Playful Design John Ferrara

John Cage is the outstanding composer of avant-garde music today. The Saturday Review said of him: " Cage possesses one of the rarest qualities of the true creator- that of an original mind- and whether that originality pleases, irritates, amuses or outrages is irrelevant." " He refuses to sermonize or pontificate. What John Cage offers is more refreshing, more spirited, much more fun-a kind of carefree skinny-dipping in the infinite. It's what's happening now." –The American Record Guide " There is no such thing as an empty space or an empty time. There is always something to see, something to hear. In fact, try as we may to make a silence, we cannot. Sounds occur whether intended or not; the psychological turning in direction of those not intended seems at first to be a giving up of everything that belongs to humanity. But one must see that humanity and nature, not separate, are in this world together, that nothing was lost when everything was given away."

We all tell stories. It's one of the most natural ways to share information, as old as the human race. This book is not about a new technique, but how to use something we already know in a new way. Stories help us gather and communicate user research, put a human face on analytic data, communicate design ideas, encourage collaboration and innovation, and create a sense of shared history and purpose. This book looks across the full spectrum of user experience design to discover when and how to use stories to improve our products. Whether you are a researcher, designer, analyst or manager, you will find ideas and techniques you can put to use in your practice.

Fun and Software offers the untold story of fun as constitutive of the culture and aesthetics of computing. Fun in computing is a mode of thinking, making and experiencing. It invokes and convolutes the question of rationalism and logical reason, addresses the sensibilities and experience of computation and attests to its creative drives. By exploring topics as diverse as the pleasure and pain of the programmer, geek wit, affects of play and coding as a bodily pursuit of the unique in recursive structures, Fun and Software helps construct a different point of entry to the understanding of software as culture. Fun is a form of production that touches on the foundations of formal logic and precise notation as well as rhetoric, exhibiting connections between computing and paradox, politics and aesthetics. From the formation of the discipline of programming as an outgrowth of pure mathematics to its manifestation in contemporary and contradictory forms such as gaming, data analysis and art, fun is a powerful force that continues to shape our life with software as it becomes the key mechanism of contemporary society. Including chapters from leading scholars, programmers and artists, Fun and Software makes a major contribution to the field of software studies and opens the topic of software to some of the most pressing concerns in contemporary theory.

This book is a study of illustrated manuscripts and books, written?by Walter Crane.?
Emotion and the Ethics of Engagement
Game-Changing Student Engagement Inspired by Theme Parks, Mud Runs, and Escape Rooms
Its History, Illustration, and Adornment, from the Days of Gutenberg to the Present Time
Concrete and Culture
Rethinking Gamification
Queens of the Renaissance
How to be both

In the 1990s, the New Orleans murder rate exploded. In 1996, 350 people were killed—the highest number in the city's history, and the highest rate in the nation. In response to this crisis, gallery owner and artist Jonathan Ferrara and artist Brian Borrello, launched a powerful project: Guns in the Hands of Artists. Over sixty artists, including painters, glass artists, sculptors, photographers, and poets, used decommissioned guns taken off the city streets via a gun buyback program to express a thought, make a statement, open a discussion, and to stimulate thinking about guns and gun violence in America. As gun violence continues to devastate the nation on a daily basis, Guns in the Hands of Artists reemerged in 2012 as a community-based social activist art project that has since traveled to six cities across the US. Using art as a mirror for life and interweaving the works of thirty diverse artists with the voices of seventeen national thought leaders, this book is an important outgrowth of the exhibition and an extension of its efforts to employ art as a vehicle for dialogue, as a call to action, and—ultimately—as an agent of change. Essays by: Walter Isaacson, Senator Tim Kaine, Lupe Fiasco, Richard Ford, Joe Nocera, Trymaine Lee, Lolis Eric Elie, John M. Barry, Dan Cameron, Lucia McBath, Harry Shearer, Jonathan Ferrara, Brian Borrello, Maria Cuomo Cole, Michael Waldman, E. Ethelbert Miller, Mayor Mitchell J. Landrieu, Congresswoman Gabrielle Giffords and Captain Mark Kelly.
In this exhilarating celebration of human ingenuity and perseverance—published all around the world—a trailblazing Italian scholar sifts through our cultural and social behavior in search of the origins of our greatest invention: writing. The L where a tabletop meets

