

The Art Of Immersion How Digital Generation Is Remaking Hollywood Madison Avenue And Way We Tell Stories Frank Rose

A practical guide to "narrative thinking," and why it matters in a world defined by data. In *The Sea We Swim In*, Frank Rose leads us to a new understanding of stories and their role in our lives. For decades, experts from many fields—psychologists, economists, advertising and marketing executives—failed to register the power of narrative. Scientists thought stories were frivolous. Economists were knee-deep in theory. Marketers just wanted to cut to the sales pitch. Yet stories, not reasoning, are the key to persuasion. Whether we're aware of it or not, stories determine how we view the world and our place in it. That means the tools of professional storytellers—character, world, detail, voice—can unlock a way of thinking that's ideal for an age in which we don't passively consume media but actively participate in it. Building on insights from cognitive psychology and neuroscience, Rose shows us how to see the world in narrative terms, not as a thesis to be argued or a pitch to be made but as a story to be told. Leading brands and top entertainment professionals already understand the vast potential of storytelling. From Warby Parker to Mailchimp to *The Walking Dead*, Rose explains how they use stories to establish their identity and turn ordinary people into fans—and how you can do the same.

Joseph Nechvatal's *Immersion Into Noise* investigates multiple aspects of cultural noise by applying our audio understanding of noise to the visual, architectural and cognitive domains. The author takes the reader through phenomenal aspects of the art of noise into algorithmic and network contexts, beginning in the Abside of the Grotte de Lascaux. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

From the Oscar-winning screenwriter of *All the President's Men*, *The Princess Bride*, and *Butch Cassidy and the Sundance Kid*, here is essential reading for both the aspiring screenwriter and anyone who loves going to the movies. If you want to know why a no-name like Kathy Bates was cast in *Misery*, it's in here. Or why Linda Hunt's brilliant work in *Maverick* didn't make the final cut, William Goldman gives you the straight truth. Why Clint Eastwood loves working with Gene Hackman and how MTV has changed movies for the worse, William Goldman, one of the most successful screenwriters in Hollywood today, tells all he knows. Devastatingly eye-opening and endlessly entertaining, *Which Lie Did I Tell?* is indispensable reading for anyone even slightly intrigued by the process of how a movie gets made.

Join the "Immersion Book of Steampunk" for an expedition through a new age of glorious industry. Encounter suffragette air-pirates, the art-deco terror of imperial skies, unwrap the bullet-proof magic of a cynical prince, or discover the dark, ensorcelled secrets of evolutionary public engineering.

The Immersion Book of Steampunk

How the First Woman to Dive All 50 States Was Transformed by Her Quest

Immersion and Embodiment in the Arts and Culture

Digital Transformation in the Cultural and Creative Industries

The Revolutionary Way To Swim Better, Faster, and Easier

Realizing the Vision of Two-way Immersion

Sounding New Media

This research-based book investigates the effects of digital transformation on the cultural and creative sectors. Through cases and examples, the book examines how artists and art institutions are facing the challenges posed by digital transformation, highlighting both positive and negative effects of the phenomenon. With contributions from an international range of scholars, the book examines how digital transformation is changing the way the arts are produced and consumed. As relative late adopters of digital technologies, the arts organizations are shown to be struggling to adapt, as issues of authenticity, legitimacy, control, trust, and co-creation arise. Leveraging a variety of research approaches, the book identifies managerial implications to render a collection that is valuable reading for scholars involved with arts and culture management, the creative industries and digital transformation more broadly.

Immerse yourself in the world of Denis Villeneuve's *Dune* and discover the incredible creative journey that brought Frank Herbert's iconic novel to the big screen. Frank Herbert's science fiction classic *Dune* has been brought to life like never before in the breathtaking film adaptation from acclaimed director Denis Villeneuve (*Blade Runner 2049*, *Arrival*). Now fans can be part of this creative journey with *The Art and Soul of Dune*, the official companion to the hugely anticipated movie event. Written by *Dune* executive producer Tanya Lapointe, this visually dazzling exploration of the filmmaking process gives unparalleled insight into the project's genesis—from its striking environmental and

creature designs to its intricate costume concepts and landmark digital effects. **The Art and Soul of Dune** also features exclusive interviews with key members of the cast and crew, including Denis Villeneuve, Timothée Chalamet, Rebecca Ferguson, Oscar Isaac, and many more, delivering a uniquely candid account of the hugely ambitious international shoot. Showcasing Villeneuve's visionary approach to realizing Herbert's science fiction classic, **The Art and Soul of Dune** is an essential companion to the director's latest masterpiece.

