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Good Housekeeping

Wonder

Random House 'Has the power to move hearts and change minds' Guardian 'Tremendously uplifting and a novel of all-too-rare power' Sunday Express 'An amazing book . . . I absolutely loved it. I cried my eyes out' Tom Fletcher Read the award-winning, multi-million copy bestselling phenomenon that is **WONDER**. 'My name is August. I won't describe what I look like. Whatever you're thinking, it's probably worse.' Auggie wants to be an ordinary ten-year-old. He does ordinary things - eating ice cream, playing on his Xbox. He feels ordinary - inside. But ordinary kids don't make other ordinary kids run away screaming in playgrounds. Ordinary kids aren't stared at wherever they go. Born with a terrible facial abnormality, Auggie has been home-schooled by his parents his whole life. Now, for the first time, he's being sent to a real school - and he's dreading it. All he wants is to be accepted - but can he convince his new classmates that he's just like them, underneath it all? A funny, frank, astonishingly moving debut - and a true global phenomenon - to read in one sitting, pass on to others, and remember long after the final page.

Complete Adventurer

A Hero Series Supplement

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Porsche High-Performance Driving Handbook

Attract Mode: The Rise and Fall of Coin-Op Arcade Games

Steel Gear Press From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In *Attract Mode: The Rise and Fall of Coin-Op Arcade Games*, author Jamie Lendino celebrates both the biggest blockbusters (*Pac-Man*, *Star Wars: The Arcade Game*) and the forgotten gems (*Phoenix*, *Star Castle*) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of *Robotron: 2084*, the barrel-jumping whimsy of *Donkey Kong*, or the stunning graphics and animation of *Dragon's Lair*, *Attract Mode* will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever.

Mobile Unleashed

The Origin and Evolution of Arm Processors in Our Devices

Createspace Independent Publishing Platform This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

Whistleblowing for Change

Exposing Systems of Power and Injustice

transcript Verlag The courageous acts of whistleblowing that inspired the world over the past few years have changed our perception of surveillance and control in today's information society. But what are the wider effects of whistleblowing as an act of dissent on politics, society, and the arts? How does it contribute to new courses of action, digital tools, and contents? This urgent intervention based on the work of Berlin's Disruption Network Lab examines this growing phenomenon, offering interdisciplinary pathways to empower the public by investigating whistleblowing as a developing political practice that has the ability to provoke change from within.

Tome of Magic

Pact, Shadow, and Truename Magic

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

PC Mag

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Programming the Mobile Web

O'Reilly Media Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Monologues for Teens

"Collection of monologues from the Playscripts, Inc. catalog of plays, representing a variety of American playwrights. The source material for each monologue may be found on the Playscripts website, where nearly the entire text of every play can be read f

PC Magazine

The Independent Guide to IBM-standard Personal Computing

Invisible Engines

How Software Platforms Drive Innovation and Transform Industries

MIT Press Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. Invisible Engines explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.

Born A Crime

Stories from a South African Childhood

Hachette UK WINNER OF THE THURBER PRIZE The compelling, inspiring, (often comic) coming-of-age story of Trevor Noah, set during the twilight of apartheid and the tumultuous days of freedom that followed. One of the comedy world's brightest new voices, Trevor Noah is a light-footed but sharp-minded observer of the absurdities of politics, race and identity, sharing jokes and insights drawn from the wealth of experience acquired in his relatively young life. As host of the US hit show The Daily Show with Trevor Noah, he provides viewers around the globe with their nightly dose of biting satire, but here Noah turns his focus inward, giving readers a deeply personal, heartfelt and humorous look at the world that shaped him. Noah was born a crime, son of a white Swiss father and a black Xhosa mother, at a time when such a union was punishable by five years in prison. Living proof of his parents' indiscretion, Trevor was kept mostly indoors for the first years of his life, bound by the extreme and often absurd measures his mother took to hide him from a government that could, at any moment, take him away. A collection of eighteen personal stories, Born a Crime tells the story of a mischievous young boy growing into a restless young man as he struggles to find his place in a world where he was never supposed to exist. Born a Crime is equally the story of that young man's fearless, rebellious and fervently religious mother - a woman determined to save her son from the cycle of poverty, violence and abuse that ultimately threatens her own life. Whether subsisting on caterpillars for dinner during hard times, being thrown from a moving car during an attempted kidnapping, or just trying to survive the life-and-death pitfalls of dating in high school, Noah illuminates his curious

world with an incisive wit and an unflinching honesty. His stories weave together to form a personal portrait of an unlikely childhood in a dangerous time, as moving and unforgettable as the very best memoirs and as funny as Noah's own hilarious stand-up. *Born a Crime* is a must read.

