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Game Feel

How to Control Your Attention and Choose Your Life

Current Diagnosis & Treatment in Otolaryngology

Moebius Library: Inside Moebius

Recipes for Body, Heart, and Table

The Attention Revolution

Hadoop in Practice

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Kale & Caramel

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The Revolutionary Formula for Creating Killer Copy That Grabs Their Attention and Compels Them to Buy

Game Design Workshop

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## **RHYS NATHANIEL**

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*Game Feel* Springer

Computers used to be for geeks. And geeks were fine with dealing with a difficult and finicky interface--they liked this--it was even a sort of badge of honor (e.g. the Unix geeks). But making the interface really intuitive and useful--think about the first Macintosh computers--took computers far far beyond the geek crowd. The Mac made HCI (human computer interaction) and usability very popular

topics in the productivity software industry. Suddenly a new kind of experience was crucial to the success of software - the user experience. Now, 20 years later, developers are applying and extending these ideas to games. Game companies are now trying to take games beyond the 'hardcore' gamer market--the people who love challenge and are happy to master a complicated or highly genre-constrained interface. Right about now (with the growth of interest in casual games) game companies are truly realizing that usability matters, particularly to mainstream audiences. If

it's not seamless and easy to use and engaging, players will just not stay to get to the 'good stuff'. By definition, usability is the ease with which people can employ a particular tool in order to achieve a particular goal. Usability refers to a computer program's efficiency or elegance. This book gives game designers a better understanding of how player characteristics impact usability strategy, and offers specific methods and measures to employ in game usability practice. The book also includes practical advice on how to include usability in already tight development timelines, and how to

advocate for usability and communicate results to higher-ups effectively.

How to Control Your Attention and Choose Your Life "O'Reilly Media, Inc."

Illustrates the new features of Windows 10.

### **Current Diagnosis & Treatment in**

### **Otolaryngology** SemanticsA Coursebook

You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics.

Learn HTML5, the language of the Web. Design good-looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host

Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

Moebius Library: Inside Moebius Wiley

This volume presents a selection of the best papers presented at the forty-first annual Conference on Computer Applications and Quantitative Methods in Archaeology. The theme for the conference was "Across Space and Time", and the papers explore a multitude of topics related to that concept, including databases, the semantic Web, geographical information systems, data collection and management, and more.

Recipes for Body, Heart, and Table Simon and Schuster

Explains how to take advantage of Google's user interface, discussing how to filter results, use Google's special services, integrate Google applications into a Web site or Weblog, write information retrieval programs, and play games.

### **The Attention Revolution** AMACOM

This practical coursebook introduces all the basics of semantics in a simple, step-by-step fashion. Each unit includes short

sections of explanation with examples, followed by stimulating practice exercises to complete in the book. Feedback and comment sections follow each exercise to enable students to monitor their progress. No previous background in semantics is assumed, as students begin by discovering the value and fascination of the subject and then move through all key topics in the field, including sense and reference, simple logic, word meaning and interpersonal meaning. New study guides and exercises have been added to the end of each unit to help reinforce and test learning. A completely new unit on non-literal language and metaphor, plus updates throughout the text significantly expand the scope of the original edition to bring it up-to-date with modern teaching of semantics for introductory courses in linguistics as well as intermediate students.

Hadoop in Practice John Wiley & Sons  
JavaScript lets you supercharge your web pages with animation, interactivity, and visual effects, but learning the language isn't easy. This fully updated and expanded guide takes you step-by-step through JavaScript basics, then shows you

how to save time and effort with jQuery-- the library of prewritten JavaScript code-- and the newest innovations from the jQuery UI plug-in.

**Professional Microsoft IIS 8** Watkins Media Limited

Powerful feminist nature writing by the pioneer of women's big-wave surfing in Ireland. Easkey Britton provides a rare female perspective on surfing, exploring the mental skills it fosters, and the need to recognize the value of the ocean and of nature's cycles in our lives. This is an incredibly inspiring exploration of the sea's role in the wellness of people and the planet, beautifully written by Easkey Britton - surfer, scientist and social activist. She offers a powerful female perspective on the sea and surfing, explaining what it's like to be a woman in a man's world and how she promoted the sport to women in Iran, surfing while wearing a hijab. She speaks of the undiscussed taboo around entering the water while menstruating - and of how she has come to celebrate her own bodily cycles. She has developed her own approach to surfing, which instead of seeking to dominate the waves, works in

tune with the natural cycles of her body, the moon and the seasons. In a society that rewards busyness, she believes that understanding the influence of cycles becomes even more important - and we all have them, men and women. For Easkey, the sea is a source of mental and physical wellbeing. She explores the mental toughness needed in big-wave surfing, and presents surfing as an embodied mindfulness practice in which we can find flow and connect with the movement of the waves. She stresses the need to recognize the ocean as our most powerful ally when addressing our greatest global challenge: the climate crisis. Above all, Easkey's relationship to the sea has taught her about the need to meet life and evolve with it, rather than seeking to control it. By such wisdom our planet might just survive and thrive. Kale & Caramel Cengage Learning Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and

accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

**Serious Games and Edutainment Applications** Simon and Schuster

"Indistractable provides a framework that will deliver the focus you need to get results." —James Clear, author of Atomic Habits "If you value your time, your focus, or your relationships, this book is essential reading. I'm putting these ideas into practice." —Jonathan Haidt, author of The Righteous Mind National Bestseller Winner of the Outstanding Works of Literature (OWL) Award Included in the Top 5 Best Personal Development Books of the Year

by Audible Included in the Top 20 Best Business and Leadership Books of the Year by Amazon Featured in The Amazon Book Review Newsletter, January 2020 Goodreads Best Science & Technology of 2019 Finalist You sit down at your desk to work on an important project, but a notification on your phone interrupts your morning. Later, as you're about to get back to work, a colleague taps you on the shoulder to chat. At home, screens get in the way of quality time with your family. Another day goes by, and once again, your most important personal and professional goals are put on hold. What would be possible if you followed through on your best intentions? What could you accomplish if you could stay focused? What if you had the power to become "indistractable?" International bestselling author, former Stanford lecturer, and behavioral design expert, Nir Eyal, wrote Silicon Valley's handbook for making technology habit-forming. Five years after publishing *Hooked*, Eyal reveals distraction's Achilles' heel in his groundbreaking new book. In *Indistractable*, Eyal reveals the hidden psychology driving us to distraction. He

describes why solving the problem is not as simple as swearing off our devices: Abstinence is impractical and often makes us want more. Eyal lays bare the secret of finally doing what you say you will do with a four-step, research-backed model. *Indistractable* reveals the key to getting the best out of technology, without letting it get the best of us. Inside, Eyal overturns conventional wisdom and reveals:

- Why distraction at work is a symptom of a dysfunctional company culture—and how to fix it
- What really drives human behavior and why "time management is pain management"
- Why your relationships (and your sex life) depend on you becoming indistractable
- How to raise indistractable children in an increasingly distracting world

Empowering and optimistic, *Indistractable* provides practical, novel techniques to control your time and attention—helping you live the life you really want.

### **Advancing the Player Experience**

"O'Reilly Media, Inc."

Collects *King In Black* (2020) #1-5.

Darkness reigns! After a campaign of terror across the galaxy, Knull reaches Earth — and he hasn't come alone! With

an army of hundreds of thousands of symbiote dragons at his command, the King in Black is a force unlike any Earth's heroes have ever faced. Eddie Brock, A.K.A. Venom, has seen firsthand the chaos that even one of Knull's monsters can wreak. Can anyone possibly survive this onslaught? Outgunned and outmanned, Earth's heroes are reeling. It will take everything they've got to face the God of the Abyss as he ensnares the planet in everlasting darkness! Donny Cates and Ryan Stegman present the definitive chapter in their three-year-long VENOM saga that changed everything you thought you knew about symbiotes — and they're raising the stakes for the entire Marvel Universe! Hail to the king!

**Web Copy That Sells** Amsterdam University Press

Covering the breadth of a large topic, this book provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design -

Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different system.

**Head & Neck Surgery** Academic Press "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel

are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

**The Revolutionary Formula for**

### **Creating Killer Copy That Grabs Their Attention and Compels Them to Buy**

Birkhäuser

The author of Create presents "an all-in-one, easily accessible handbook . . . [that] will show you how the pros do it. Study this and take your best shot" (Chase Jarvis, award-winning photographer). In *Advancing Your Photography*, Marc Silber provides the definitive handbook that will take you through the entire process of becoming an accomplished photographer. From teaching you the basics to exploring the stages of the full "cycle of photography," Silber makes it easy for you to master the art form and create stunning pictures. From thousands of hours of interviews with professional photography masters, you will learn valuable insights and tips on beginner, amateur, landscape, wedding, lifestyle, sports, animal, portrait, still life, and iPhone photography.

*Advancing Your Photography* features:

- Top tips for making outstanding photographs from iconic photographers and many other leading professional photography masters of today
- Numerous step-by-step examples
- Guidance on training your eye to see composition with

emotional impact · Tips on mastering the key points of operating your camera like a pro · Secrets to processing your images to professional standards Photography and the technology associated with it are constantly evolving, but the fundamentals remain the same. *Advancing Your Photography* will help to bring you the joy and satisfaction of a lifetime of pursuing the art of photography.

