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The Sale of a Lifetime - Harry S. Dent 2016-07-01

The Emergence of the Digital Humanities - Steven E. Jones 2013-08-15
The past decade has seen a profound shift in our collective understanding of the digital network. What was once understood to be a transcendent virtual reality is now experienced as a ubiquitous grid of data that we move through and interact with every day, raising new questions about the social, locative, embodied, and object-oriented nature of our experience in the networked world. In The Emergence of the Digital Humanities, Steven E. Jones examines this shift in our relationship to digital technology and the ways that it has affected humanities scholarship and the academy more broadly. Based on the premise that the network is now everywhere rather than merely "out there," Jones links together seemingly disparate cultural events—the essential features of popular social media, the rise of motion-control gaming and mobile platforms, the controversy over the "gamification" of everyday life, the spatial turn, fabrication and 3D printing, and electronic publishing—and argues that cultural responses to changes in technology provide an essential context for understanding the emergence of the digital humanities as a new field of study in this millennium.

Smothered by Invention - Wendy Faulkner 1985

Ready Player Two - Shira Chess 2017-10-01
Cultural stereotypes to the contrary, approximately half of all video game players are now women. A subculture once dominated by men, video games have become a form of entertainment composed of gender binaries. Supported by games such as Diner Dash, Mystery Case Files, Wii Fit, and Kim Kardashian: Hollywood—which are all specifically marketed toward women—the gamer industry is now a major part of imagining what femininity should look like. In Ready Player Two, media critic Shira Chess uses the concept of "Player Two"—the industry idealization of the female gamer—to examine the assumptions implicit in video games designed for women and how they have impacted gaming culture and the larger society. With Player Two, the video game industry has designed specifically for the feminine ideal: she is white, middle class, heterosexual, cis-gendered, and abled. Drawing on categories from time management and caregiving to social networking, consumption, and bodies, Chess examines how games have been engineered to shape normative ideas about women and leisure. Ready Player Two presents important arguments about how gamers and game developers must change their thinking about both women and games to produce better games, better audiences, and better industry practices. Ultimately, this book offers vital prescriptions for how one of our most powerful entertainment industries must evolve its ideas of women.

Planescape - Chris Avellone 1999-03-01
Players of the newest role-playing game from the publishers of Baldur's Gate and Fallout 2 can use this official guide to walk through every level of the game, see highly detailed maps, and learn in-depth strategies and statistics for all items,

weapons, spells, and armor. Co-written by the game's lead designer and one of the lead designers for Fallout 2.

Achtung-Panzer! - Heinz Guderian 1995
This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

X/1999 - CLAMP (Mangaka group) 1998
Japan's greatest seer, the blind prophet Hinoto, has foretold the end of the world. At the center of her prophecy is a young man named Kamui Shiro, who possesses startling psychic powers. Although Kamui's future seems to have been predetermined from his birth, he has a choice-- save the earth, or destroy it.

Girl Last Seen - Heather Anastasiu 2016-03-01
Kadence Mulligan's star was rising. She and her best friend, Lauren DeSanto, watched their songs go viral on YouTube, then she launched a solo career when a nasty throat infection paralyzed Lauren's vocal chords. Everyone knows Lauren and Kadence had a major falling-out over Kady's boyfriend. But Lauren knows how deceptive Kadence could be sometimes. And nobody believes Lauren when she claims she had nothing to do with the disappearance. Or the blood evidence... As the town and local media condemns Lauren, she realizes the only way to clear her name is to discover the truth herself. Lauren slowly unravels the twisted life of Kadence Mulligan and sees that there was more to her than she ever knew. But will she realize she's unknowingly playing a part in an elaborate

game to cover up a crime before it's too late?
The Board Game Book - 2020-10-22

A World of Imagination - Danielle Van Alst 2017-10-25
What would you do on a day off from school? Go on an adventure, of course! Meet Charlie, an eight-year-old boy with a flare for using his imagination. Join him as he turns his snow day into a day filled with fun, excitement, and fantasy. Travel with Charlie to the Wild West, the Amazon jungle, and into outer space. Ride along for the thrills as he becomes a race car driver, a pirate, a cowboy, and even a superhero! With a little creativity (and a basement full of junk), there is no limit to where your imagination can take you!