Principles of Information Systems

Cengage Learning Now thoroughly streamlined and revised, *PRINCIPLES OF INFORMATION SYSTEMS*, Ninth Edition, retains the overall vision and framework that made the previous editions so popular while eliminating outdated topics and updating information, examples, and case studies. In just 600 pages, accomplished authors Ralph Stair and George Reynolds cover IS principles and their real-world applications using timely, current business examples and hands-on activities. Regardless of their majors, students can use this book to understand and practice IS principles so they can function more effectively as workers, managers, decision makers, and organizational leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Secret of Our Success

How Culture Is Driving Human Evolution, Domesticating Our Species, and Making Us Smarter

Princeton University Press How our collective intelligence has helped us to evolve and prosper Humans are a puzzling species. On the one hand, we struggle to survive on our own in the wild, often failing to overcome even basic challenges, like obtaining food, building shelters, or avoiding predators. On the other hand, human groups have produced ingenious technologies, sophisticated languages, and complex institutions that have permitted us to successfully expand into a vast range of diverse environments. What has enabled us to dominate the globe, more than any other species, while remaining virtually helpless as lone individuals? This book shows that the secret of our success lies not in our innate intelligence, but in our collective brains—on the ability of human groups to socially interconnect and learn from one another over generations. Drawing insights from lost European explorers, clever chimpanzees, mobile hunter-gatherers, neuroscientific findings, ancient bones, and the human genome, Joseph Henrich demonstrates how our collective brains have propelled our species' genetic evolution and shaped our biology. Our early capacities for learning from others produced many cultural innovations, such as fire, cooking, water containers, plant knowledge, and projectile weapons, which in turn drove the expansion of our brains and altered our physiology, anatomy, and psychology in crucial ways. Later on, some collective brains generated and recombined powerful concepts, such as the lever, wheel, screw, and writing, while also creating the institutions that continue to alter our motivations and perceptions. Henrich shows how our genetics and biology are inextricably interwoven with cultural evolution, and how culture-gene interactions launched our species on an extraordinary evolutionary trajectory. Tracking clues from our ancient past to the present, *The Secret of Our Success* explores how the evolution of both our cultural and social natures produce a collective intelligence that explains both our species' immense success and the origins of human uniqueness.

Introduction to Business

Introduction to Business covers the scope and sequence of most introductory business courses. The book provides detailed explanations in the context of core themes such as customer satisfaction, ethics, entrepreneurship, global business, and managing change. *Introduction to Business* includes hundreds of current business examples from a range of industries and geographic locations, which feature a variety of individuals. The outcome is a balanced approach to the theory and application of business concepts, with attention to the knowledge and skills necessary for student success in this course and beyond.

ColdFusion Presents: New Thinking

From Einstein to Artificial Intelligence, the Science and Technology That Transformed Our World

Mango Media Inc. The creator of YouTube's ColdFusion explores the development of technology from Industrial Revolution to Artificial Intelligence to figure out what's next. As each new stage of technology builds on the last, advancements start to progress at an exponential rate. In order to know where we're headed, it's essential to know how we got here. What hidden stories lie behind the technology we use today? What drove the men and women who invented it? What were those special moments that changed the world forever? Dagogo Altraide explores these questions in a history of human innovation that reveals how new technologies influence each other, how our modern world came to be, and what future innovations might look like. From the electric world of Tesla and the steam engine revolution to the first computers, the invention of the internet, and the rise of artificial intelligence, *New Thinking* tells the stories of the men and women who changed our world with the power of new thought.

International Corporate Governance

A Comparative Approach

Routledge Comprehensive and up-to-date, this important textbook analyzes the escalating crisis in corporate governance and the growing interest in its reform across the globe. Written by a leading name in the field of corporate governance from a genuinely international perspective, this excellent textbook provides a balanced analysis of the relative strengths and weaknesses of the Anglo-Saxon, European and Asian traditions of corporate governance; offering a prognosis of the future development, complexity and diversity of corporate governance forms and systems. It: investigates the reasons for the failure of Enron, WorldCom, Tyco, Parmalat and other major international corporations examines the role of international standards of corporate governance, with the intervention of the OECD, World Bank and IMF explores the continuing cultural diversity in corporate and institutional forms in the United States and UK, Europe and Asia Pacific. Illustrated with a wealth of up-to-the minute case studies and packed full of excellent illustrative material that guides student readers through this complex subject, *International Corporate Governance* is a must read for anyone studying corporate governance today.

