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Rock Breaks Scissors-William Poundstone 2014-06-03 A practical guide to outguessing everything from multiple-choice tests to the office football pool to the stock market. People are predictable even when they try not to be. William Poundstone demonstrates how to turn this fact to personal advantage in scores of everyday situations, from playing the lottery to buying a home. ROCK BREAKS SCISSORS is mind-reading for real life. Will the next tennis serve go right or left? Will the market go up or down? Most people are poor at that kind of predicting. We are hard-wired to make bum bets on "trends" and "winning streaks" that are illusions. Yet ultimately we're all in the business of anticipating the actions of others. Poundstone reveals how to overcome the errors and improve the accuracy of your own outguessing. ROCK BREAKS SCISSORS is a hands-on guide to turning life's odds in your favor.

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Are You Smart Enough to Work at Google?-William Poundstone 2012-01-04 Are you Smart Enough to Work at Google? guides readers through the surprising solutions to dozens of the most challenging interview questions. Learn the importance of creative thinking, how to get a leg up on the competition, what your Facebook page says about you, and much more. You are shrunk to the height of a nickel and thrown in a blender. The blades start moving in 60 seconds. What do you do? If you want to work at Google, or any of America's best companies, you need to have an answer to this and other puzzling questions. Are you Smart Enough to Work at Google? is a must read for anyone who wants to succeed in today's job market.

Rock, Paper, Scissors-Len Fisher 2008-11-04 Praised by Entertainment Weekly as "the man who put the fizz into physics," Dr. Len Fisher turns his attention to the science of cooperation in his lively and thought-provoking book. Fisher shows how the modern science of game theory has helped biologists to understand the evolution of cooperation in nature, and investigates how we might apply those lessons to our own society. In a series of experiments that take him from the polite confines of an English dinner party to crowded supermarkets, congested Indian roads, and the wilds of outback Australia, not to mention baseball strategies and the intricacies of quantum mechanics, Fisher sheds light on the problem of global cooperation. The outcomes are sometimes hilarious, sometimes

alarming, but always revealing. A witty romp through a serious science, Rock, Paper, Scissors will both teach and delight anyone interested in what it takes to get people to work together.

Priceless-William Poundstone 2010-01-05 Prada stores carry a few obscenely expensive items in order to boost sales for everything else (which look like bargains in comparison). People used to download music for free, then Steve Jobs convinced them to pay. How? By charging 99 cents. That price has a hypnotic effect: the profit margin of the 99 Cents Only store is twice that of Wal-Mart. Why do text messages cost money, while e-mails are free? Why do jars of peanut butter keep getting smaller in order to keep the price the "same"? The answer is simple: prices are a collective hallucination. In Priceless, the bestselling author William Poundstone reveals the hidden psychology of value. In psychological experiments, people are unable to estimate "fair" prices accurately and are strongly influenced by the unconscious, irrational, and politically incorrect. It hasn't taken long for marketers to apply these findings. "Price consultants" advise retailers on how to convince consumers to pay more for less, and negotiation coaches offer similar advice for businesspeople cutting deals. The new psychology of price dictates the design of price tags, menus, rebates, "sale" ads, cell phone plans, supermarket aisles, real estate offers, wage packages, tort demands, and corporate buyouts. Prices are the most pervasive hidden persuaders of all. Rooted in the emerging field of behavioral decision theory, Priceless should prove indispensable to anyone who negotiates.

Fortune's Formula-William Poundstone 2010-06-01 In 1956, two Bell Labs scientists discovered the scientific formula for getting rich. One was mathematician Claude Shannon, neurotic father of our digital age, whose genius is ranked with Einstein's. The other was John L. Kelly Jr., a Texas-born, gun-toting physicist. Together they applied the science of information theory—the basis of computers and the Internet—to the problem of making as much money as possible, as fast as possible. Shannon and MIT mathematician Edward O. Thorp took the "Kelly formula" to Las Vegas. It worked. They realized that there was even more money to be made in the stock market. Thorp used the Kelly system with his phenomenally successful hedge fund, Princeton-Newport Partners. Shannon became a successful investor, too, topping even Warren Buffett's rate of return. Fortune's Formula traces how the Kelly formula sparked controversy even as it made fortunes at racetracks, casinos, and trading desks. It reveals the dark side of this alluring scheme, which is founded on exploiting an insider's edge. Shannon believed it was possible for a smart investor to beat the market—and William Poundstone's Fortune's Formula will convince you that he was right.