the legs, the T between double doors, the D of an armchair's oval backrest—all around us is an alphabet in things. But how did these shapes make it onto the page, never mind form complex structures such as this sentence? In The Greatest Invention, Silvia Ferrara takes a profound look at how—and how many times—human beings have managed to produce the miracle of written language, traveling back and forth in time and all across the globe to Mesopotamia, Crete, China, Egypt, Central America, Easter Island, and beyond. With Ferrara as our guide, we examine the enigmas of undeciphered scripts, including famous cases like the Phaistos Disk and the Voynich Manuscript; we touch the knotted, colored strings of the Inca quipu; we study the turtle shells and ox scapulae that bear the earliest Chinese inscriptions; we watch in awe as Sequoyah single-handedly invents a script for the Cherokee language; and we venture to the cutting edge of decipherment, in which high-powered laser scanners bring tears to an engineer's eye. A code-cracking tour around the globe, The Greatest Invention chronicles a previously uncharted journey, one filled with past flashes of brilliance, present-day scientific research, and a faint, fleeting glimpse of writing's future.

From Alan Furst, whom The New York Times calls "America's preeminent spy novelist," comes an epic story of romantic love, love of country, and love of freedom-the story of a secret war fought in elegant hotel bars and first-class railway cars, in the mountains of Spain and the backstreets of Berlin. It is an inspiring, thrilling saga of everyday people forced by their hearts' passion to fight in the war against tyranny. By 1938, hundreds of Italian intellectuals, lawyers and journalists, university professors and scientists had escaped Mussolini's fascist government and taken refuge in Paris. There, amid the struggles of émigré life, they founded an Italian resistance, with an underground press that smuggled news and encouragement back to Italy. Fighting fascism with typewriters, they produced 512 clandestine newspapers. The Foreign Correspondent is their story. Paris, a winter night in 1938: a murder/suicide at a discreet lovers' hotel. But this is no romantic traged-it is the work of the OVRA, Mussolini's fascist secret police, and is meant to eliminate the editor of Liberazione, a clandestine émigré newspaper. Carlo Weisz, who has fled from Trieste and secured a job as a foreign

correspondent with the Reuters bureau, becomes the new editor. Weisz is, at that moment, in Spain, reporting on the last campaign of the Spanish civil war. But as soon as he returns to Paris, he is pursued by the French Sûreté, by agents of the OVRA, and by officers of the British Secret Intelligence Service. In the desperate politics of Europe on the edge of war, a foreign correspondent is a pawn, worth surveillance, or blackmail, or murder. The Foreign Correspondent is the story of Carlo Weisz and a handful of antifascists: the army officer known as "Colonel Ferrara," who fights for a lost cause in Spain; Arturo Salamone, the shrewd leader of a resistance group in Paris; and Christa von Schirren, the woman who becomes the love of Weisz's life, herself involved in a doomed resistance underground in Berlin. The Foreign Correspondent is Alan Furst at his absolute best-taut and powerful, enigmatic and romantic, with sharp, seductive writing that takes the reader through darkness and intrigue to a spectacular denouement.

Sensuous, voluptuous, provocative-the female form has inspired artists for centuries, making the female nude perhaps the most common subject in the history of painting. Oriented horizontally to effectively highlight the art, Reclining Nude is a feast for the senses, featuring 120 glorious masterpieces of the genre. Giorgiones catalyst Sleeping Venus, Titians unabashed Venus of Urbino, Manets Olympia gazing at the viewer, and Franois Bouchers flirtatious Brown-Haired Odalisque are but a few of the artworks to be admired afresh on these pages. Reclining Nude is a delightful gift and an inspiring study: a collection of art as stunning as the human forms within it.