**Game Design Workshop** CRC Press  
*Methods in Stream Ecology*, Second Edition, provides a complete series of field and laboratory protocols in stream ecology that are ideal for teaching or conducting research. This updated edition reflects recent advances in the technology associated with ecological assessment of streams, including remote sensing. In addition, the relationship between stream flow and alluviation has been added, and a new chapter on riparian zones is also included. The book features exercises in each chapter; detailed instructions, illustrations, formulae, and data sheets for in-field research for students; and taxonomic keys to common stream invertebrates and algae. With a student-friendly price, this book is key for all

students and researchers in stream and freshwater ecology, freshwater biology, marine ecology, and river ecology. This text is also supportive as a supplementary text for courses in watershed ecology/science, hydrology, fluvial geomorphology, and landscape ecology. Exercises in each chapter Detailed instructions, illustrations, formulae, and data sheets for in-field research for students Taxonomic keys to common stream invertebrates and algae Link from Chapter 22: FISH COMMUNITY COMPOSITION to an interactive program for assessing and modeling fish numbers [King In Black](#) Cambridge University Press 2011 Reprint of 1958 Fourth Edition. Full facsimile of the original edition, not reproduced with Optical Recognition Software. In 1948 Robert D. Edwards and John Magee published "Technical Analysis of Stock Trends" which is widely considered to be one of the seminal works of the discipline. It is exclusively concerned with trend analysis and chart patterns and remains in use to the present. As is obvious, early technical analysis was almost exclusively the analysis of charts, because the processing

power of computers was not available for statistical analysis. "Technical analysis" is a financial term used to denote a security analysis discipline for forecasting the direction of prices through the study of past market data, primarily price and volume. Behavioral economics and quantitative analysis incorporate technical analysis, which being an aspect of active management stands in contradiction to much of modern portfolio theory.

**The Missing Manual** Learning Express Llc

*Summary Hadoop in Practice*, Second Edition provides over 100 tested, instantly useful techniques that will help you conquer big data, using Hadoop. This revised new edition covers changes and new features in the Hadoop core architecture, including MapReduce 2. Brand new chapters cover YARN and integrating Kafka, Impala, and Spark SQL with Hadoop. You'll also get new and updated techniques for Flume, Sqoop, and Mahout, all of which have seen major new versions recently. In short, this is the most practical, up-to-date coverage of Hadoop available anywhere. Purchase of the print book includes a free eBook in PDF, Kindle,

and ePub formats from Manning Publications. About the Book It's always a good time to upgrade your Hadoop skills! Hadoop in Practice, Second Edition provides a collection of 104 tested, instantly useful techniques for analyzing real-time streams, moving data securely, machine learning, managing large-scale clusters, and taming big data using Hadoop. This completely revised edition covers changes and new features in Hadoop core, including MapReduce 2 and YARN. You'll pick up hands-on best practices for integrating Spark, Kafka, and Impala with Hadoop, and get new and updated techniques for the latest versions of Flume, Sqoop, and Mahout. In short, this is the most practical, up-to-date coverage of Hadoop available. Readers need to know a programming language like Java and have basic familiarity with Hadoop. What's Inside Thoroughly updated for Hadoop 2 How to write YARN applications Integrate real-time technologies like Storm, Impala, and Spark Predictive analytics using Mahout and RR Readers need to know a programming language like Java and have basic familiarity with Hadoop. About the Author Alex Holmes

works on tough big-data problems. He is a software engineer, author, speaker, and blogger specializing in large-scale Hadoop projects. Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS Hadoop in a heartbeat Introduction to YARN PART 2 DATA LOGISTICS Data serialization—working with text and beyond Organizing and optimizing data in HDFS Moving data into and out of Hadoop PART 3 BIG DATA PATTERNS Applying MapReduce patterns to big data Utilizing data structures and algorithms at scale Tuning, debugging, and testing PART 4 BEYOND MAPREDUCE SQL on Hadoop Writing a YARN application **Differential and Integral Operators** "O'Reilly Media, Inc."

Socrates has inspired and guided the brightest men and women for more than two thousand years. Now you can make him your mentor-to strengthen your thinking, enrich your life, and reach your goals. In Socrates' Way, you meet Socrates face-to-face, hear his voice, and learn how he changes people's lives. The book provides step-by-step guidance on how to harness his methods to vastly enhance your own creativity and

autonomy. Specifically, Socrates shares the seven keys to using one's mind to the utmost: Know thyself Grow with friends Ask great questions Strengthen your soul Verify everything Speak frankly Free your mind You will master the famed "Socratic Method" for getting to the root of any problem; launch one of Socrates' exhilarating "Dialogues" among your colleagues at work, as well as at home; and sharpen and enliven your thinking. In short, you will discover the Socratic spirit in you.

A Coursebook "O'Reilly Media, Inc." Provides information on creating Web applications with JavaScript and the jQuery library of code.

### **Using Information Technology**

BenBella Books

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of



machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced

undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and

effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

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