Digital_Humanities - Anne Burdick 2016-02-12
A visionary report on the revitalization of the liberal arts tradition in the electronically inflected, design-driven, multimedia language of the twenty-first century. Digital_Humanities is a compact, game-changing report on the state of contemporary knowledge production. Answering the question "What is digital humanities?," it provides an in-depth examination of an emerging field. This collaboratively authored and visually compelling volume explores methodologies and techniques unfamiliar to traditional modes of humanistic inquiry—including geospatial analysis, data mining, corpus linguistics, visualization, and simulation—to show their relevance for contemporary culture. Written by five leading practitioner-theorists whose varied backgrounds embody the intellectual and creative diversity of the field, Digital_Humanities is a vision statement for the future, an invitation to engage, and a critical tool for understanding the shape of new scholarship.

A Slow Year - Ian Bogost 2010
A collection of four one kilobyte games for the Atari Video Computer System, one for each seasosn, about the experience of observing things. Neither action nor strategy, each game requires a different kind of sedate observation and methodical iput. Accompanying the game are essays about the commonalities between videogames and poetry and 1,024 machined haiku--poetry generated by computer--9 bits worth for each season."--Unedited summary from back cover.

Adobe Illustrator 9.0 - 2000
Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Illustrator concepts and displaying professionally designed projects.

A Secondhand Lie - Pamela Crane 2018-04-01
Sometimes you know things you're not supposed to know. Things that you can never un-know. Things that will change the course of your life...and the fate of the ones you love. I found her in our living room, bleeding and close to death, but alive. Barely. Until morning stole her last breath. The media called her killer the "Triangle Terror" ... and then forgot about her. But I never forgot—my murdered sister, and an investigation that led to my own resurrection from the dead. Twenty-two years ago, on a cold February night, Landon Worthington lost his father for the last time. After an armed robbery gone wrong, evidence and witness testimony pointed a shaky finger at Dan Worthington—deadbeat dad and alcoholic husband. But before the dust could settle over the conviction, Landon's preteen sister, Alexis, is murdered in their home, plunging Landon's life into further despair. Two decades and a cold case later, Landon is dogged by guilt over their estranged relationship and decides to confront his incarcerated father about what really happened the night of the robbery. But the years of lies are hard to unravel. And the biggest question of all haunts him: How does everything tie into his sister's murder? And so begins Landon's journey to piece together the puzzle of secrets, lies, and truths that can free his father, avenge his sister, and perhaps save himself. A short story mystery perfect for fans of Robert Dugoni's Third Watch and Dean Koontz's The Neighbor. Read as a standalone or as the companion book to A Secondhand Life.

Disciple IV - Abingdon Press 2005-05
DISCIPLE IV UNDER THE TREE OF LIFE is the final study in the four-phase DISCIPLE program and is prepared for those who have completed BECOMING DISCIPLES THROUGH BIBLE STUDY. The study concentrates on the Writings (Old Testament books not in the Torah or the Prophets), the Gospel of John, and Revelation. Emphasis on the Psalms as Israel's hymnbook and prayer book leads natural to an emphasis on worship in the study. Present through the entire study is the sense of living toward completion - toward the climax of the message and the promise, extravagantly pictured in Revelation. The image of the tree and the color gold emphasize the prod and promise in the Scriptures for DISCIPLE IV: UNDER THE TREE OF LIFE. The word under in the title is meant to convey invitation, welcome, sheltering, security, and rest - home at last. Commitment and Time Involved 32 week study Three and one-half to four hours of independent study each week (40 minutes daily for leaders and 30 minutes daily for group members) in preparation for weekly group meetings. Attendance at weekly 2.5 hour meetings. DVD Set Four of the five videos in this set contain video segments of approximately ten minutes each that serve as the starting point for discussion in weekly study sessions. The fifth video is the unique component that guides an interactive worship experience of the book of Revelation. Under the Tree of Life Scriptures lend themselves to videos with spoken word, art, dance, music, and drama. Set decorations differs from segment to segment depending on the related Scripture and its time period. Set decoration for video segments related to the Writings generally has a Persian theme. Set decoration for the New Testament video segments emphasizes the simpler life of New Testament times.