EDrenaline Rush

Cyberpl@y

Out of Time

Gaming Rhythms

The 48 Laws Of Power

Games in Everyday Life

Playthings in Early Modernity

MAN BOOKER PRIZE FINALIST • A novel all about art's versatility, borrowing from painting's fresco technique to make an original literary double-take. "Cements Smith's reputation as one of the finest and

most innovative of our contemporary writers. By some divine alchemy, she is both funny and moving; she combines intellectual rigor with whimsy" —The Los Angeles Review of Books How to be both is a fast-moving genre-bending conversation between forms, times, truths and fictions. There's a Renaissance artist of the 1460s. There's the child of a child of the 1960s. Two tales of love and injustice twist into a singular yarn where time gets timeless, structural gets playful, knowing gets mysterious, fictional gets real—and all life's givens get given a second chance. Passionate, compassionate, vitally inventive and scrupulously playful, Ali Smith's novels are like nothing else. A NOTE TO THE READER: Who says stories reach everybody in the same order? This novel can be read in two ways, and the eBook provides you with both. You can choose which way to read the novel by simply clicking on one of two icons—CAMERA or EYES. The text is exactly the same in both versions; the narratives are just in a different order. The ebook is produced this way so that readers can randomly have different experiences reading the same text. So, depending on which icon you select, the book will read: EYES, CAMERA, or CAMERA, EYES. (Your friend may be reading it the other way around.) Enjoy the adventure. (Having both versions in the same file is intentional.)

Includes : Catherine of Siena ; Beatrice d'Este ; Anne of Brittany ; Lucrezia Borgia ; Margaret d'Angouleme ; Renee, Duchess of Ferrara.

The Naturalis historia by Pliny the Elder provided Renaissance scholars, artists and architects with details of ancient architectural practice and long-lost architectural wonders - material that was often unavailable elsewhere in classical literature. Pliny's descriptions frequently included the dimensions of these buildings, as well as details of their unusual construction materials and ornament. This book describes, for the first time, how the passages were interpreted from around 1430 to 1580, that is, from Alberti to Palladio. Chapters are arranged chronologically within three interrelated sections - antiquarianism; architectural writings; drawings and built monuments - thereby making it possible for the reader to follow the changing attitudes to Pliny over the period. The resulting study establishes the Naturalis historia as the single most important literary source after Vitruvius's De architectura.

THE MILLION COPY INTERNATIONAL BESTSELLER Drawn from 3,000 years of the history of power, this is the definitive guide to help readers achieve for themselves what Queen Elizabeth I, Henry Kissinger, Louis XIV and Machiavelli learnt the hard way. Law 1: Never outshine the master Law 2: Never put too much trust in friends; learn how to use enemies Law 3: Conceal your intentions Law 4: Always say less

than necessary. The text is bold and elegant, laid out in black and red throughout and replete with fables and unique word sculptures. The 48 laws are illustrated through the tactics, triumphs and failures of great figures from the past who have wielded - or been victimised by - power. _____ (From the Playboy interview with Jay-Z, April 2003) PLAYBOY: Rap careers are usually over fast: one or two hits, then styles change and a new guy comes along. Why have you endured while other rappers haven't? JAY-Z: I would say that it's from still being able to relate to people. It's natural to lose yourself when you have success, to start surrounding yourself with fake people. In The 48 Laws of Power, it says the worst thing you can do is build a fortress around yourself. I still got the people who grew up with me, my cousin and my childhood friends. This guy right here (gestures to the studio manager), he's my friend, and he told me that one of my records, Volume Three, was wack. People set higher standards for me, and I love it.
Creating Game Experiences in Everyday Interfaces
The Greatest Invention
Playful Design
Lectures and Writings
Crafting Stories for Better Design
Storytelling for User Experience
A Novel
Gamification marks a major change to everyday life. It describes the permeation of economic, political, and social contexts by game-elements such as awards, rule structures, and interfaces that are inspired by video games. Sometimes the term is reduced to the implementation of points, badges, and leaderboards as incentives and motivations to be productive. Sometimes it is envisioned as a universal remedy to deeply transform society toward more humane and playful ends. Despite its use by corporations to manage brand communities and personnel, however, gamification is more than just a marketing buzzword. States are beginning to use it as a new tool for governing populations more effectively. It promises to fix what is wrong with reality by making every single one of us fitter, happier, and healthier. Indeed, it seems like all of society is up for being transformed into one massive game. The contributions in this book offer a candid assessment of the gamification hype. They trace back the historical roots of the phenomenon and explore novel design practices and methods. They critically discuss its social implications and even present artistic tactics for resistance. It is time to rethink gamification!

In this completely updated and revised edition of Designing with the Mind in Mind, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Devoted to analysing internet related CMC in languages other than English, this volume collects 18 new articles on facets of language and internet use, all of which revolve around several central topics: writing systems, the structure and features of local languages and how they affect internet use, gender issues, and so on.