Over three and a half decades, Ted Conover has ridden the rails with hoboes, crossed the border with Mexican immigrants, guarded prisoners in Sing Sing, and inspected meat for the FDA and lived not only to tell the tales, but to write about them. His books and articles including **Newjack: Guarding Sing Sing**, winner of the 2000 National Book Critics Circle Award have made him one of the premier practitioners of immersion reporting, in which a writer becomes part of a specific world for a time to better understand and explain it to readers. This book distills the knowledge he has gained from his own immersion experiences for the benefit of writers at all levels undertaking similar projects. It also incorporates insights from other well-known writers in this genre, including Alex Kotlowitz, Anne Fadiman, and Sebastian Junger. The book covers such topics as how to get into a community, how to conduct oneself once inside, and how to shape and structure the stories that emerge from immersion, and it concludes with an annotated bibliography of exemplary immersive writing."

In "The Succession," the members of a prosperous Hawaii synagogue agree on almost nothing. But when the president of the synagogue absconds with a small fortune, far deeper—and more troubling—rifts emerge...In "The Closet," Evelyn's sister flees her family to take up residence in the attic—while the shunned Evelyn finds herself slipping into the waters of her sister's soul....In "Wish List," an expert on terrorism, vacationing at an academic retreat in England, receives a late-night phone call from National Public Radio. Asked for commentary on a hostage situation of which he is ignorant, Ed can whisper only: "It's unspeakable." **Total Immersion** In these and other exquisite stories, Allegra Goodman fills rooms with laughter and voices, captures dinner parties, seaside picnics, academic grudges, shul politics, and the kind of hurts that only families and lovers can know. Featuring two new stories previously published in *The New Yorker*, **Total Immersion** is Allegra Goodman's first collection of short fiction—a masterful work from one of the most powerful and eloquent voices on the American literary landscape.

Experience, Narrative, and Criticism in Ancient Greece

Immersive Cinema and Art, 1905-2016

An American Immersion

A Tutorial Guide to Applications and Solutions

Under the Spell of Stories

The Library at Night

Readers who appear to be lost in a storyworld, members of theatre or cinema audiences who are moved to tears while watching a performance, beholders of paintings who are absorbed by the representations in front of them, players of computer games entranced by the fictional worlds in which they interactively participate – all of these mental states of imaginative immersion are variants of 'aesthetic illusion', as long as the recipients, although thus immersed, are still residually aware that they are experiencing not real life but life-like representations created by artefacts. Aesthetic illusion is one of the most forceful effects of reception processes in representational media and thus constitutes a powerful allurement to expose ourselves, again and again to, e.g., printed stories, pictures and films, be they factual or fictional. In contrast to traditional discussions of this phenomenon, which tend to focus on one medium or genre from one discipline only, the present volume explores aesthetic illusion, as well as its reverse side, the breaking of illusion, from a highly innovative multidisciplinary and transmedial perspective. The essays assembled stem from disciplines that range from literary theory to art history and include contributions on drama, lyric poetry, the visual arts, photography, architecture, instrumental music and computer games, as well as reflections on the cognitive foundations of aesthetic illusion from an evolutionary perspective. The contributions to individual media and aspects of aesthetic illusion are prefaced by a detailed theoretical introduction. Owing to its transmedial and multidisciplinary scope, the volume will be relevant to students and scholars from a wide variety of fields: cultural history at large, intermediality and media studies, as well as, more particularly, literary studies, music, film, and art history.