How Would You Move Mount Fuji?-William Poundstone 2003-05-01 For years, Microsoft and other high-tech companies have been posing riddles and logic puzzles like these in their notoriously grueling job interviews. Now "puzzle interviews" have become a hot new trend in hiring. From Wall Street to Silicon Valley, employers are using tough and tricky questions to gauge job candidates' intelligence, imagination, and problem-solving ability -- qualities needed to survive in today's hypercompetitive global marketplace. For the first time, William Poundstone reveals the toughest questions used at Microsoft and other Fortune 500 companies -- and supplies the answers. He traces the rise and controversial fall of employer-mandated IQ tests, the peculiar obsessions of Bill Gates (who plays jigsaw puzzles as a competitive sport), the sadistic mind games of Wall Street (which reportedly led one job seeker to smash a forty-third-story window), and the bizarre excesses of today's hiring managers (who may start off your interview with a box of Legos or a game of virtual Russian roulette). How Would You Move Mount Fuji? is an indispensable book for anyone in business. Managers seeking the most talented employees will learn to incorporate puzzle interviews in their search for the top candidates. Job seekers will discover how to tackle even the most brain-busting questions, and gain the advantage that could win the job of a lifetime. And anyone who has ever dreamed of going up against the best minds in business may discover that these puzzles are simply a lot of fun. Why are beer cans tapered on the end, anyway?

House of Lies-Martin Kihn 2009-06-27 In the bestselling tradition of "Liar's Poker" comes a devastatingly accurate and darkly hilarious behind-the-scenes look at the wonderful world of management consulting.

The Doomsday Calculation-William Poundstone 2019-06-04 From the author of Are You Smart Enough to Work at Google?, a fascinating look at how an equation that foretells the future is transforming everything we know about life, business, and the universe. In the 18th century, the British minister and mathematician Thomas Bayes devised a theorem that allowed him to assign probabilities to events that had never happened before. It languished in obscurity for centuries until computers came along and made it easy to crunch the numbers. Now, as the foundation of big data, Bayes' formula has become a linchpin of the digital economy. But here's where things get really interesting: Bayes' theorem can also be used to lay odds on the existence of extraterrestrial intelligence; on

whether we live in a Matrix-like counterfeit of reality; on the "many worlds" interpretation of quantum theory being correct; and on the biggest question of all: how long will humanity survive? The Doomsday Calculation tells how Silicon Valley's profitable formula became a controversial pivot of contemporary thought. Drawing on interviews with thought leaders around the globe, it's the story of a group of intellectual mavericks who are challenging what we thought we knew about our place in the universe. The Doomsday Calculation is compelling reading for anyone interested in our culture and its future.

The Government Machine-Jon Agar 2003-09-26 An examination of technology and politics in the evolution of the British "government machine." In The Government Machine, Jon Agar traces the mechanization of government work in the United Kingdom from the nineteenth to the early twenty-first century. He argues that this transformation has been tied to the rise of "expert movements," groups whose authority has rested on their expertise. The deployment of machines was an attempt to gain control over state action—a revolutionary move. Agar shows how mechanization followed the popular depiction of government as machine-like, with British civil servants cast as components of a general purpose "government machine"; indeed, he argues that today's general purpose computer is the apotheosis of the civil servant. Over the course of two centuries, government has become the major repository and user of information; the Civil Service itself can be seen as an information-processing entity. Agar argues that the changing capacities of government have depended on the implementation of new technologies, and that the adoption of new technologies has depended on a vision of government and a fundamental model of organization. Thus, to study the history of technology is to study the state, and vice versa.

