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Rutger Bregman

Game Research Methods: An Overview Patri Lankoski,Staffan Björk,et al.,2015 Games are increasingly becoming the focus for research due to their cultural and economic impact on modern society. However, there are many different types of approaches and methods than can be applied to understanding games or those that play games. This book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative, qualitative and mixed methods. In addition, approaches using game development for research is described. Each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games. Through this, the book provides an overview of research methods that enable us to better our understanding on games.--Provided by publisher.

Digital Passages: Migrant Youth 2.0 Koen Leurs,2016-12-15 Increasingly, young people live online, with the vast majority of their social and cultural interactions conducted through means other than face-to-face conversation. How does this transition impact the ways in which young migrants understand, negotiate, and perform identity? That's the question taken up by Digital Passages: Migrant Youth 2.0, a ground-breaking analysis of the ways that youth culture online interacts with issues of diaspora, gender, and belonging. Drawing on surveys, in-depth interviews, and ethnography, Koen Leurs builds an interdisciplinary portrait of online youth culture and the spaces it opens up for migrant youth to negotiate power relations and to promote intercultural understanding.

Video Game Spaces Michael Nitsche,2008-12-05 An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

Intertwined Douglas R. Dechow,Daniele C. Struppa,2015-07-03 This engaging volume celebrates the life and work of Theodor Holm “Ted” Nelson, a pioneer and legendary figure from the history of early computing. Presenting contributions from world-renowned computer scientists and figures from the media industry, the book delves into hypertext, the docuverse, Xanadu and other products of Ted Nelson’s unique mind. Features: includes a cartoon and a sequence of poems created in Nelson’s honor, reflecting his wide-ranging and interdisciplinary intellect; presents peer histories, providing a sense of the milieu that resulted from Nelson’s ideas; contains personal accounts revealing what it is like to collaborate directly with Nelson; describes Nelson’s legacy from the perspective of his contemporaries from the computing world; provides a contribution from Ted Nelson himself. With a broad appeal spanning computer scientists, science historians and the general reader, this inspiring collection reveals the continuing influence of the original visionary of the World Wide Web.

Ghost Work Mary L. Gray,Siddharth Suri,2019 A startling exposé of the invisible human workforce that powers the web--and how to bring it out of the shadows. Hidden beneath the surface of the internet, a new, stark reality is looming--one that cuts to the very heart of our endless debates about the impact of AI. Anthropologist Mary L. Gray and computer scientist Siddharth Suri unveil how the services we use from companies like Amazon, Google, Microsoft, and Uber can only function smoothly thanks to the judgment and experience of a vast human labor force that is kept deliberately concealed. The people who do 'ghost work' make the internet seem smart. They perform high-tech, on-demand piecework: flagging X-rated content, proofreading, transcribing audio, confirming identities, captioning video, and much more. The shameful truth is that no labor laws protect them or even acknowledge their existence. They often earn less than legal minimums for traditional work, they have no health benefits, and they can be fired at any time for any reason, or for no reason at all. An estimated 8 percent of Americans have worked in this 'ghost economy,' and that number is growing every day. In this unprecedented investigation, Gray and Suri make the case that robots will never completely eliminate 'ghost work' and the unchecked quest for artificial intelligence could spark catastrophic work conditions if not stopped in its tracks. Ultimately, they show how this essential type of work can create opportunity--rather than misery--for those who do it.--Dust jacket.

Beyond Productivity National Research Council,Division on Engineering and Physical Sciences,Computer Science and Telecommunications Board,Committee on Information Technology and Creativity,2003-04-02 Computer science has drawn from and contributed to many disciplines and practices since it emerged as a field in the middle of the 20th century. Those interactions, in turn, have contributed to the evolution of information technology â€ new forms of computing and communications, and new applications â€ that continue to develop from the creative interactions between computer science and other fields. Beyond Productivity argues that, at the beginning of the 21st century, information technology (IT) is forming a powerful alliance with creative practices in the arts and design to establish the exciting new, domain of information technology and creative practicesâ€™ITCP. There are major benefits to be gained from encouraging, supporting, and strategically investing in this domain.