A fascinating survey of pioneering work in experimental cinema and art from 1905 to the present day, revealing the high stakes and transformative potential of these forms This generously illustrated publication surveys the work of filmmakers and artists who have pushed the material and conceptual boundaries of cinema. Over the past century, the material, optical, abstract, spatial, and tactile properties of film have been tested at a level of experimentation and utopian ambition that is generally unrecognized. Whether creating synesthetic or 3-D environments, projective or non-projective installations, generations of leading-edge artists have explored how technology transforms experience. The essays published here offer an intensive look at the themes of cinematic space, formats of the screen, animation and CGI, the body and the cyborg, and the materiality of film. Contributors place particular emphasis on the idea of the cinema as a sensorium and on the ways in which it defines the human body, both through representation and in relation to the projected image. An immersive plate

section brings together rarely seen and previously unpublished stills, in addition to concept drawings from historic and contemporary films.

In the tradition of A History of Reading, this book is an account of Manguel's astonishment at the variety, beauty and persistence of our efforts to shape the world and our lives, most notably through something almost as old as reading itself: libraries. The Library at Night begins with the design and construction of Alberto Manguel's own library at his house in western France – a process that raises puzzling questions about his past and his reading habits, as well as broader ones about the nature of categories, catalogues, architecture and identity. Thematically organized and beautifully illustrated, this book considers libraries as treasure troves and architectural spaces; it looks on them as autobiographies of their owners and as statements of national identity. It examines small personal libraries and libraries that started as philanthropic ventures, and analyzes the unending promise – and defects – of virtual ones. It compares different methods of categorization (and what they imply) and libraries that have built up by chance as opposed to by conscious direction. In part this is because this is about the library at night, not during the day: this book takes in what happens after the lights go out, when the world is sleeping, when books become the rightful owners of the library and the reader is the interloper. Then all daytime order is upended: one book calls to another across the shelves, and new alliances are created across time and space. And so, as well as the best design for a reading room and the makeup of Robinson Crusoe's library, this book dwells on more "nocturnal" subjects: fictional libraries like those carried by Count Dracula and Frankenstein's monster; shadow libraries of lost and censored books; imaginary libraries of books not yet written. The Library at Night is a fascinating voyage through the mind of one of our most beloved men of letters. It is an invitation into his memory and vast knowledge of books and civilizations, and throughout – though mostly implicitly – it is also a passionate defence of literacy, of the unique pleasures of reading, of the importance of the book. As much as anything else, The Library at Night reminds us of what a library stands for: the possibility of illumination, of a better path for our society and for us as individuals. That hope too, at the close, is replaced by something that fits this personal and eclectic book even better: something more fragile, and evanescent than illumination, though just as important.

Taking an interdisciplinary approach, this volume brings together contributions by distinguished experts from different disciplinary fields for a multidimensional view on immersion in the visual arts and media.

The Immersion Program

Immersion

Aesthetic Illusion in Literature and Other Media.

The Experience of Water

Minds on Fire

A Field Guide for Immersion Writing

Fostering Effective Programs and Classrooms

An investigation of what makes digital games engaging to players and a reexamination of the concept of immersion. Digital games offer a vast range of engaging experiences, from the serene exploration of beautifully rendered landscapes to the deeply cognitive challenges presented by strategic simulations to the adrenaline rush of competitive team-based shoot-outs. Digital games enable experiences that are considerably different from a reader's engagement with literature or a moviegoer's experience of a movie. In *In-Game*, Gordon Calleja examines what exactly it is that makes digital games so uniquely involving and offers a new, more precise, and game-specific formulation of this involvement. One of the most commonly yet vaguely deployed concepts in the industry and academia alike is immersion—a player's sensation of inhabiting the space represented onscreen. Overuse of this term has diminished its analytical value and confused its meaning both in analysis and design. Rather than conceiving of immersion as a single experience, Calleja views it as blending different experiential phenomena afforded by involving gameplay. He proposes a framework (based on qualitative research) to describe these phenomena: the player involvement model. This model encompasses two constituent temporal phases—the macro, representing offline involvement, and the micro, representing moment-to-moment involvement during gameplay—as well as six dimensions of player involvement: kinesthetic, spatial, shared, narrative, affective, and ludic. The intensified and internalized experiential blend can culminate in incorporation—a concept that Calleja proposes as an alternative to the problematic immersion. Incorporation, he argues, is a more accurate metaphor, providing a robust foundation for future research and design.

