

Angry Birds The Parabolic Edition 5th Ed

ABOUT THE BOOK Q. For whom is this book intended? A. This book is designed as a comprehensive guide to the 2012 Presidential Election for potential voters and non-voters alike. Q. What do you mean by potential non-voters? A. People who haven't read the book. Q. Any particular sort of potential voter? A. Potential voters of all types: the decided, the undecided, the almost, kind of, really close to, near-the-vicinity-of decided and the you-couldn't-budge-me-with-anything-less-than-a-\$300,000-direct-deposit-into-my-Swiss Bank Account decided. Q. What questions does this book answer? A. Easy questions. Hard questions. Any question that could possibly be answered by a series of smartass, cynical, semi-schmaltzy, highly acerbic, humorist-type ramblings. Even stupid questions. Remember there are no stupid question only Low Information Voters. Q. What does that mean? A. Low Information Voter is a new demographic category that means "stupid people." But the great thing is-you get to say it right in front of them. ROTFLMFAOLARTB. Q. Got an example? A. A recent poll shows 52% of Mississippi Republicans still believe President Obama is Muslim. And that doesn't include the hefty percentage who believe he's muslin. Q. Isn't that a loosely woven cotton fabric? A. Correctamundo. And yes, it does tend to confuse them, but it's a state to which they've become accustomed. Q. You mean Mississippi. A. Exactly. Now you've got it. Q. Got what? A. I don't know, but it's all over the front of your shirt. Go directly to the bathroom and wash it off. Immediately after purchasing the book, that is. EXCERPT FROM THE BOOK Democracy Is The New Black Welcoming the revolting flocks of the Mid East with a few cautionary notes about freedom. Congratulations from the United States of America to all our freedom loving brothers and sisters in Egypt and Jordan and Oman and Tunisia and Libya and Iran and Bahrain and Morocco and Algeria and maybe someday soon Saudi Arabia for standing up to your dictatorial overlords and clutching at the guano covered branches of freedom. Jolly good. You've made majority rule fashionable again. Democracy is the new black. We are all totally psyched how you've dragged yourselves kicking and screaming from the dark ages into the middle 19th Century. You may be excited to hear about some other upgrades we've made in areas such as in transportation, communications, and hygiene. It's all there in your orientation packet. Watch some MTV. Ignore Jersey Shore. No, they're not real. Got to warn you though, self-rule isn't all a bed of roses. It has a thorny learning curve. Rubs rough on beginners. You might want to spend some time wading out towards the deep end wearing your feudal water wings before jumping straight into the parliamentary pool. Thing is, don't expect the world to change overnight. England has been dancing with democratization since the thirteenth century and they're still curtseying to the Queen. Usually what happens is you lose one tyrannical despot only to gain another. You could avoid a particular mistake we made and find someone who can spell despot. Buy the book to read more! Discusses the history and evolution of wireless networks Explores the impact of wireless on the corporate world Focuses on 802.11 WLAN security in both the small office/home office world and for larger organizations Gives security solutions to the risks and vulnerabilities of mobile devices Reviews the mobile malware landscape and discusses mitigation strategies

Known for his favorite themes of New England and nature, Robert Frost may well be the most famous American poet of the 20th century. This is an encyclopedic guide to the life and works of this great American poet. It combines critical analysis with information on Frost's life, providing a one-stop resource for students.

First published in 1972. The imagery of field sports - of hawking, hunting, shooting and fishing - and the associated imagery of warfare are a striking feature in Shakespeare's plays. The Living Image examines the nature of this imagery, considering it first in the light of the practices and techniques of Elizabethan field sports and weaponry and then its broader metaphoric significance in relation to the themes of the plays. The contemporary associations of the imagery - the inferences of female sexuality and waywardness from hawking imagery, for example, and the ideals of nobility and courage attached to images of hunting and war are all discussed.