Utopia for Realists Rutger Bregman,2017-03-14 Universal basic income. A 15-hour workweek. Open borders. Does it sound too good to be true? One of Europe's leading young thinkers shows how we can build an ideal world today. A more politically radical Malcolm Gladwell. -- New York Times After working all day at jobs we often dislike, we buy things we don't need. Rutger Bregman, a Dutch historian, reminds us it needn't be this way -- and in some places it isn't. Rutger Bregman's TED Talk about universal basic income seemed impossibly radical when he delivered it in 2014. A quarter of a million views later, the subject of that video is being seriously considered by leading economists and government leaders the world over. It's just one of the many utopian ideas that Bregman proves is possible today. Utopia for Realists is one of those rare books that takes you by surprise and challenges what you think can happen. From a Canadian city that once completely eradicated poverty, to Richard Nixon's near implementation of a basic income for millions of Americans, Bregman takes us on a journey through history, and beyond the traditional left-right divides, as he champions ideas whose time have come. Every progressive milestone of civilization -- from the end of slavery to the beginning of democracy -- was once considered a utopian fantasy. Bregman's book, both challenging and bracing, demonstrates that new utopian ideas, like the elimination of poverty and the creation of the fifteen-hour workweek, can become a reality in our lifetime. Being unrealistic and unreasonable can in fact make the impossible inevitable, and it is the only way to build the ideal world.

3D Imaging, Analysis and Applications Yonghuai Liu,Nick Pears,Paul L. Rosin,Patrik Huber,2020-09-11 This textbook is designed for postgraduate studies in the field of 3D Computer Vision. It

also provides a useful reference for industrial practitioners; for example, in the areas of 3D data capture, computer-aided geometric modelling and industrial quality assurance. This second edition is a significant upgrade of existing topics with novel findings. Additionally, it has new material covering consumer-grade RGB-D cameras, 3D morphable models, deep learning on 3D datasets, as well as new applications in the 3D digitization of cultural heritage and the 3D phenotyping of crops. Overall, the book covers three main areas: ● 3D imaging, including passive 3D imaging, active triangulation 3D imaging, active time-of-flight 3D imaging, consumer RGB-D cameras, and 3D data representation and visualisation; ● 3D shape analysis, including local descriptors, registration, matching, 3D morphable models, and deep learning on 3D datasets; and ● 3D applications, including 3D face recognition, cultural heritage and 3D phenotyping of plants. 3D computer vision is a rapidly advancing area in computer science. There are many real-world applications that demand high-performance 3D imaging and analysis and, as a result, many new techniques and commercial products have been developed. However, many challenges remain on how to analyse the captured data in a way that is sufficiently fast, robust and accurate for the application. Such challenges include metrology, semantic segmentation, classification and recognition. Thus, 3D imaging, analysis and their applications remain a highly-active research field that will continue to attract intensive attention from the research community with the ultimate goal of fully automating the 3D data capture, analysis and inference pipeline.

Astro-Imaging Projects for Amateur Astronomers Jim Chung, 2015-07-09 This is the must-have guide for all amateur astronomers who double as makers, doers, tinkerers, problem-solvers, and inventors. In a world where an amateur astronomy habit can easily run into the many thousands of dollars, it is still possible for practitioners to get high-quality results and equipment on a budget by utilizing DIY techniques. Surprisingly, it's not that hard to modify existing equipment to get new and improved usability from older or outdated technology, creating an end result that can outshine the pricey higher-end tools. All it takes is some elbow grease, a creative and open mind and the help of Chung's hard-won knowledge on building and modifying telescopes and cameras. With this book, it is possible for readers to improve their craft, making their equipment more user friendly. The tools are at hand, and the advice on how to do it is here. Readers will discover a comprehensive presentation of astronomical projects that any amateur on any budget can replicate – projects that utilize leading edge technology and techniques sure to invigorate the experts and elevate the less experienced. As the maker community continues to expand, it has wonderful things to offer amateur astronomers with a willingness to get their hands dirty. Tweaking observing and imaging equipment so that it serves a custom purpose can take your observing options to the next level, while being fun to boot.