Abbie Gascho Landis brings readers to a hotbed of mussel diversity, the American Southeast, to seek mussels where they eat, procreate, and, too often, perish. Accompanied often by her husband, a mussel scientist, and her young children, she learned to see mussels on the creekbed, to tell a spectaclecase from a pigtoe, and to worry what vanishing mussels—70 percent of North American species are imperiled—will mean for humans and wildlife alike. Landis shares this journey, traveling from perilous river surveys to dry streambeds and laboratories where endangered mussels are raised one precious life at a time. Mussels have much to teach us about the health of our watersheds if we step into the creek and take a closer look at their lives. In the tradition of writers like Terry Tempest Williams and Sy Montgomery, Landis gracefully chronicles these untold stories with a veterinarian's careful eye and the curiosity of a naturalist.

Experience, Narrative, and Criticism in Ancient Greece pursues a new approach to ancient Greek narrative beyond the taxonomies of structuralist narratologies. Focusing on the phenomenal and experiential dimension of our response to narrative, it triangulates ancient narrative with ancient criticism and cognitive approaches, opening up new vistas within the study of classical literature while ably deploying the ancient material to demonstrate the value of a historical perspective for cognitive studies. Concepts such as immersion and embodiment help to establish a more comprehensive understanding of ancient narrative and ancient reading habits, as manifested in Greek criticism and rhetorical theory. The thirteen chapters presented here tackle a broad range of narrative genres, broadly understood: besides epic, historiography, and the novel, tragedy and early Christian texts are also considered alongside non-literary media, such as dance and sculpture. Authored by international specialists in the language, literature, and culture of ancient Greece, each chapter utilizes a rich set of theoretical and methodological tools drawn from cognitive studies, phenomenology, and linguistics that place them at the vanguard of a strong new current in classical scholarship and literary criticism more generally.

At present, we are witnessing a significant transformation of established forms of spectatorship in theatre, performance art and beyond.

particular, immersive and participatory forms of theatre allow audiences and performers to interact in a shared performance space. *Staging Spectators in Immersive Performances* discusses forms and concepts of contemporary spectatorship and explores various modes of audience participation in theory as well as in practice. The volume also reflects on what new terms and methods must be developed in order to address the theoretical challenges of contemporary immersive performances. Split into three parts, *Staging Spectators in Immersive Performances*, respectively, focuses on various strategies for mobilising the audience, methodological questions for research on being a spectator in immersive and participatory forms of theatre, and thematising new modes of partaking and ways of spectating in contemporary art. Poignantly capturing experiences that can be viewed as manifestations of affective relationality in the strongest possible sense, this volume will appeal to students and researchers interested in fields such as Theatre and Performance Studies, Media Studies and Philosophy.

A Writer's Guide to Going Deep

Production, Consumption and Entrepreneurship in the Digital and Sharing Economy

Commit Yourself!

Analog Circuit Design

Total Immersion

Staging Spectators in Immersive Performances

Immersion Into Noise

An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Prima Porta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 *The Battle of Sedan*, Grau shows how immersion produced emotional responses. He traces immersive cinema through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.

The definitive resource on how to use yoga to foster your physical, mental, and emotional health for a lifetime. Everyone would like to age with as much strength and grace as possible and now numerous studies confirm what many yoga practitioners have known for a long time: yoga practice has a remarkable impact on physical and mental health—and spiritual well-being—as you grow older. *Yoga for Healthy Aging* is the definitive resource on how to use yoga to foster your physical, mental, and emotional health for a lifetime. Baxter Bell, MD, and Nina Zolotow, respected yoga teachers and authors of the popular “Yoga for Healthy Aging” blog, explain how yoga can address concerns related to strength, flexibility, balance, agility, cardiovascular health, brain health, and stress management, among other issues. They offer a safe, real-world yoga program to suit your particular needs, which includes poses, breathing practices, meditation, and yoga philosophy. Their program was developed in consultation with scientific and medical experts on aging, and allow you to focus on maintaining overall physical health and/or addressing target problem areas. *Yoga for Healthy Aging* is a yoga toolbox that will set you up for a lifetime of emotional and spiritual well-being.