The Final Day at Westfield Arcade - Andy Hunt 2013-06-25
In 1982, there were 13,000 video game arcades in North America that generated over $8 billion in quarters, a figure higher than the combined revenue of the music ($4 billion) and film ($3 billion) industries that year. By 2002, fewer than 500 arcades remained, and total revenue had dropped to less than $100 million. THE FINAL DAY AT WESTFIELD ARCADE is a coming-of-age novel set against the backdrop of the astronomic rise and fall of the video game arcade industry. It's the final day of business at Westfield Arcade, the video game arcade where middle-aged Mike Mayberry has worked since he was a teenager. Mike spends his final day at Westfield Arcade taking a nostalgia-fueled journey back through the arcade's glory years of the 1980s, the era when Pac Man ruled the world and every night at the arcade was an adventure. He reflects on the endless memories he's made and chronicles

the ups and downs in his relationship with an unforgettable girl over those years. As the final day of business at his beloved video game arcade comes to an emotional end, Mike contemplates a major decision for his post-arcade life, a decision that he hopes will once and for all answer the question of whether the girl who got away so many years ago truly did get away for good.

Super Smash Bros. Ultimate - Prima Games 2018-12
Everything you need to come out on top in the eagerly anticipated newest entry in the beloved Super Smash Bros. franchise! · Full Coverage of All Fighters: The biggest roster in Super Smash Bros. series history! · Comprehensive Strategies and Move Sets: This 464-page book gives you all the in-depth strategy you need to succeed with every contender! · Premium Hardcover Book: The gorgeous, exclusive design is a must have for any fan! · Digital Bonus: Unlock your digital version of this guide with the free code card included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

SaGa Frontier 2 Official Strategy Guide - Dan Birlew 2000
BradyGames-SaGa Frontier 2 Official Strategy Guide features a detailed listing of all Weapon and Spell Arts. Complete coverage of Gustave and Wil's Walkthroughs. Full Color Area Maps, Coverage of all Side Quests, and an extensive bestiary is included.

Super Smash Bros. Wiiu/3ds - Nick von Esmarch 2014-11-21
Unlock It All - see how to unlock each character, stage and more Winning Strategies - learn to play your favorite characters with strategies on how to best utilize their move sets Master Smash Run - full details on the Nintendo 3DS exclusive Smash Run game mode, including how to defeat each enemy and the best use for each power Complete Coverage - the guide covers all game modes for the Wii U and Nintendo 3DS versions of the game

Dark Souls - the Official Guide (Hardcover) - Future Press 2011-10-01
Prepare To Die Less with this Hardback Guide to Dark Souls !!Going into Dark Souls unaided will get you killed. A lot. Even armed with the complete knowledge of the game that this guide will provide, you're still certain to die at least a