The Constitutional Practice and Discipline of the Methodist Church

Price Management

Strategy, Analysis, Decision, Implementation

Springer In this book, the world's foremost experts on pricing integrate theoretical rigor and practical application to present a comprehensive resource that covers all areas of the field. This volume brings together quantitative and qualitative approaches and highlights the most current innovations in theory and practice. Going beyond the traditional constraints of "price theory" and "price policy," the authors coined the term "price management" to represent a holistic approach to pricing strategy and tactical implementation. They remind us that the Ancient Romans used one word, pretium, to mean both price and value. This is the fundamental philosophy that drives successful price management where producer and customer meet. Featuring dozens of examples and case studies drawn from their extensive research, consulting, and teaching around the world, Simon and Fassnacht cover all aspects of pricing following the price management process with its four phases: strategy, analysis, decision, and implementation. Thereby, the authors take into account the nuances across industry sectors, including consumer goods, industrial products, services, and trade/distribution. In particular, they

address the implications of technological advancements, such as the Internet and new measurement and sensor technologies that have led to a wealth of price management innovations, such as flat rates, freemium, pay-per-use, or pay-what-you-want. They also address the emergence of new price metrics, Big Data applications, two-sided price systems, negative prices, and the sharing economy, as well as emerging payment systems such as bitcoin. The result is a “bible” for leaders who recognize that price is not only a means to drive profit in the short term, but a tool to generate sustained growth in shareholder value over the longer term, and a primer for researchers, instructors, and students alike. Praise for Price Management “This book is truly state of the art and the most comprehensive work in price management.” - Prof. Philip Kotler, Kellogg School of Management, Northwestern University “This very important book builds an outstanding bridge between science and practice.” - Kasper Rorsted, CEO, Adidas “This book provides practical guidelines on value creation, communication and management, which is an imperative for businesses to survive in the coming era of uncertainty.” - Dr. Chang-Gyu Hwang, Chairman and CEO, KT Corporation (Korea Telecom)

Project Management

Penguin The practical e-guide that gives you the skills to succeed as a project manager. Discover how to improve your project management skills by defining a project brief, identifying stakeholders, and building a strong team. You'll also learn useful tips for initiating projects, setting deadlines, and managing your budgets. Essential Managers gives you a practical "how-to" approach with step-by-step instructions, tips, checklists, and "ask yourself" features showing you how to focus your energy, manage change, and make an impact. DK's Essential Managers series contains the knowledge you need to be a more effective manager and hone your management style. Whether you're new to project management or simply looking to sharpen your existing skills, this is the e-guide for you.

The iPhone Book

How to Do the Most Important, Useful & Fun Stuff with Your iPhone

Presents an introduction to the features and functions of the iPhone, covering everything from the gadget's keyboard, built-in GPS, new App store, and MobileMe to its communication, e-mail, and Internet functions.

Click Here to Kill Everybody: Security and Survival in a Hyper-connected World

W. W. Norton & Company A world of "smart" devices means the Internet can kill people. We need to act. Now. Everything is a computer. Ovens are computers that make things hot; refrigerators are computers that keep things cold. These computers—from home thermostats to chemical plants—are all online. The Internet, once a virtual abstraction, can now sense and touch the physical world. As we open our lives to this future, often called the Internet of Things, we are beginning to see its enormous potential in ideas like driverless cars, smart cities, and personal agents equipped with their own behavioral algorithms. But every knife cuts two ways. All computers can be hacked. And Internet-connected computers are the most vulnerable. Forget data theft: cutting-edge digital attackers can now crash your car, your pacemaker, and the nation's power grid. In *Click Here to Kill Everybody*, renowned expert and best-selling author Bruce Schneier examines the hidden risks of this new reality. After exploring the full implications of a world populated by hyperconnected devices, Schneier reveals the hidden web of technical, political, and market forces that underpin the pervasive insecurities of today. He then offers common-sense choices for companies, governments, and individuals that can allow us to enjoy the benefits of this omnipotent age without falling prey to its vulnerabilities. From principles for a more resilient Internet of Things, to a recipe for sane government regulation and oversight, to a better way to understand a truly new environment, Schneier's vision is required reading for anyone invested in human flourishing.

Practical Ideas for Teaching Writing as a Process

DIANE Publishing Contains a collection of specific classroom strategies & suggestions for teaching writing to elementary school students according to an eight-stage process. Specific techniques for teaching each stage of the writing process & descriptions of proven approaches for using these techniques are also included. "A wonderful resource, a labor of love from a large & talented group of educators." Had its beginnings in the California Writing Project at the Univ. of California, Irvine. Best Seller! Illustrated.