Sounding New Media examines the long-neglected role of sound and audio in the development of new media theory and practice, including new technologies and performance art events, with particular emphasis on sound, embodiment, art, and technological interactions. Frances Dyson takes an historical approach, focusing on technologies that became available in the mid-twentieth century—electronics, imaging, and digital and computer processing—and analyzing the work of such artists as John Cage, Edgard Varèse, Antonin Artaud, and Char Davies. She utilizes sound's intangibility to study ideas about embodiment (or its lack) in art and technology as well as fears about technology and the so-called “post-human.” Dyson argues that the concept of “immersion” has become a path leading away from aesthetic questions about meaning and toward questions about embodiment and the physical. The result is an insightful journey through the new technologies derived from electronics, imaging, and digital and computer processing, toward the creation of an aesthetic and philosophical framework for considering the least material element of an artwork, sound.

Two-way immersion (TWI) programs are a distinctive form of dual language education in which native English speakers and speakers of another language (usually Spanish) are integrated for academic content instruction through both English and the partner language. The goals of TWI programs include

the development of bilingualism, biliteracy, and crosscultural competence in addition to gradelevel performance, and a growing body of research indicates that the model is successful in helping students to attain these goals. At the same time, however, the extent to which students achieve these outcomes varies across schools, with many practitioners unsure about the approaches that are likely to yield the best outcomes.

Revisiting Immersion and Interactivity in Literature and Electronic Media

Narrative as Virtual Reality 2

Stories

Virtual Art

Immersion and Distance.

In-Game

Deep Immersion

An American Immersion relives one woman's five-year journey in which she became the first woman to dive all 50 states. In this book you will find inspiration, discover hidden beauty in U.S. waters, and follow a path leading to unexpected outcomes.

The subconscious is the battlefield of the near future.

For centuries writers have used participatory experience as a lens through which to better see the world at large and as a means of exploring the self. Considering various types of participatory writing as different strains of one style—immersion writing—Robin Hemley offers new perspectives and practical advice for writers of this nonfiction genre. Immersion writing can be broken down into the broad categories of travel writing, immersion memoir, and immersion journalism. Using the work of such authors as Barbara Ehrenreich, Hunter S. Thompson, Ted Conover, A. J. Jacobs, Nellie Bly, Julio Cortazar, and James Agee, Hemley examines these three major types of immersion writing and further identifies the subcategories of the quest, the experiment, the investigation, the infiltration, and the reenactment. Included in the book are helpful exercises, models for immersion writing, and a chapter on one of the most fraught subjects for nonfiction writers—the ethics and legalities of writing about other people. **A Field Guide for Immersion Writing** recalibrates and redefines the way writers approach their relationship to their subjects. Suitable for beginners and advanced writers, the book provides an enlightening, provocative, and often amusing look at the ways in which nonfiction writers engage with the world around them. **A Friends Fund Publication.**

This book offers a sustained and deeply experiential pragmatic study of performance environments, here defined as unstable, emerging, and multisensational atmospheres, open to interactions and travels in augmented virtualities. Birringer's writings challenge common assumptions about embodiment and the digital, exploring and refining artistic research into physical movement behavior, gesture, sensing perception, cognition, and trans-sensory hallucination. If landscapes are autobiographical, and atmospheres prompt us to enter blurred lines of a "forest knowledge," where light, shade, and darkness entangle us in foraging mediations of contaminated diversity, then such sensitization to elemental environments requires a focus on processual interaction. Provocative chapters probe various types of performance scenarios and immersive architectures of the real and the virtual. They break new ground in analyzing an extended choreographic – the building of hypersensorial scenographies that include a range of materialities as well as bodily and metabodily presences. Foregrounding his notion of kinetic atmospheres, the author intimates a technosomatic theory of dance, performance, and ritual processes, while engaging in a vivid cross-cultural dialogue with some of the leading digital and theatrical artists worldwide. This poetic meditation will be of great interest to students and scholars in theatre, performing arts as well as media arts practitioners, composers, programmers, and designers.