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Shakespearean Essays
How Birds Reveal the Secrets of the Natural World
Art and Technology
Math Bytes

(Cairo JdE 36418) : a Case Study of Egyptian Funerary Culture of the Early Middle Kingdom

The coffin published in this book represents a type that had some popularity in southern Upper Egypt in the early Middle Kingdom, but which, despite its extraordinary decoration had not attracted attention so far. The most striking feature of the decoration is that the object friezes - the pictorial rendering of ritual implements usually found on coffin interiors of the period - also include complete ritual scenes, some of which are attested only here. Apart from this, the decoration includes an extensive selection of the religious texts know as the Coffin Texts. The author first studies the archaeological context and dating of the coffin and attempts a reconstruction of the construction procedures from his technical description of the monument. The detailed account of the decoration in the rest of the book interprets the ritual iconography and offers fresh translations and interpretations of the Coffin Texts. A methodological innovation is that he regards the scenes and texts not as individual decoration elements, but as components of an integral composition. The background of this composition is argued to be a view of life in the hereafter in which the deceased is involved in an unending cycle of ritual action which reflects the funerary rituals that were actually performed on earth. On the one hand, these netherworldly rituals aim at bringing the deceased to new life by mummification, on the other the newly regenerated deceased partakes in embalming rituals for gods representing his dead father (Osiris or Atum). These gods, in their turn, effectuate the deceased's regeneration. The entire process results in a cycle of resuscitation in which the afterlife of the deceased and of the 'father gods' are interdependent. The sociological bias of this interpretation, with its emphasis on kinship relations, differs significantly from earlier attempts to explain Egyptian funerary religion.

Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the links that connect us, and the ways that our decisions can have consequences for others.

The benefits of reading stories to our children at nighttime have been shared countless times over, and for good reason. Reading promotes literacy. Why is it that we don't do math with our children before bed? This book is a collection of prompts that can inspire mathematical discussions that you and your children can have before bed, at dinner, or at anytime.

Shart of Atlantis is a seabird-riding merman from a lost race that shrank and vanished 3000 years ago. In this wry but dark Christian legend science fiction, he flies half an ocean to Rockall, to find the strange Singer whose mystic Song rules even the waves. There he and David, a naval pilot from a mind-controlled computer world nearly kill each other. Shart flies back to his undersea city with a dreadful command from the Singer. Yet what new twin perils has his proud sister Vanarn awoken in his absence? Could the terrible Leviathan really return? Meanwhile, David finds none who avoid the power of the all-seeing 'frame' except the strange Themers, who have been joined by Màiri, David's fiery Gaelic wife. David mocks her; but finds she disbelieves him too. The strange Commander Spenser sends him to find Shart again; but who hunts Spenser? Will the Lords of Atlantis condemn David? Or will war take all back to Rockall? And what does connect the Theme and the eternal Song?

The Cliff-climbers
Children, Computers, And Powerful Ideas
Video Games as a Medium for Learning
Site Planning and Design Handbook, Second Edition
Physics for Scientists and Engineers, Volume 2
Gamification in Education: Breakthroughs in Research and Practice
A Scientist Reveals the Intricacies of Avian Social Life

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.

Having the ability to measure and explore the geographic space that surrounds us provides endless opportunities for us to utilize and interact with the world. As a broad field of study, geospatial research has applications in a variety of fields including military science, environmental science, civil engineering, and space exploration. Geospatial Research: Concepts, Methodologies, Tools, and Applications is a multi-volume publication highlighting critical topics related to geospatial analysis, geographic information systems, and geospatial technologies. Exploring multidisciplinary applications of geographic information systems and technologies in addition to the latest trends and developments in the field, this publication is ideal for academic and government library inclusion, as well as for reference by data scientists, engineers, government agencies, researchers, and graduate-level students in GIS programs.

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

Shares strategies for expanding one's awareness of bird communication and maintaining a non-threatening presence in natural environments, explaining the sounds and behaviors that reflect various bird warnings, feelings and messages. 35,000 first printing.

A Hands-on Guide to Building Online Games Using Canvas, SVG, and WebGL

Calcutta Review

Or, The Lone Home in the Himalayas

Mindstorms

Geospatial Research: Concepts, Methodologies, Tools, and Applications

The Innovation Stack

A Study in Prodigal Christianity

An easy-to-use book, containing 10 engaging projects that will help you learn how to build video games with the easy to use Scratch 2.0 environment. If you are a new, or current Scratch user and would like to improve your understanding of the new Scratch 2.0 interface, and learn how to make video games, this book is ideal for you. Each project is explained in-depth from start to finish, so everyone can follow along, even if you don't have much previous experience with the software. If you want to become a video game designer, this book is an easy-to-use and friendly guide about the world of interactive media. It will teach, challenge, and inspire you to create great interactive projects.

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.