Energizing Brain Breaks-David Sladkey 2013-01-15 The fastest way to keep your students engaged Glazed look in your students' eyes? They need is an Energizing Brain Break—a quick physical and mental challenge to refresh them. This full-color flip book contains 50 highly effective, classroom-tested ideas for all grades. You'll find pictures, directions, and online videos for activities like: Slap Count Letters: students alternate slapping each other's hands while spelling a word Rock, Paper, Scissors, Math: partners reveal a certain number of fingers to each other, and the first person to add them together wins Bizz-Buzz: groups of students count from 1 to 40 using a combination of numbers and words

Big Secrets-William Poundstone 2011-02-22 The Book That Gives the Inside Story on Hundreds of Secrets of American Life --Big Secrets. Are there really secret backward messages in rock music, or is somebody nuts? We tested suspect tunes at a recording studio to find out. What goes on at Freemason initiations? Here's the whole story, including -- yes! -- the electric carpet. Colonel Sanders boasted that Kentucky Fried Chicken's eleven secret herbs and spices "stand on everybody's shelf." We got a sample of the seasoning mix and sent it to a food chemist for analysis. Feverish rumor has it that Walt Disney's body was frozen and now lies in a secret cryonic vault somewhere beneath the Pirates of the Caribbean exhibit at Disneyland. Read the certified stranger-than-fiction truth. Don't bother trying to figure out how Doug Henning, David Copperfield, and Harry Blackstone, Jr., perform their illusions. Big Secrets has complete explanations and diagrams, nothing left to the imagination.

How to Predict Everything-William Poundstone 2020-04-02 How do you predict something that has never happened before? There's a useful calculation being employed by Wall Street, Silicon Valley and maths professors all over the world, and it predicts that the human species will become extinct in 760 years. Unfortunately, there is disagreement over how to apply the formula, and some argue that we might only have twenty years left. Originally devised by British clergyman Thomas Bayes, the theorem languished in obscurity for two hundred years before being resurrected as the lynchpin of the digital economy. With brief detours into archaeology, philology, and overdue library books, William Poundstone explains how we can use it to predict pretty much anything. What is the chance that there are multiple universes? How long will Hamilton run? Will the US stock market continue to perform as well this century as it has for the last hundred years? And are we really all doomed?

The Memory Illusion-Dr Julia Shaw 2016-06-16 THE INTERNATIONAL BESTSELLER 'Truly fascinating.' Steve Wright, BBC Radio 2 - Have you ever forgotten the name of someone you've met dozens of times? - Or discovered that your memory of an important event was completely different from everyone else's? - Or vividly recalled being in a particular place at a particular time, only to discover later that you couldn't possibly have been? We rely on our memories every day of our lives. They make us who we are. And yet the truth is, they are far from being the accurate record of the past we like to think they are. In The Memory Illusion, forensic psychologist and memory expert Dr Julia Shaw draws on the latest research to show why our memories so often play tricks on us - and how, if we understand their fallibility, we can actually improve their accuracy. The result is an exploration of our minds that both fascinating and unnerving, and that

will make you question how much you can ever truly know about yourself. Think you have a good memory? Think again. 'A spryly paced, fun, sometimes frightening exploration of how we remember - and why everyone remembers things that never truly happened.' Pacific Standard

The Listening Cure-Chris Gilbert, MD 2017-09-26 This book is about new and effective ways to address disease that aren't commonly used by our physicians. Dr. Chris Gilbert demonstrates that our bodies speak to us all the time. Through symptoms such as fatigue, joint pain, abdominal pain, anxiety, depression, and other symptoms, our bodies let us know that we have a problem and that we need to solve it. Dr. Gilbert, assisted by Dr. Haseltine, shows that by using her "giving the body a voice" technique, sufferers can discover what the symptoms mean and how to fix the often hidden reasons for their health problems. Each chapter reveals a different way of identifying underlying issues. These original, simple, and fun techniques include role-playing, inner group therapy, dream interpretation, art interpretation, nature walks, and even conversations with death. The Listening Cure covers a range of common afflictions, from obesity to back pain, and devotes a full chapter to resolving sexual problems in relationships. By listening to what our bodies have to say, Dr. Gilbert shows how to achieve long term deep cures versus temporary superficial fixes. Her secrets will become your secrets.