Analog Circuit Design Volume 2

Immersive Sound

Virtual Reality in Japan

Dreamlands

Methods and Principles for Crafting Immersive Narratives

Performance and Immersion

Immersion in the Black Art of Analog Design

Analog circuit and system design today is more essential than ever before. With the growth of digital systems, wireless communications, complex industrial and automotive systems, designers are being challenged to develop sophisticated analog solutions. This comprehensive source book of circuit design solutions aids engineers with elegant and practical design techniques that focus on common analog challenges. The book's in-depth application examples provide insight into circuit design and application solutions that you can apply in today's demanding designs. This is the companion volume to the successful **Analog Circuit Design: A Tutorial Guide to Applications and Solutions** (October 2011), which has sold over 5000 copies in its first 6 months of publication. It extends the Linear Technology collection of application notes, which provides analog experts with a full collection of reference designs and problem solving insights to apply to their own engineering challenges. Full support package including online resources (LTSpice) Contents include more application notes on power management, and data conversion and signal conditioning circuit solutions, plus an invaluable circuit collection of reference designs

Reading is a revolutionary act, an act of engagement in a culture that wants us to disengage. In **The Lost Art of Reading**, David L. Ulin asks a number of timely questions - why is literature important? What does it offer, especially now? Blending commentary with memoir, Ulin addresses the importance of the simple act of reading in an increasingly digital culture. Reading a book, flipping through hard pages, or shuffling them on screen - it doesn't matter. The key is the act of reading, and its seriousness and depth. Ulin emphasizes the importance of reflection and pause allowed by stopping to read a book, and the accompanying focus required to let the mind run free in a world that is not one's own. Are we willing to risk our collective interest in contemplation, nuanced thinking, and empathy? Far from preaching to the choir, **The Lost Art of Reading** is a call to arms, or rather, to pages.

This book provides an overview of how to establish water-human relationships by anchoring readers to a deeper understanding of the important cultural and psychological roles played by water in all our lives in terms of history, architecture, nature writing, art, environmental science and engineering, etc. By learning about how to deeply experience water through adventure, joy, contact and contemplation, readers gain wisdom about how to preserve untainted water in their own lives.

The Art of Immersion: How the Digital Generation Is Remaking Hollywood, Madison Avenue, and the Way We Tell Stories W. W.

Norton & Company

More Adventures in the Screen Trade

Radical Gaming

A Parent's Guide to Mandarin Immersion

Kinetic Atmospheres

Immersion: Living and Learning in an Olmsted Garden

The Lost Art of Reading

Immersion, Simulation, Subversion

Although virtual reality promises to immerse a person in another world, its true power lies in its ability to sever a person's spatial situatedness in this one. This is especially clear in Japan, where the VR headset has been embraced as a way to block off existing environments and reroute perception into more malleable virtual platforms. Is immersion just another name for enclosure? In this groundbreaking analysis of virtual reality, Paul Roquet uncovers how the technology is reshaping the politics of labor, gender, class, and nation. He examines how VR in Japan diverged from American militarism and techno-utopian visions and became a tool for renegotiating personal space. Individuals turned to the VR headset to immerse themselves in three-dimensional worlds drawn from manga, video games, and genre literature. The Japanese government promised VR-operated robots would enable a new era of remote work, targeting those who could not otherwise leave home. Middle-aged men and corporate brands used VR to reimagine themselves through the virtual bodies of anime-styled teenage girls. At a time when digital platforms continue to encroach on everyday life, Immersive Enclosure takes a critical look at these attempts to jettison existing social realities and offers a bold new approach to understanding the media environments to come.

An eight-time national chess champion and world champion martial artist shares the lessons he has learned from two very different competitive arenas, identifying key principles about learning and performance that readers can apply to their life goals. Reprint of first printing.