Literary Machines Theodor H. Nelson, 1993

A Reader in Themed and Immersive Spaces Scott A. Lukas, 2016 Themed spaces have, at their foundation, an overarching narrative, symbolic complex, or story that drives the overall context of their spaces. Theming, in some very unique ways, has expanded beyond previous stereotypes and oversimplifications of culture and place to now consider new and often controversial topics, themes, and storylines.--Publisher's website.

Computational Intelligence in Pattern Recognition Asit Kumar Das, Janmenjoy Nayak, Bighnaraj Naik, Soumi Dutta, Danilo Pelusi, 2021-09-04 This book features high-quality research papers presented at the 3rd International Conference on Computational Intelligence in Pattern Recognition (CIPR 2021), held at the Institute of Engineering and Management, Kolkata, West Bengal, India, on 24 – 25 April 2021. It includes practical development experiences in various areas of data analysis and pattern recognition, focusing on soft computing technologies, clustering and classification algorithms, rough set and fuzzy set theory, evolutionary computations, neural science and neural network systems, image processing, combinatorial pattern matching, social network analysis, audio and video data analysis, data mining in dynamic environments, bioinformatics, hybrid computing, big data analytics and deep learning. It also provides innovative solutions to the challenges in these areas and discusses recent developments.

The Johns Hopkins Guide to Digital Media Marie-Laure Ryan, Lori Emerson, Benjamin J. Robertson, 2014-04-15 The first systematic, comprehensive reference covering the ideas, genres, and concepts behind digital media. The study of what is collectively labeled “New Media”—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

Computer Games and New Media Cultures Johannes Fromme, Alexander Unger, 2012-06-14 Digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies. Its ubiquity, as well as the sheer volume of hours young people spend gaming, should make it ripe for urgent academic enquiry, yet the subject was a research backwater until the turn of the millennium. Even today, as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens, the subject is still treated with scepticism in some academic circles. This handbook aims to reflect the relevance and value of studying digital games, now the subject of a growing number of studies, surveys, conferences and publications. As an overview of the current state of research into digital gaming, the 42 papers included in this handbook focus on the social and cultural relevance of gaming. In doing so, they provide an alternative perspective to one-dimensional studies of gaming, whose agendas do not include cultural factors. The contributions, which range from theoretical approaches to empirical studies, cover various topics including analyses of games themselves, the player-game interaction, and the social context of gaming. In addition, the educational aspects of games and gaming are treated in a discrete section. With material on non-commercial gaming trends such as ‘modding’, and a multinational group of authors from eleven nations, the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content.

Augmented Reality Art Vladimir Geroimenko, 2014-06-17 Written by a team of world-renowned artists, researchers and practitioners - all pioneers in using augmented reality based creative works and installations as a new form of art - this is the first book to explore the exciting new field of augmented reality art and its enabling technologies. As well as investigating augmented reality as a novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.

The Art of Mac Malware Patrick Wardle, 2022-07-12 A comprehensive guide to the threats facing Apple computers and the foundational knowledge needed to become a proficient Mac malware analyst. Defenders must fully understand how malicious software works if they hope to stay ahead of the increasingly sophisticated threats facing Apple products today. The Art of Mac Malware: The Guide to Analyzing Malicious Software is a comprehensive handbook to cracking open these malicious programs and seeing what’s inside. Discover the secrets of nation state backdoors, destructive ransomware, and subversive cryptocurrency miners as you uncover their infection methods, persistence strategies, and insidious capabilities. Then work with and extend foundational reverse-

engineering tools to extract and decrypt embedded strings, unpack protected Mach-O malware, and even reconstruct binary code. Next, using a debugger, you'll execute the malware, instruction by instruction, to discover exactly how it operates. In the book's final section, you'll put these lessons into practice by analyzing a complex Mac malware specimen on your own. You'll learn to: Recognize common infections vectors, persistence mechanisms, and payloads leveraged by Mac malware Triage unknown samples in order to quickly classify them as benign or malicious Work with static analysis tools, including disassemblers, in order to study malicious scripts and compiled binaries Leverage dynamical analysis tools, such as monitoring tools and debuggers, to gain further insight into sophisticated threats Quickly identify and bypass anti-analysis techniques aimed at thwarting your analysis attempts A former NSA hacker and current leader in the field of macOS threat analysis, Patrick Wardle uses real-world examples pulled from his original research. The Art of Mac Malware: The Guide to Analyzing Malicious Software is the definitive resource to battling these ever more prevalent and insidious Apple-focused threats.