Practical GameMaker Projects-Ben Tyers 2018-07-09 Make ten simple, casual games, and learn a ton of GML coding along the way. Each of these games is the kind you can play when you have a minute or two free, and are great for playing on your PC, or exported to HTML5 or Android. Each game in Practical GameMaker Projects has its own chapter that explains the process of making each game, along with sketches, screenshots, coding, explanations, and tips. For each game there is a YYZ project file of the completed game that is ready to load and play. Also, all resources are available so you can make the game as you follow along in the book. To take full advantage of this book and the accompanying resources and project files, a Creator, Developer or Educational version of GameMaker Studio 2 is required. You can still gain a lot from this book if you have the free version of GameMaker Studio 2, but note that the free version doesn't allow the importation of YYZ project files used in the book, and has other limitations such as a limit on how many resources you can create. Each chapter has an introduction that explains what the aim of the game is, followed by a design and coding section which will cover the coding of the game. You're free to re-use code in your own projects, both free and paid. At the end of each chapter there is a things-to-try page that gives you five things to add to the game to improve its playability or appearance - pushing you a little to improve your planning and GML skills. What You'll Learn Build ten game applications using GameMaker Studio 2 Use the GameMaker Markup Language along the way Master the concepts behind each of the ten game apps Design and code for each of the ten game examples Try some add-ons for each of the ten games Who This Book Is For Game developers with at least some prior game development experience. GameMaker Studio experience recommended, but not required.

Giving Kids a Fair Chance-James J. Heckman 2017-08-08 Current social and education policies directed toward children focus on improving cognition, yet success in life requires more than smarts. Heckman calls for a refocus of social policy toward early childhood interventions designed to enhance both cognitive abilities and such non-cognitive skills as confidence and perseverance. This new focus on preschool intervention would emphasize improving the early environments of disadvantaged children and increasing the quality of parenting while respecting the primacy of the family and America's cultural diversity. Heckman shows that acting early has much greater positive economic and social impact than later interventions -- which range from reduced pupil-teacher ratios to adult literacy programs to expenditures on police -- that draw the most attention in the public policy debate. At a time when state and local budgets for early interventions are being cut, Heckman issues an urgent call for action and offers some practical steps for how to design and pay for new programs.

Head in the Cloud-William Poundstone 2017-06-01 Never before have we had so much information at our fingertips. You might think that we are better-informed than ever, but there's one thing we can't ask Google: 'What should I be googling?' The way we consume information in the digital age has been blamed for driving political polarisation and leaving us unable to agree on basic facts. It's also making us stupider. Personalised news feeds and social media echo chambers narrow our potential knowledge base. By now, we don't even know what we don't know. In Head in the Cloud, William Poundstone investigates the true worth of knowledge. An entertaining manifesto underpinned by big data analysis and illustrated by eye-opening anecdotes, it reveals the surprising benefits of broadening your horizons and provides an unnerving look at the consequences of being ill-informed.

Go Wild-John J. Ratey 2014-06-03 The scientific evidence behind why maintaining a lifestyle more like that of our ancestors will restore our health and well-being. In GO WILD, Harvard Medical School Professor John Ratey, MD, and journalist Richard Manning reveal that although civilization has rapidly evolved, our

bodies have not kept pace. This mismatch affects every area of our lives, from our general physical health to our emotional wellbeing. Investigating the power of living according to our genes in the areas of diet, exercise, sleep, nature, mindfulness and more, GO WILD examines how tapping into our core DNA combats modern disease and psychological afflictions, from Autism and Depression to Diabetes and Heart Disease. By focusing on the ways of the past, it is possible to secure a healthier and happier future, and GO WILD will show you how.