Reframing Organizations

Artistry, Choice, and Leadership

John Wiley & Sons In this fifth edition of the bestselling text in organizational theory and behavior, Bolman and Deal's update includes coverage of pressing issues such as globalization, changing workforce, multi-cultural and virtual workforces and communication, and sustainability. A full instructor support package is available including an instructor's guide, summary tip sheets for each chapter, hot links to videos & extra resources, mini-assessments for each of the frames, and podcast Q&As with Bolman & Deal.

Magic of Incarnum

A new source of power for the Dungeons & Dragons® roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum—the power of souls living, dead, and unborn—into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign.

Races of the Dragon

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books *Player's Handbook™*, *Dungeon Master's Guide™*, *Monster Manual™*.

Dungeon Master's Guide II

A follow-up to the *Dungeon Master's Guide*, designed to aid Dungeon Masters and reduce game preparation time. The *Dungeon Master's Guide II* builds upon existing materials in the *Dungeon Master's Guide*. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include *Complete Adventurer*, *Races of Stone*, and *Unearthed Arcana*. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring *Complete Divine* and co-authoring *Races of Stone* and *Unearthed Arcana*. CHRIS THOMASSON previously served as Editor-in-Chief of *Dungeon Magazine*. His design credits include *Fiend Folio* and *Monster Manual III*, as well as *Bow and Blade* for Green Ronin Publishing. JAMES JACOBS is the associate editor of *Dungeon*.

Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

The Business of Electronics

A Concise History

Springer Electronics is an ever-changing field with an entrepreneurial spirit and a rich history, populated by some of the world's most famous companies and personalities. The Business of Electronics details the field's complex ecosystem in all its trials and tribulations. It looks at companies such as Apple, IBM, Samsung, and Nokia, as well as now-extinct companies such as Honeywell Bull (France) and Sinclair Computers (UK) that contributed to technology and business. Sethi shows us how a handful of US companies led the charge in designing equipment that could make millions of small, reliable components; how Nokia started in the timber business; the history of inventors like J.C. Bose, a pioneer in radio communication (who inadvertently made Guglielmo Marconi famous); and why there are numerous companies and creators that never made it or that we have never heard of. This all-encompassing book not only explores the vibrant history of electronics, it uses case studies to examine the companies and people that made history and explain how we ended up where we are today.

Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons)

Wizards of the Coast HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

Global Enterprises and the World Economy

Ford, General Motors, and IBM, the Emergence of the Transnational Enterprise

Taylor & Francis The author presents case studies of Ford Motor Company, General Motors, and IBM (International Business Machines) and examines their organizational patterns in the context of the economic and political features of the world economy during the three specific time periods of 1905-1927, 1958-1965, and 1963-1980. Aspects of initial organizational structures, corporate crises, the impact of World War I and World War II on global businesses, corporate efforts at domestic and overseas expansion, and product diversification are discussed.

Stocks for the Long Run

A Guide to Selecting Markets for Long-term Growth

Irwin Professional Publishing "It's been called the world's greatest casino - but the stock market is far more than a game of chance. Despite the short-term instability of the market, stocks have proven to be better investments than bonds over the long run. Financial expert Jeremy Siegel gives shrewd and practical advice on building wealth through buying stocks in this thorough analysis of the market and the factors that affect it. If you're about to invest, this is the guide you need to understand the stock market as an attractive option." "Base your investment choices on a clear understanding of why, and not just how, the market reacts to economic forces. Siegel urges. His unique and substantive guide gives investors essential background on the stock market by explaining the historical returns on stocks and bonds over the past two centuries - and discusses the risk and return profile on financial assets that makes stocks safer and more productive long-term investments." "Along with practical tips and guidelines, this complete guide includes a detailed description of market performances since 1802 - including nearly 100 original charts and graphs - providing a unique perspective on returns and market fluctuations; an examination of the economic, political, and fiscal changes that affect the stock market, such as deficits, taxes, inflation - even war; and an analysis of long-term stock opportunities in foreign markets - a timely topic for today's investors." "You'll discover how to calculate the effects of calendar anomalies, inflation, taxes, and many other factors on market volatility - and how to structure your portfolio accordingly. (Insights from the stock crashes of October 1929 and 1987 help investors understand why stock risks have changed over time.) Siegel's thorough analysis not only covers stock returns - including the "nifty fifty," market capitalization, and after-tax returns - but explains why the market moves as it does and offers an idea of what to expect from the future."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Invisible Sun