few times. But when a gigantic demon takes you by surprise you'll at least have a chance to not lose everything. This is a true survival guide for a game that's almost impossible to survive.Area Guide WalkthroughThe Walkthrough makes use of detailed maps to guide you in exploring every inch of the game's huge world. Learn the most useful shortcuts and find all of the hidden areas.Enemy EncyclopediaEverything you need to know to tackle the game's army of lethal foes is contained in one easy-to-use reference chapter. Tactics, data and attack details for all enemies will prove an invaluable resource.Weapons & EquipmentWeapons, Armor and Magic are all covered in exhaustive detail. Full stats, locations, upgrade paths and usage strategies are provided so you can easily compare all of the options when choosing your equipment.All ItemsThe complete item lists reveal every last consumable, accessory, upgrading material and offensive item. Quickly discover where to find each one and how to make the most of them.Character BuildingPlan your character perfectly with our guide to choosing classes, building your character for specific roles and selecting optimal equipment.Everything UncoveredDiscover how to unlock every Achievement or Trophy and learn the secrets of Dark Souls' unique online multiplayer mode.

Weird But True 1: Expanded Edition - National Geographic Kids 2018
Offers a collection of true facts about animals, food, science, pop culture, outer space, geography, and weather.

A Guide to Japanese Role-Playing Games - Bitmap Books 2021-10-25

Pokemon Diamond and Pearl Pokedex - Future Press Verlag und Marketing GmbH 2007-09-01

Halo Reach - Doug Walsh 2010
Presents step-by-step walkthroughs for the game, along with information on strategies, characters, and tactics.

Principles of Marketing for a Digital Age - Tracy L. Tuten 2019-12-06
Student-led in its design and development, the book incorporates digital marketing as central to what marketers do, and combines quality

examples, assessment and online resources to support the teaching and learning of introductory marketing in a digital age. The author integrates digital and social media marketing throughout the chapters and through student involvement in the development of it, the text has been made to be approachable and to appeal to students, with infographics, numerous images, and an engaging writing style. It facilitates the "flipped" approach to classroom teaching and is supported by a number of features and activities in every chapter, encouraging students to undertake course reading, class participation and revision. It includes case studies from global companies such as Nutella, Google, L'Oreal, Netflix, Airbnb, BirchBox, Uber, FitBit, Visit California and Coca-Cola. It also takes a social view of marketing, featuring cases tied to the UN's PRME initiative to aid students in becoming sustainably-minded individuals. The book is complemented by online instructor resources, including chapter-specific PowerPoint slides, an instructor manual, flipped classroom activities, as well as open access multiple choice questions (with solutions), videos, case studies, weblinks, a glossary and SAGE journal articles for students. To find out more and for a quick sneak peek, watch our video on the book's story.

Personality - Howard S. Friedman 2003 [This] introductory textbook examines theories of personality, starting from the viewpoint that there are eight basic aspects to personality: psychoanalytic, ego, biological, behaviorist, cognitive, trait, humanistic, and interactionist. Later chapters apply these aspects to individual differences such as those of gender and culture. Summaries after each chapter encapsulate key theorists and concepts discussed. - http://www.bn.com.

Weird But True 9 - National Geographic Kids 2017 Offers a collection of true facts about animals, food, science, pop culture, outer space, geography, and weather.

Dark Souls III. - 2016

Digital Games and Mathematics Learning - Tom Lowrie 2015-10-05 Digital games offer enormous potential for learning and engagement in mathematics ideas

and processes. This volume offers multidisciplinary perspectives—of educators, cognitive scientists, psychologists and sociologists—on how digital games influence the social activities and mathematical ideas of learners/gamers. Contributing authors identify opportunities for broadening current understandings of how mathematical ideas are fostered (and embedded) within digital game environments. In particular, the volume advocates for new and different ways of thinking about mathematics in our digital age—proposing that these mathematical ideas and numeracy practices are distinct from new literacies or multiliteracies. The authors acknowledge that the promise of digital games has not always been realised/fulfilled. There is emerging, and considerable, evidence to suggest that traditional discipline boundaries restrict opportunities for mathematical learning. Throughout the book, what constitutes mathematics learnings and pedagogy is contested. Multidisciplinary viewpoints are used to describe and understand the potential of digital games for learning mathematics and identify current tensions within the field. Mathematics learning is defined as being about problem solving; engagement in mathematical ideas and processes; and social engagement. The artefact, which is the game, shapes the ways in which the gamers engage with the social activity of gaming. In parallel, the book (as a te xtual artefact) will be supported by Springer's online platform—allowing for video and digital communication (including links to relevant websites) to be used as supplementary material and establish a dynamic communication space.