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Reclining Nude

The Shakespeare Story-book

A Material History

Financial Risk and the Future in Renaissance Italy

Digital Products for Playing and Learning

Designing a More Inclusive World

The Woodcut in Early Printed Books : Illustrated Books Purchased by Lessing J. Rosenwald at the Sale of the Library of C.W. Dyson Perrins

The first comprehensive study of the dominant form of solo singing in Renaissance Italy prior to the mid-sixteenth century.

What if going to school captured the thrills and excitement of a theme park? Just imagine

what your classroom would be like if the activities inside elicited the same sense of fun and exhilaration as a roller coaster! How much more engaged would your students be if your curriculum were filled with the same mystery and mastery they found in an escape room full of puzzles and surprising twists? School should be fun! In EDrenaline Rush, John Meehan pulls back the curtain on what it takes to create thrilling learning experiences in your classroom. Packed with lesson planning tips, instructional design ideas, and plug-and-play teaching resources, EDrenaline Rush will challenge you to think differently and equip you to push your pedagogy to incredible limits. Create classrooms where students willingly step outside of their comfort zones and boldly dare to attempt the impossible. "Packed with practical tips and great writing that will have you coming back for more of his dynamic, rigorous approach to classroom teaching." --Alexis Wiggins, teacher and author of The Best Class You Never Taught "This is a must-buy and should be a must-implement for anyone who wants to create positive change in their schools." --Michael Matera, teacher and author of eXPlore Like a Pirate "Every classroom can be filled with 'student-centered edrenaline, ' and after reading EDrenaline Rush you will be motivated to make it happen." --Scott Rocco, EdD, Hamilton Township (NJ) School District Superintendent and co-author of 140 Twitter Tips for Educators and Hacking Google for Education "EDrenaline Rush is the ultimate surprise and delight!" --Monica Cornetti, CEO of Sententia Gamification, GamiCon Gamemaster

Post-Cinematic Affect is about what it feels like to live in the affluent West in the early 21st century. Specifically, it explores the structure of feeling that is emerging today in tandem with new digital technologies, together with economic globalization and the financialization of more and more human activities. The 20th century was the age of film and television; these dominant media shaped and reflected our cultural sensibilities. In the 21st century, new digital media help to shape and reflect new forms of sensibility. Movies (moving image and sound works) continue to be made, but they have adopted new formal strategies, they are viewed under massively changed conditions, and they address their spectators in different ways than was the case in the 20th century. The book traces these changes, focusing on four recent moving-image works: Nick Hooker's music video for Grace Jones' song Corporate Cannibal; Olivier Assayas' movie Boarding Gate, starring Asia Argento; Richard Kelly's movie

Southland Tales, featuring Justin Timberlake, Dwayne Johnson, and other pop culture celebrities; and Mark Neveldine and Brian Taylor's Gamer.

In this book, Nathan Hulsey explores the links between game design, surveillance, computation, and the emerging technologies that impact our everyday lives at home, at work, and with our family and friends.

A Heavenly Craft

Pliny the Elder and the Emergence of Renaissance Architecture

Silence

Party Games, Word Games, Mind Games

Revised and Updated Edition

Fun and Software

The Last Days

The combination of the woodcuta print method devised early in the fifteenth centurywith Johannes Gutenberg's revolutionary invention of printing with moveable type resulted in a powerful explosion of information and ideas. For the first time, it was possible to use a mechanized system to print identical copies of books containing both text and images. Featured in A Heavenly Craft are the earliest surviving examples of these books from throughout Western Europe, all printed within the first century after Gutenberg's invention. The contributors bring these rare books to life, exploring the evolution of the technique, composition, and coloration of the woodcut beginning with the earliest publications. Many of the woodcut designs grew out of the tradition of manuscript illumination, in which book illustrations were painstakingly executed by hand. The authors also present the distinguishing features of national style and taste, treating the reader to examples from Germany, Italy, France, Spain, and the Netherlands. In addition, A Heavenly Craft describes the provenance of these volumes, providing an account of how Lessing J. Rosenwald purchased them from the heir to the Lea and Perrins fortune and later donated them to the Library of Congress. These early printed volumes are the predecessors of today's illustrated books. A Heavenly Craft celebrates these origins, making these early publications available to bibliophiles and print lovers. 100 color illustrations.

