirit of Erin Brockovich, Toni's is a nuanced narrative of a multi-dimensional woman saving herself, and then working tirelessly to help other women do the same for themselves. Today, Toni is happy, reunited with her son, and surrounded by friends and family--it is this perspective that makes her such a unique storyteller.

Racket is a descendant of Lisp, a programming language renowned for its elegance, power, and challenging learning curve. But while Racket retains the functional goodness of Lisp, it was designed with beginning programmers in mind. Realm of Racket is your introduction to the Racket language. In Realm of Racket, you'll learn to program by creating increasingly complex games. Your journey begins with the Guess My Number game and coverage of some basic Racket etiquette. Next you'll dig into syntax and semantics, lists, structures, and conditionals, and learn to work with recursion and the GUI as you build the Robot Snake game. After that it's on to lambda and mutant structs (and an Orc Battle), and fancy loops and the Dice of Doom. Finally, you'll explore laziness, AI, distributed games, and the Hungry Henry game. As you progress through the games, chapter checkpoints and challenges help reinforce what you've learned. Offbeat comics keep things fun along the way. As you travel through the Racket realm, you'll: –Master the quirks of Racket's syntax and semantics –Learn to write concise and elegant functional programs –Create a graphical user interface using the 2htdp/image library –Create a server to handle true multiplayer games Realm of Racket is a lighthearted guide to some serious programming. Read it to see why Racketeers have so much fun!

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route. A trip through modern computer culture that examines the cyberpunk movement, the hacker sub-culture, virtual reality, and smart drugs

Sarah Palin has many faces: hockey mom, fundamentalist Christian, sex symbol, Republican ideologue, fashion icon, "maverick" populist. But, above all, Palin has become one thing: an American obsession that just won't go away. Edited by two senior editors at 'The Nation' magazine, this sharp, smart, up-to-the-minute book examines Palin's quirky origins in Wasilla, Alaska, her spectacular rise to the effective leadership of the Republican Party, and the nightmarish prospect of her continuing to dominate the nation's political scene. With contributions by: Amy Alexander, Max Blumenthal, Juan Cole, Joe Conason, Jeanne Devon, Eve Ensler, Michelle Goldberg, Jane Hamsher, Christopher Hayes, Mark Hertsgaard,

Jim Hightower, Linda Hirshman, Naomi Klein, Dahlia Lithwick, Amanda Marcotte, Shannyn Moore, John Nichols, Rick Perlstein, Tom Perrotta, Katha Pollitt, Robert Reich, Frank Rich, Hanna Rosin, Jeff Sharlet, Matt Taibbi, Michael Tomasky, Rebecca Traister, Katrina vanden Heuvel, Jessica Valenti, Patricia Williams, JoAnn Wypijewski and Gary Younge among others.

As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book The Web Psychologist, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. Webs of Influence delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level – with dazzling results.

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

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

Douglas Rushkoff was mugged outside his apartment on Christmas Eve, but when he posted a friendly warning on his community website, the responses castigated him for potentially harming the local real-estate market. When did these corporate values overtake civic responsibilites? Rushkoff examines how corporatism has become an intrinsic part of our everyday lives, choices and

opinions. He demonstrates how this system created a world where everything can be commodified, where communities have dissolved into consumer groups, where fiction and reality have become fundamentally blurred. And, with this system on the verge of collapse, Rushkoff shows how the simple pleasures that make us human can also point the way to freedom.

The story of a man with a vision - immortality : for those who can afford it is found in cyberspace. Permutation city is the tale of a man with a vision - how to create immortality - and how that vision becomes something way beyond his control. Encompassing the lives and struggles of an artificial life junkie desperate to save her dying mother, a billionaire banker scarred by a terrible crime, the lovers for whom, in their timeless virtual world, love is not enough - and much more - Permutation city is filled with the sense of wonder.

"Seven Languages in Seven Weeks" presents a meaningful exploration of seven languages within a single book. Rather than serve as a complete reference or installation guide, the book hits what's essential and unique about each language.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

"The recent push for impact measurement has been positive, but it has also led to wasted resources and often misleading data about what works. In The Goldilocks Challenge, Gugerty and Karlan put forth four key principles to guide organizations of all sizes to create strong, "right-fit" data collection systems" -- Copyright: e40b9a9a2cfdc3b4b27644a3b8e29e67