Women in Gaming: 100 Professionals of Play - Meagan Marie 2018-12-04 Women in Gaming: 100 Professionals of Play is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: *100 Professionals of Play: Interviews

and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. *Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. *Essays: Short essays covering various topics affecting women in gaming related careers, including "Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong," "NPC: On Being Unseen in the Game Dev Community," and "Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career." *"A Day in the Life of" Features: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more.

A Companion to Digital Humanities - Susan Schreibman 2008-04-15
This Companion offers a thorough, concise overview of the emerging field of humanities computing. Contains 37 original articles written by leaders in the field. Addresses the central concerns shared by those interested in the subject. Major sections focus on the experience of particular disciplines in applying computational methods to research problems; the basic principles of humanities computing; specific applications and methods; and production, dissemination and archiving. Accompanied by a website featuring supplementary materials, standard readings in the field and essays to be included in future editions of the Companion.

Doctor Dan the Bandage Man - Helen Gaspard 1957

The CRPG Book: A Guide to Computer Role-Playing Games - Felipe Pepe 2019-09
Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

World of Warcraft Atlas - Brady Games 2005
BradyGames' World of WarCraft Atlas includes the following: Complete resource detailing each area of this expansive MMORPG. Maps are provided for every area including all regions and major cities. Each illustration shows critical locations and characters such as NPCs, enemies, mobs, shops, merchants, flight points, entry and exit points from regions and where they lead. As an added bonus, cross-referenced indices of all information are also provided for ease of use. Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

Game On! - Dustin Hansen 2016-11-22
"A middle-grade nonfiction book about the history and impact on pop culture of video games"--

Biology 12 - 2011

Collins Big Cat Starter - HarperCollins UK 2012-09-01
The ideal way to try Collins Big Cat, to plug gaps and to refresh your reading resources at unbeatable prices. Starter sets contain a complete list of titles from each band or Key Stage with a big discount on the normal price. Containing one of every title in the Collins Big Cat Lime band, with 14 books in total.

Debates in the Digital Humanities 2016 - Matthew K. Gold 2016-05-18
Pairing full-length scholarly essays with shorter pieces drawn from scholarly blogs and conference presentations, as well as commissioned interviews and position statements, Debates in the Digital Humanities 2016 reveals a dynamic view of a field in negotiation with its identity, methods, and reach. Pieces in the book explore how DH can and must change in response to social justice movements and events like #Ferguson; how DH alters and is altered by community college classrooms; and how scholars applying DH approaches to feminist studies, queer studies, and black studies might reframe the commitments of DH analysts. Numerous contributors examine the movement of interdisciplinary DH work into areas such as history, art history, and archaeology, and a special forum on large-scale text mining brings together position statements on a fast-growing area of DH research. In the multivalent aspects of its arguments, progressing across a range of platforms and environments, Debates in the Digital Humanities 2016 offers a vision of DH as an expanded field—new possibilities, differently structured. Published simultaneously in print, e-book, and interactive webtext formats, each DH annual will