Theories of the World from Antiquity to the Copernican Revolution-Michael J. Crowe 2013-04-09 Revised edition re-creates the change from an earth- to a sun-centered conception of the solar system by focusing on an examination of the evidence available in 1615.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration-Mary Scannell 2010-05-28 Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

The Marshmallow Test-Walter Mischel 2014-09-23 Renowned psychologist Walter Mischel, designer of the famous Marshmallow Test, explains what self-control is and how to master it. A child is presented with a marshmallow and given a choice: Eat this one now, or wait and enjoy two later. What will she do? And what are the implications for her behavior later in life? The world's leading expert on self-control, Walter Mischel has proven that the ability to delay gratification is critical for a successful life, predicting higher SAT scores, better social and cognitive functioning, a healthier lifestyle and a greater sense of self-worth. But is willpower prewired, or can it be taught? In The Marshmallow Test, Mischel explains how self-control can be mastered and applied to challenges in everyday life—from weight control to quitting smoking, overcoming heartbreak, making major decisions, and planning for retirement. With profound implications for the choices we make in parenting, education, public policy and self-care, The Marshmallow Test will change the way you think about who we are and what we can be.

Speak-Laurie Halse Anderson 2011-05-10 The first ten lies they tell you in high school. "Speak up for yourself—we want to know what you have to say." From the first moment of her freshman year at Merryweather High, Melinda knows this is a big fat lie, part of the nonsense of high school. She is friendless, outcast, because she busted an end-of-summer party by calling the cops, so now nobody will talk to her, let alone listen to her. As time passes, she becomes increasingly isolated and practically stops talking altogether. Only her art class offers any solace, and it is through her work on an art project that she is finally able to face what really happened at that terrible party: she was raped by an upperclassman, a guy who still attends Merryweather and is still a threat to her. Her healing process has just begun when she has another violent encounter with him. But this time Melinda fights back, refuses to be silent, and thereby achieves a measure of vindication. In Laurie Halse Anderson's powerful novel, an utterly believable heroine with a bitterly ironic voice delivers a blow to the hypocritical world of high school. She speaks for many a disenfranchised teenager while demonstrating the importance of speaking up for oneself. Speak was a 1999 National Book Award Finalist for Young People's Literature.

Case Acceptance in the Modern Dental Practice: Break Down Barriers, Increase Referrals and Boost Patient Satisfaction-Adam McWethy

The Kelly Capital Growth Investment Criterion-Leonard C. MacLean 2011 This volume provides the definitive treatment of fortune's formula or the Kelly capital growth criterion as it is often called. The strategy is to maximize long run wealth of the investor by maximizing the period by period expected utility of wealth with a logarithmic utility function. Mathematical theorems show that only the log utility function maximizes asymptotic long run wealth and minimizes the expected time to arbitrary large goals. In general, the strategy is risky in the short term but as the number of bets increase, the Kelly bettor's wealth tends to be much larger than those with essentially different strategies. So most of the time, the Kelly bettor will have much more wealth than these other bettors but the

Kelly strategy can lead to considerable losses a small percent of the time. There are ways to reduce this risk at the cost of lower expected final wealth using fractional Kelly strategies that blend the Kelly suggested wager with cash. The various classic reprinted papers and the new ones written specifically for this volume cover various aspects of the theory and practice of dynamic investing. Good and bad properties are discussed, as are fixed-mix and volatility induced growth strategies. The relationships with utility theory and the use of these ideas by great investors are featured.

Hiroshima-John Hersey 2020-06-23 Hiroshima is the story of six people--a clerk, a widowed seamstress, a physician, a Methodist minister, a young surgeon, and a German Catholic priest--who lived through the greatest single manmade disaster in history. In vivid and indelible prose, Pulitzer Prize-winner John Hersey traces the stories of these half-dozen individuals from 8:15 a.m. on August 6, 1945, when Hiroshima was destroyed by the first atomic bomb ever dropped on a city, through the hours and days that followed. Almost four decades after the original publication of this celebrated book, Hersey went back to Hiroshima in search of the people whose stories he had told, and his account of what he discovered is now the eloquent and moving final chapter of Hiroshima.