Math BytesGoogle Bombs, Chocolate-Covered Pi, and Other Cool Bits in ComputingPrinceton University Press

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

Statistical Rethinking

The Practice and Influence of Art and Technology in Education

Elect to Laugh! A Hilarious, Common Sense Guide to American Politics (2012 Election Edition)

What the Robin Knows

Building an Unbeatable Business One Crazy Idea at a Time

Breakthroughs in Research and Practice

The Coffin of Heqata

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The book introduces techniques to improve the effectiveness of serious games in relation to cognition and motivation. These techniques include ways to improve motivation, collaboration, reflection, and the integration of gameplay into various contexts. The contributing authors expand upon this broad range of techniques, show recent empirical research on each of these techniques that discuss their promise and effectiveness, then present general implications or guidelines that the techniques bring forth. They then suggest how serious games can be improved by implementing the respective technique into a particular game.

Play is an interactive and fun learning activity. Thanks to digitization, there is an upswing in the game-based learning sector which opens up opportunities for all-age audience to use Digital Games for Learning (DGL): from kids to elders. This book emphasizes the potential of digital games for lifelong learning and deals with the different aspects one should take into consideration to create and to implement digital games for learning. Whether you're a parent, a teacher, an ICT developer or you're just curious about the pedagogical uses of digital games, this book was made for you.

Stanford mathematician and NPR Math Guy Keith Devlin explains why, fun aside, video games are the ideal medium to teach middle-school math. Aimed primarily at teachers and education researchers, but also of interest to game developers who want to produce videogames for mathematics education, Mathematics Education for a New Era: Video Games as a Medium for Learning describes exactly what is involved in designing and producing successful math educational videogames that foster the innovative mathematical thinking skills necessary for success in a global economy. Read the author's monthly MAA column Devlin's Angle

Nietzsche's Protestant Fathers

Math Before Bed

A Literary Reference to His Life and Work

The Cliff Climbers

Understanding Video Games

Concepts, Methodologies, Tools, and Applications

Instructional Techniques to Facilitate Learning and Motivation of Serious Games

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

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.

This book of fiction raises one likely possibility for the immediate future given recent history. It also considers the idea that at some point everyone wonders what is the meaning of all this stuff surrounding us the earth, the solar system, the universe and time? Is it all meant just for Homo sapiens? This author explores the best answer that science and/or faith can deliver at this moment. It is the answer that you most likely would have arrived at if you had decided to become a scientist as an occupation and a novelist/philosopher as a preoccupation. It starts with what we know about this planet, its flora and fauna including that special species, Homo sapiens, where the metaphor of the vanity of Don Quixote versus the humility and reality of Sancho Panza is used. In this context we can examine ways to enjoy life given a healthy respect for our limitations. It helps explain our cultural successes/failures and helps us come to terms with what we are. It is a thriller novel designed to make the philosophy palatable. As such, it should be entertaining and intellectually satisfying. This 2nd edition is condensed for easy reading. In a word this book is provocative .. I think it's ideal reading for book clubs because it forces you to think about man's role in the universe(s) and so much of the middle portion is an ideal source for discussion topics. If you like science, read it. If you dislike science, read it twice. - N. Johnson (Seattle, WA USA) The author insightfully contemplates the essential meaning of human life from a scientist's point of view while rehearsing the progress of mankind through the historical record by telling the life story of one individual. He points to an inevitable conclusion that is eerily contemporary. - Rev. Ken Snyder (Maui) Brown cooks up a scenario which I first thought as too fantastic; but when I reflect on the present state of the world, and the possible consequences of the proliferation of nuclear arms, the scenario becomes believable and scary. I could relate to much of the story; I will be more vigilant on my next hike in the Cascades . A very readable yarn. - Ramesh Gangolli (Seattle, WA)

This expanded and revised second edition of Understanding Video Games provides a comprehensive introduction to the growing field of game studies. Understanding Video Games, 2nd Edition is an essential read for newcomers to video game studies and experienced game scholars alike. This follow-up to the pioneering first edition takes video game studies into the next decade of the twenty-first century, highlighting changes in the game business, advances in video game scholarship, and recent trends in game design and development—including mobile, social, and casual gaming. In Understanding Video Games, 2nd Edition students will: Assess the major theories used to analyze games, such as ludology and narratology Gain familiarity with the commercial and organizational aspects of the game industry Trace the history of video games from Pong to Playstation 3 and beyond Explore the aesthetics of game design Evaluate the cultural position of video games Consider the potential effects of both violent and "serious" games. Extensively illustrated, and featuring discussion questions, a glossary of key terms, and a detailed video game history timeline (including an interactive online version), Understanding Video Games, 2nd Edition is an indispensable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

The War of the Worlds

Learning HTML5 Game Programming

SEEding Change for a Better World

Reasoning About a Highly Connected World

Lightning Protection Guide

The Essential Introduction

Robotics, Automation, and Control in Industrial and Service Settings

Presents practical instruction and theory for using the features of HTML5 to create a online gaming applications.