be a book-length publication highlighting the particular debates that have shaped the discipline in a given year. By identifying key issues as they unfold, and by providing a hybrid model of open-access publication, these volumes and the Debates in the Digital Humanities series will articulate the present contours of the field and help forge its future. Contributors: Moya Bailey, Northeastern U; Fiona Barnett; Matthew Battles, Harvard U; Jeffrey M. Binder; Zach Blas, U of London; Cameron Blevins, Rutgers U; Sheila A. Brennan, George Mason U; Timothy Burke, Swarthmore College; Rachel Sagner Buurma, Swarthmore College; Micha Cárdenas, U of Washington–Bothell; Wendy Hui Kyong Chun, Brown U; Tanya E. Clement, U of Texas–Austin; Anne Cong-Huyen, Whittier College; Ryan Cordell, Northeastern U; Tressie McMillan Cottom, Virginia Commonwealth U; Amy E. Earhart, Texas A&M U; Domenico Fiormonte, U of Roma Tre; Paul Fyfe, North Carolina State U; Jacob Gaboury, Stony Brook U; Kim Gallon, Purdue U; Alex Gil, Columbia U; Brian Greenspan, Carleton U; Richard Grusin, U of Wisconsin, Milwaukee; Michael Hancher, U of Minnesota; Molly O'Hagan Hardy; David L. Hoover, New York U; Wendy F. Hsu; Patrick Jagoda, U of Chicago; Jessica Marie Johnson, Michigan State U; Steven E. Jones, Loyola U; Margaret Linley, Simon Fraser U; Alan Liu, U of California, Santa Barbara; Elizabeth Losh, U of California, San Diego; Alexis Lothian, U of Maryland; Michael Maizels, Wellesley College; Mark C. Marino, U of Southern California; Anne B. McGrail, Lane Community College; Bethany Nowviskie, U of Virginia; Julianne Nyhan, U College London; Amanda Phillips, U of California, Davis; Miriam Posner, U of California, Los Angeles; Rita Raley, U of California, Santa Barbara; Stephen Ramsay, U of Nebraska–Lincoln; Margaret Rhee, U of Oregon; Lisa Marie Rhody, Graduate Center, CUNY; Roopika Risam, Salem State U; Stephen Robertson, George Mason U; Mark Sample, Davidson College; Jentery Sayers, U of Victoria; Benjamin M. Schmidt, Northeastern U; Scott Selisker, U of Arizona; Jonathan Senchyne, U of Wisconsin, Madison; Andrew Stauffer, U of Virginia; Joanna Swafford, SUNY New Paltz; Toniesha L. Taylor, Prairie View A&M U; Dennis Tenen; Melissa Terras, U College London; Anna Tione; Ted Underwood, U of Illinois, Urbana–Champaign; Ethan Watrall, Michigan State U; Jacqueline Wernimont, Arizona State U; Laura Wexler, Yale U; Hong-An Wu, U of Illinois, Urbana–Champaign.

Introduction to Radar Using Python and MATLAB - Lee Andrew (Andy) Harrison 2019-10-31

This comprehensive resource provides readers with the tools necessary to perform analysis of various waveforms for use in radar systems. It provides information about how to produce synthetic aperture (SAR) images by giving a tomographic formulation and implementation for SAR imaging. Tracking filter fundamentals, and each parameter associated with the filter and how each affects tracking performance are also presented. Various radar cross section measurement techniques are covered, along with waveform selection analysis through the study of the ambiguity function for each particular waveform from simple linear frequency modulation (LFM) waveforms to more complicated coded waveforms. The text includes the Python tool suite, which allows the reader to analyze and predict radar performance for various scenarios and applications. Also provided are MATLAB® scripts corresponding to the Python tools. The software includes a user-friendly graphical user interface (GUI) that provides visualizations of the concepts being covered. Users have full access to both the Python and MATLAB source code to modify for their application. With examples using the tool suite are given at the end of each chapter, this text gives readers a clear understanding of how important target scattering is in areas of target detection, target tracking, pulse integration, and target discrimination.

How to Play Video Games - Matthew Thomas Payne 2019-03-26

Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media

technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? How to Play Video Games brings together forty original essays from today's leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts.

Read about avatars in Grand Theft Auto V, or music in The Legend of Zelda: Ocarina of Time. See how Age of Empires taught a generation about postcolonialism, and how Borderlands exposes the seedy underbelly of capitalism. These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.