"When the first edition was written, the dominant form of electronic literature was hypertext fiction. The book devoted several chapters to hypertext theory, as well as to the difficulty of creating immersive hypertext narratives. Hypertextuality has lost its prominence as a principle of organization of the Web, but it is no longer considered avant-garde on the digital-literary scene. Various new forms that are currently being developed verify some of the recommendations made in NVR (shorter texts, greater reliance on multi-modality, self-referentiality and a tendency toward conceptual art), they generally avoid narrativity and its particular forms of immersion, and even interactivity is no longer seen as indispensable. It is in the popular form of the video game that serious attempts are being made to reconcile immersion with interactivity. The second edition deals in greater detail with both the increase of narrativity in video games, and its loss in experimental digital literature. It also takes into consideration the creation of online worlds such as Second Life and World of Warcraft, which implement the idea of virtual reality in a way not foreseen by VR theorists of the nineties" --

Swim better—and enjoy every lap—with Total Immersion, a guide to improving your swimming from an expert with more than 40 years of experience in the water. Terry Laughlin, the world's #1 authority on swimming success, has made his unique approach easier for anyone to master. Whether you're an accomplished swimmer or have always found swimming to be a struggle, Total Immersion will show you that it's mindful fluid movement—not athletic ability—that will turn you into an efficient swimmer. The 2nd edition of the bestselling Total Immersion features:

- A thoughtfully choreographed series of skill drills—practiced in the mindfulness of yoga—that can help anyone swim more enjoyably
- A holistic approach to becoming one with the water and to developing a swimming style that's always comfortable
- Simple but thorough guidance on how to improve fitness and form
- A complementary land-aquatics program for achieving a strong and supple body at any age

Based on more than thirty years of teaching, coaching, and research, Immersion has dramatically improved the physical and mental experience of swimming for thousands of people of all ages and abilities.

The Art of Immersion: How the Digital Generation Is Remaking Hollywood, Madison Avenue, and the Way We Tell Stories

The Science and Mystery of Freshwater Mussels

The Immersive Enclosure

How Role-Immersion Games Transform College

The Art and Soul of Dune

Yoga for Healthy Aging

Memoir, Journalism, and Travel

Why are so many students intellectually disengaged? Mark Carnes says it is because students are so deeply absorbed in competitive video games. He shows how month-long role-immersion games in the curriculum can channel those competitive impulses into transformative learning experiences, and how bricks-and-mortar colleges can set young minds on fire.

Storytelling for Virtual Reality serves as a bridge between students of new media and professionals working between the emerging technology and the art form of classical storytelling. Rather than examining purely the technical, the text focuses on the narrative: how stories can best be structured, created, and then told in virtual immersive spaces. Author John Bucher examines the timeless principles of storytelling and how they are being applied, transformed, and transcended in Virtual Reality. Interviews, conversations, and case studies of both pioneers and innovators in VR storytelling are featured, including industry leaders at LucasFilm, 20th Century Fox, Oculus VR, Games, and Google. For more information about story, Virtual Reality, this book, and its author, please visit StorytellingforVR.com

Whether you're a preschool parent looking towards elementary school or a long-time Mandarin immersion family, this book will show you how Mandarin immersion programs work and what you can expect from them. A Mandarin immersion parent herself, Elizabeth Weise helps families the background they need to make the most of the tremendous educational opportunity immersion represents. What is she saying: "Weise combines journalistic writing talents with a longstanding interest in Chinese language learning to offer current parents an engaging and informative guide to Mandarin immersion education in the U.S. This handbook serves as an excellent resource full of news and information about how to get the most from your child's Mandarin immersion experience." Dr. Tara W. Fortune, Immersion Projects, Center for Advanced Research on Language Acquisition, University of Minnesota "If you'd like to understand the dynamics of Chinese immersion education, look no further. Beth Weise is a prescient and astute guide through this often confusing and misunderstood world. Her book is required reading for parents, administrators, and practitioners—a major contribution to the field." Livaccari, Chinese Program Director, International School of the Peninsula, Palo Alto, California "This book addresses issues of Chinese immersion not only to parents but anyone involved in Chinese language education. It provides amazingly complete information and statistics about immersion programs. Painfully honest, it tells us about school and school district politics surrounding the implementation of Chinese immersion. Weise's insights make it a must-have guidebook for anyone interested in Chinese immersion." Dr. Christy Lao, Professor of Education, expert on second language acquisition at San Francisco State University, California Chapters include: A history of language immersion in the U.S. How Mandarin immersion works Immersion and your child's academic career Being bilingual is better Do they learn English? How much?

will they learn? Why schools choose Mandarin immersion Tips from parents Parent, student and school profiles

A contributing editor at Wired examines the way entertainment has shifted in the face of new media and discusses the way t

Will Wright, James Cameron and Damon Lindelof are changing how we play, relax and think. Reprint.