Emotion. Ego. Impatience. Stubbornness. Characteristics like these make creating sites and apps for kids a daunting proposition. However, with a bit of knowledge, you can design experiences that help children think, play, and learn. With Design for Kids, you'll learn how to create digital products for today's connected generation.

Concrete has been used in arches, vaults, and domes dating as far back as the Roman Empire. Today, it is everywhere—in our roads, bridges, sidewalks, walls, and architecture. For each person on the planet, nearly three tons of concrete are produced every year. Used almost universally in modern construction, concrete has become a polarizing material that provokes intense loathing in some and fervent passion in others. Focusing on concrete's effects on culture rather than its technical properties, Concrete and Culture examines the ways concrete has changed our understanding

of nature, of time, and even of material. Adrian Forty concentrates not only on architects' responses to concrete, but also takes into account the role concrete has played in politics, literature, cinema, labor-relations, and arguments about sustainability. Covering Europe, North and South America, and the Far East, Forty examines the degree that concrete has been responsible for modernist uniformity and the debates engendered by it. The first book to reflect on the global consequences of concrete, Concrete and Culture offers a new way to look at our environment over the past century. Whether you're creating a game or a website, a lasting bond with users is more often than not the result of emotional attachment. Knowing the ins and outs of emotional design will enable you to imbue your creation with personality and to shape the user's perception. Find out how to integrate emotional appeal into your website, and how to turn your game into more than a cold, flawless, technical challenge. A personal touch can make all the difference, if you know how to design it. TABLE OF CONTENTS - Inclusive Design - The Personality Layer - Give Your Website Soul With Emotionally Intelligent Interactions - Not Just Pretty: Building Emotion Into Your Websites - Playful UX Design: Building A Better Game - Gamification And UX: Where Users Win Or Lose - Adding A Personal Touch To Your Web Design

The Multilingual Internet

Screen Stories

Emotional Design Elements

Music and the Making of Modernity

The Garden of the Finzi-Continis

The Book of the Courtier

Guns in the Hands of Artists

"Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, Gaming Rhythms employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

An innovative volume of fifteen interdisciplinary essays at the nexus of material culture, performance studies, and game theory, Playthings in Early Modernity emphasizes the rules of the game(s) as well as the breaking of those rules. Thus, the titular "plaything" is understood as both an object and a person, and play, in the early modern world, is treated not merely as a pastime, a leisurely pursuit, but as a pivotal part of daily life, a strategic psychosocial endeavor.

The Last Days is Raymond Queneau's autobiographical novel of Parisian student life in the 1920s: Vincent Tuquedenne tries to reconcile his love for reading with the sterility of studying as he hopes to study his way out of the petite bourgeoisie to which he belongs. Vincent and his generation are contrasted with an older generation of retired teachers and petty crooks, and both generations come under the bemused gaze of the waiter Alfred, whose infallible method of predicting the future mocks prevailing scientific models. Similarly, Queneau's literary universe operates under its own laws, joining rigorous artistry with a warm evocation of the last days of a bygone world.

Designing inclusively is no longer an option for companies. It is a business essential. Global populations are getting older, legislation is increasingly prohibitive of unnecessary exclusion and consumer attitudes are beginning to change. Exclusivity is out, inclusivity is in. Research communities the world over are responding to this change in design emphasis. Conferences such as the Cambridge Workshops on Universal Access and Assistive Technology (CWUAAT) offer a forum for researchers from diverse and varied disciplines to bring their perspectives on inclusive design together. This book has been inspired by the second CWUAAT, held in Cambridge, England in March 2004. It contains chapters from an international group of leading researchers in this field. Contributions focus on the following topics: design issues for universal access and assistive technology; enabling computer access and new technologies; and, assistive technology and rehabilitation robotics. This series of conferences is aimed at a broad range of interests, with a general focus on the development of products and solutions. Numerous case studies are used to raise awareness of the challenges faced in developing truly inclusive products, along with examples of good practice for design for a more inclusive world.
Play and Counterplay from the Situated to the Global
Simple Guide to Understanding User Interface Design Guidelines
A History of the World in Nine Mysterious Scripts
Communicating Online
Of the Decorative Illustration of Books Old and New
For Play
The Printed Book
What does music have to say about modernity? How can this apparently unworldly art tell us anything about modern life? In Out of Time, author Julian Johnson begins from the idea that it can, arguing that music renders an account of modernity from the inside, a history not of events but of sensibility, an archaeology of experience. If music is better understood from this broad perspective, our idea of modernity itself is also enriched by the specific insights of music. The result is a rehearing of modernity and a rethinking of music - an account that challenges ideas of linear progress and reconsiders the common concerns of music, old and new. If all music since 1600 is modern music, the similarities between Monteverdi and Schoenberg, Bach and Stravinsky, or Beethoven and Boulez, become far more significant than their obvious differences. Johnson elaborates this idea in relation to three related areas of experience - temporality, history and memory; space, place and technology; language, the body, and sound. Criss-crossing four centuries of Western culture, he moves between close readings of diverse musical examples (from the madrigal to electronic music) and drawing on the history of science and technology, literature, art, philosophy, and geography. Against the grain of chronology and the usual divisions of music history, Johnson proposes profound connections between musical works from quite different times and places. The multiple lines of the resulting map, similar to those of the London Underground, produce a bewildering network of plural connections, joining Stockhausen to Galileo, music printing to sound recording, the industrial revolution to motivic development, steam trains to waltzes. A significant and groundbreaking work, Out of Time is essential reading for anyone interested in the history of music and modernity.