Pan Macmillan In this chillingly resonant dystopian adventure, two versions of America are locked in conflict. Invisible Sun concludes Charles Stross's Empire Games trilogy. Two twinned worlds are facing attack The New American Commonwealth is caught in a deadly arms race with the USA, its parallel-world rival. And the USA's technology is decades ahead. Yet the Commonwealth might self-combust first - for its leader has just died, leaving a crippling power vacuum. Minister Miriam Burgeson must face allegations of treason without his support, in a power grab by her oldest adversary. However, all factions soon confront a far greater danger . . . In their drive to explore other timelines, high-tech USA awakened an alien threat. This force destroyed humanity on one version of Earth. And if the two superpowers don't take action, it will do the same to them. Invisible Sun follows Empire Games and Dark State. This trilogy is set in the same dangerous parallel world as Charles Stross's Merchant Princes sequence.

5G and Beyond

Fundamentals and Standards

Springer Nature This book provides an accessible and comprehensive tutorial on the key enabling technologies for 5G and beyond, covering both the fundamentals and the state-of-the-art 5G standards. The book begins with a historical overview of the evolution of cellular technologies and addresses the questions on why 5G and what is 5G. Following this, six tutorial chapters describe the fundamental technology components for 5G and beyond. These include modern advancements in channel coding, multiple access, massive multiple-input and multiple-output (MIMO), network densification, unmanned aerial vehicle enabled cellular networks, and 6G wireless systems. The second part of this book consists of five chapters that introduce the basics of 5G New Radio (NR) standards developed by 3GPP. These include 5G architecture, protocols, and physical layer aspects. The third part of this book provides an overview of the key 5G NR evolution directions. These directions include ultra-reliable low-latency communication (URLLC) enhancements, operation in unlicensed spectrum, positioning, integrated access and backhaul, air-to-ground communication, and non-terrestrial networks with satellite communication.

Super Mario Encyclopedia: The Official Guide to the First 30 Years

Dark Horse Comics Power Up! Super Mario Bros. Encyclopedia: The Official Guide to the First 30 Years is jam-packed with content from all seventeen Super Mario games--from the original Super Mario Bros. to Super Mario 3D World. Track the evolution of the Goomba, witness the introduction of Yoshi, and relive your favorite levels. This tome also contains an interview with producer Takashi Tezuka, tips to help you find every coin, star, sun, and mushroom--even explanations of glitches! With information on enemies, items, obstacles, and worlds from over thirty years of Mario, Super Mario Bros. Encyclopedia is the definitive resource for everything Super Mario!

A Cluster Approach to Elementary Vocabulary Instruction

Newark, Del. : International Reading Association Grade level: 1, 2, 3, 4, 5, 6, 7, p, e, i, t.

Handbook of Evidence-Based Interventions for Children and Adolescents

Springer Publishing Company A step-by-step resource for treating more than 40 prevalent issues with proven strategies This comprehensive handbook for evidence-based mental health and learning interventions with children and adolescents is distinguished by its explicit yet concise guidance on implementation in practice. With a compendium of proven strategies for resolving more than 40 of the most pressing and prevalent issues facing young people, the book provides immediate guidance and uniform step-by-step instructions for resolving issues ranging from psychopathological disorders to academic problems. Busy academics, practitioners, and trainees in schools and outpatient clinical settings will find this resource to be an invaluable desktop reference for facilitating well-informed decision-making. Unlike other volumes that ignore or merely reference the evidence base of various interventions, this book focuses on providing immediate, empirically supported guidance for putting these strategies into direct practice. Issues covered include crisis interventions and response, social and emotional issues, academic/learning issues, psychopathological disorders, neuropsychological disorders, and the behavioral management of childhood health issues. Each chapter follows a consistent format including a brief description of the problem and associated characteristics, etiology and contributing factors, and three evidence-based, step-by-step sets of instructions for implementation. Additionally, each chapter provides several websites offering further information about the topic. Featuring contributions from leading scholars and practitioners on each issue covered, this book will be a valuable resource for child clinical and school psychologists, counselors, social workers, and therapists as well as other health and mental health professionals whose primary practice is with children and adolescents. Key Features: Demonstrates step-by-step, evidence-based interventions for more than 40 common childhood issues Provides treatment procedures that can be immediately put into practice Covers a wide range of mental health and academic/learning issues for children and adolescents Relevance for both school-based and clinically-based practice Includes contributions by noted experts in the field

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