Which Lie Did I Tell?

An Inner Journey to Optimal Performance

The Sea We Swim In: How Stories Work in a Data-Driven World

Immersion in the Visual Arts and Media

The Art of Learning

From Illusion to Immersion

From Immersion to Incorporation

Immersive Sound: The Art and Science of Binaural and Multi-Channel Audio provides a comprehensive guide to multi-channel sound. With contributions from leading recording engineers, researchers, and industry experts, Immersive Sound includes an in-depth description of the physics and psychoacoustics of spatial audio as well as practical applications. Chapters include the history of 3D sound, binaural reproduction over headphones and loudspeakers, stereo, surround sound, height channels, object-based audio, soundfield (ambisonics), wavefield synthesis, and multi-channel mixing techniques. Knowledge of the development, theory, and practice of spatial and multi-channel sound is essential to those advancing the research and applications in the rapidly evolving fields of 3D sound recording, augmented and virtual reality, gaming, film sound, music production, and post-production.

Analog circuit and system design today is more essential than ever before. With the growth of digital systems, wireless communications, complex industrial and automotive systems, designers are challenged to develop sophisticated analog solutions. This comprehensive source book of circuit design solutions will aid systems designers with elegant and practical design techniques that focus on common circuit design challenges. The book's in-depth application examples provide insight into circuit design and application solutions that you can apply in today's demanding designs. Covers the fundamentals of linear/analog circuit and system design to guide engineers with their design challenges Based on the Application Notes of Linear Technology, the foremost designer of high performance analog products, readers will gain practical insights into design techniques and practice Broad range of topics, including power management tutorials, switching regulator design, linear regulator design, data conversion, signal conditioning, and high frequency/RF design Contributors include the leading lights in analog design, Robert Dobkin, Jim Williams and Carl Nelson, among others

A magnificent celebration of a great American garden, restored to its Italianate glory and lovingly documented in new photographs When Nola Anderson and her husband purchased The Chimneys in 1991, the estate's Olmsted gardens had been neglected for more than 40 years--and she had never gardened a day in her life. The restoration and renewal of these historic seaside gardens became Anderson's three-decade, hands-on personal passion. In Immersionshe recounts her inspirational journey from a naive amateur and garden owner to a Botanical Latin-slinging garden creator. Her personal story is filled with loving anecdotes, instructional experiences and serendipitous tips, all sumptuously illustrated with images by celebrated photographer Clint Clemens. Between 1902 and 1914 Boston financier Gardiner Martin Lane and his wife, Emma, collaborated with Frederick Law Olmsted Jr. to create an Italianate garden. From the ocean bluff a series of garden terraces flow sequentially in an architectural response to the sloping topography. The topmost Water Terrace includes a rose-covered pergola, a beach-view shelter and a stunning water feature inspired by Italy's famed 16th-century Villa Lante. From this elevation, a succession of granite steps descends through the shady Overlook Terrace, the Lavender Terrace, the all-white Tea Terrace, the Vegetable Garden, the Crabapple Allee and, finally, the luxuriant Rose Garden. In the early 20th century, The Chimneys gardens were acclaimed in numerous books and magazines. Today, they are once again the centerpiece of the estate and a vibrant example of horticultural elegance.

"A broad and deep look at how electronic media are changing storytelling...Completely fascinating." —Booklist, starred review Not long ago we were spectators, passive consumers of mass media. Now, on YouTube and blogs and Facebook and Twitter, we are media. No longer content in our traditional role as couch potatoes, we approach television shows, movies, even advertising as invitations to participate—as experiences to immerse ourselves in at will. Frank Rose introduces us to the people who are reshaping media for a two-way world, changing how we play, how we communicate, and how we think.

A Guide to Lifelong Well-Being

The Art and Science of Binaural and Multi-Channel Audio

Why Books Matter in a Distracted Time

Storytelling for Virtual Reality