"The challenge of how to integrate art and technology in education faces educators all around the world. Approaches for addressing this challenge in ways that enhance the learner’s educational experience can be found in different cultures and in different disciplines. Embracing the idea of collaboration among art and technology educators and practitioners, was what Menano and Fidalgo proposed to the authors of the chapters in this book. This book presents ideas that help educators to re-evaluate and re-think how to approach art and technology in the educational setting and offers solutions to develop new experiences for students and communities.Each chapter presents teaching practices and successful activities that address the challenges facing art and technology education professionals. Along with descriptions of the learners, the settings, the schools and the communities in which they work, the authors share their thoughts and concerns about the changing educational landscape around them. The authors are respected and experienced instructors who are engaged with the use of art and technology and each chapter reflects the authors’ diverse practices, their students at different educational levels, and the different educational and socio-cultural contexts in which the learning and teaching takes place. The authors hope that the varied approaches presented in this book will motivate educators to connect beyond the classroom as well as to embrace new strategies and think more creatively and broadly about educational practices."

Nietzsche was famously an atheist, despite coming from a strongly Protestant family. This heritage influenced much of his thought, but was it in fact the very thing that led him to his atheism? This work provides a radical re-assessment of Protestantism by documenting and extrapolating Nietzsche’s view that Christianity dies from the head down. That is, through Protestantism’s inherent anarchy. In this book, Nietzsche is put into conversation with the initiatives of several powerful thinking writers; Luther, Boehme, Leibniz, and Lessing. Using Nietzsche as a critical guide to the evolution of Protestant thinking, each is shown to violate, warp, or ignore gospel injunctions, and otherwise pose hazards to the primacy of Christian ethics. Demonstrating that a responsible understanding of Protestantism as a historical movement needs to engage with its inherent flaws, this is a text that will engage scholars of philosophy, theology, and religious studies alike.

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)

Designing Virtual Worlds

Anger Management Workbook for Kids and Teens

The Cliff-climber

The Private Lives of Birds

How The Mind Creates Language

Critical Companion to Robert Frost

The Living Image

Explores the evolutionary and environmental sources of bird behavior, in a treasury of avian lore that shares detailed descriptions of her research methods, her discoveries and her recommendations for environmental safeguards. By the author of Silence of the Songbirds.

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.

Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

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.

We

Networks, Crowds, and Markets

The Tree

& the Panzaic Plea

Scratch 2.0 Game Development HOTSHOT

The Song of Rockall

The Language Instinct

This autoethnography highlights the experiences of school leaders, teachers, university staff and students, and globally minded citizens working alongside local communities to enhance the quality of education for children in rural and remote schools in eight developing countries.

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

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

This book provides a fun, hands-on approach to learning how mathematics and computing relate to the world around us and help us to better understand it. How can reposting on Twitter kill a movie's opening weekend? How can you use mathematics to find your celebrity look-alike? What is Homer Simpson's method for disproving Fermat's Last Theorem? Each topic in this refreshingly inviting book illustrates a famous mathematical algorithm or result--such as Google's PageRank and the traveling salesman problem--and the applications grow more challenging as you progress through the chapters. But don't worry, helpful solutions are provided each step of the way. Math Bytes shows you how to do calculus using a bag of chocolate chips, and how to prove the Euler characteristic simply by doodling. Generously illustrated in color throughout, this lively and entertaining book also explains how to create fractal landscapes with a roll of the dice, pick a competitive bracket for March Madness, decipher the math that makes it possible to resize a computer font or launch an Angry Bird--and much, much more. All of the applications are presented in an accessible and engaging way, enabling beginners and advanced readers alike to learn and explore at their own pace--a bit and a byte at a time.

Google Bombs, Chocolate-Covered Pi, and Other Cool Bits in Computing

Digital games and learning

Infinite Jest

Mathematics Education for a New Era

Wireless and Mobile Device Security

A Bayesian Course with Examples in R and Stan

The young plant-hunters, Karl and Casper, their guide, Ossaroo, and dog attempt many schemes to escape the Himalayan valley in which they found themselves trapped.