Introducing Human Geographies, Third Edition Paul Cloke,Philip Crang,Mark Goodwin,2013-12-05 Introducing Human Geographies is the leading guide to human geography for undergraduate students, explaining new thinking on essential topics and discussing exciting developments in the field. This new edition has been thoroughly revised and updated and coverage is extended with new sections devoted to biogeographies, cartographies, mobilities, non-representational geographies, population geographies, public geographies and securities. Presented in three parts with 60 contributions written by expert international researchers, this text addresses the central ideas through which human geographers understand and shape their subject. Part I: Foundations engages students with key ideas that define human geography's subject matter and approaches, through critical analyses of dualisms such as local-global, society-space and human-nonhuman. Part II: Themes explores human geography's main sub-disciplines, with sections devoted to biogeographies, cartographies, cultural geographies, development geographies, economic geographies, environmental geographies, historical geographies, political geographies, population geographies, social geographies, urban and rural geographies. Finally, Part III: Horizons assesses the latest research in innovative areas, from mobilities and securities to non-representational geographies. This comprehensive, stimulating and cutting edge introduction to the field is richly illustrated throughout with full colour figures, maps and photos. These are available to download on the companion website, located at www.routledge.com/9781444135350.

Rereading America Gary Colombo,2007 Intended as a reader for writing and critical thinking courses, this volume presents a collection of writings promoting cultural diversity, encouraging readers to grapple with the real differences in perspectives that arise in our complex society.

The Art of Cars Michael Wallis,Suzanne Fitzgerald Wallis,2015-11-03 In the tradition of the smash hits Toy Story, A Bug's Life, Toy Story 2, Monsters, Inc., Finding Nemo, and The Incredibles comes the newest film from Pixar Animation Studios, Cars, the story of a race car who learns that it's not all about the fast lane. (In fact, life begins at the off-ramp.) Offering an insider's view into the artistic development of Cars, this gorgeously illustrated book celebrates the whimsical yet painstaking research that fueled Pixar's directors, production designers, and artists. Fascinating storyboards, full-color pastels, on-the-road snapshots, and hundreds of character sketches reveal the origins of Pixar's charming and clever automobile-based world. Gleaned from the team's trips to racetracks and down the famed Route 66, The Art of Cars is as colorful as its memorable story and characters, making this book—the only movie tie-in for adults—a spirited ride down the road of a masterful animated feature film. Cars is a Walt Disney Pictures presentation of a Pixar Animation Studios film. 2006 by Disney Enterprises, Inc./Pixar Animation Studios. All rights reserved.

The Super Affiliate Handbook Rosalind Gardner,2005 Gardner tells readers the amazing true story of how, with no previous business experience, she came to earn \$435,000+ per year online selling other people's stuff.

Whispering the Techniques of Language: An Psychological Quest through **Xbox Live In Windows 8 1781.htm**

In a digitally-driven earth wherever screens reign supreme and immediate transmission drowns out the subtleties of language, the profound secrets and psychological nuances hidden within phrases frequently get unheard. Yet, located within the pages of **Xbox Live In Windows 8 1781.htm** a charming literary treasure blinking with natural emotions, lies an extraordinary journey waiting to be undertaken. Penned by an experienced wordsmith, that enchanting opus encourages visitors on an introspective journey, gently unraveling the veiled truths and profound influence resonating within the cloth of every word. Within the psychological depths with this emotional review, we shall embark upon a genuine exploration of the book is key styles, dissect their captivating publishing design, and fail to the effective resonance it evokes serious within the recesses of readers hearts.

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