"If good design tells the truth," writes Robert Grudin in this path-breaking book on esthetics and authority, "poor design tells a lie, a lie usually related . . . to the getting or abusing of power." From the ornate cathedrals of Renaissance Europe to the much-maligned Ford Edsel of the late 1950s, all products of human design communicate much more than their mere intended functions. Design holds both psychological and moral power over us, and these forces may be manipulated, however subtly, to surprising effect. In an argument that touches upon subjects as seemingly unrelated as the Japanese tea ceremony, Italian mannerist painting, and Thomas Jefferson's Monticello plantation, Grudin turns his attention to the role of design in our daily lives, focusing especially on how political and economic powers impress themselves on us through the built environment. Although architects and designers will find valuable insights here, Grudin's intended audience is not exclusively the trained expert but all those who use designs and live within them every day.

Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

The Internet is changing the way we communicate. As a cross between letter-writing and conversation, email has altered traditional letter-writing conventions. Websites and chat rooms have made visual aspects of written communication of greater importance, arguably, than ever before. New communication codes continue to evolve with unprecedented speed. This book explores playfulness and artfulness in digital writing and communication and anwers penetrating questions about this new medium. Under what conditions do old letter-writing norms continue to be important, even in email? Digital greetings are changing the way we celebrate special occasions and public holidays, but will they take the place of paper postcards and greeting cards? The author also looks at how new art forms, such as virtual theatre, ASCII art, and digital folk art on IRC, are flourishing, and how many people collect and display digital fonts on handsome Websites, or even design their own. Intended as a time capsule documenting developments online in the mid- to late 1990s, when the Internet became a mass medium, this book treats the computer as an expressive instrument fostering new forms of creativity and popular culture.

Design And Truth

Exploring Pleasure, Paradox and Pain in Computing

Language, Culture, and Communication Online

Design For Kids

Singing to the Lyre in Renaissance Italy

A novel

Learning, Education & Games, Volume 3: 100 Games to Use in the Classroom & Beyond

This innovative cultural history of financial risk-taking in Renaissance Italy argues that a new concept of the future as unknown and unknowable emerged in Italian society

between the mid-fifteenth and mid-sixteenth centuries. Exploring the rich interchanges between mercantile and intellectual cultures underpinning this development in four major cities - Florence, Genoa, Venice, and Milan - Nicholas Scott Baker examines how merchants and gamblers, the futurologists of the pre-modern world, understood and experienced their own risk taking and that of others. Drawing on extensive archival research, this study demonstrates that while the Renaissance did not create the modern sense of time, it constructed the foundations on which it could develop. The new conceptions of the past and the future that developed in the Renaissance provided the pattern for the later construction a single narrative beginning in classical antiquity stretching to the now. This book thus makes an important contribution toward laying bare the historical contingency of a sense of time that continues to structure our world in profound ways. In Fortune's Theater
Post Cinematic Affect
Memory, Performance, and Oral Poetry
The Foreign Correspondent
Designing with the Mind in Mind
What Video Games Have to Teach Us About Learning and Literacy. Second Edition