Labyrinths of Reason-William Poundstone 2011-07-20 This sharply intelligent, consistently provocative book takes the reader on an astonishing, thought-provoking voyage into the realm of delightful uncertainty--a world of paradox in which logical argument leads to contradiction and common sense is seemingly rendered irrelevant. From the Trade Paperback edition.

Prisoner's Dilemma-William Poundstone 2011-05-25 Should you watch public television without pledging?...Exceed the posted speed limit?...Hop a subway turnstile without paying? These questions illustrate the so-called "prisoner's dilemma", a social puzzle that we all face every day. Though the answers may seem simple, their profound implications make the prisoner's dilemma one of the great unifying concepts of science. Watching players bluff in a poker game inspired John von Neumann—father of the modern computer and one of the sharpest minds of the century—to construct game theory, a mathematical study of conflict and deception. Game theory was readily embraced at the RAND Corporation, the archetypical think tank charged with formulating military strategy for the atomic age, and in 1950 two RAND scientists made a momentous discovery. Called the "prisoner's dilemma," it is a disturbing and mind-bending game where two or more people may betray the common good for individual gain. Introduced shortly after the Soviet Union acquired the atomic bomb, the prisoner's dilemma quickly became a popular allegory of the nuclear arms race. Intellectuals such as von Neumann and Bertrand Russell joined military and political leaders in rallying to the "preventive war" movement, which advocated a nuclear first strike against the Soviet Union. Though the Truman administration rejected preventive war the United States entered into an arms race with the Soviets and game theory developed into a controversial tool of public policy—alternately accused of justifying arms races and touted as the only hope of preventing them. A masterful work of science writing, Prisoner's Dilemma weaves together a biography of the brilliant and tragic von Neumann, a history of pivotal phases of the cold war, and an investigation of game theory's far-reaching influence on public policy today. Most important, Prisoner's Dilemma is the incisive story of a revolutionary idea that has been hailed as a landmark of twentieth-century thought.

Semantics-James R. Hurford 2007-04-19 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.

Lights on Cotton Rock-David Litchfield 2019-09-03 Heather is a little girl who wants to go to Outer Space, where the stars sparkle with magic and wonder. When a spaceship lands at Cotton Rock, it seems that all of her dreams have come true. But soon the alien has to leave. Will the spaceship ever come back? And if it does, is Heather ready to leave everything on Earth behind? In this new story, best-selling author and illustrator David Litchfield travels into space and through time to show that what we are looking for might be closer than we think.

Practical Taxidermy-Montagu Browne 1884

Don't Just Sit There!-Biet Simkin 2019-04-16 Discover the forty-four laws of life that are the missing link between the desire to meditate and the motivation needed to maintain a regular meditation practice, process the emotional fallout of meditative experiences, and find spiritual fulfillment. Biet Simkin knows from personal experience that finding your way to transformation and mindfulness isn't always easy. Drawing on hard-won wisdom from her journey through addiction, personal tragedy, and the New York rock-n-roll scene, Biet shares the guidance you'll need to move from meltdowns to miracles. Don't Just Sit There! is a guidebook that will empower you to dive into meditation by helping you work through the not-so-peaceful side of achieving peace. With insights on forty-four laws of human experience, it provides week-by-week instructions to process each one. From the Law of Focus to the Law of Desire, these aspects of spiritual life can become obstacles without the tools to properly face them. Experienced and novice meditators alike can benefit from Biet's frank, freeing advice on how to establish a lifelong practice in an often chaotic modern world. By confronting the disruptive quality of spiritual life, you can motivate yourself to realize the meditative practice of your dreams.

These Boys and Their Fathers-Don Waters 2019-10-01 In 2010, Don Waters set out to write a magazine story about a surfing icon who had known his absentee father. It was an attempt to find a way of connecting to a man he never knew. He didn't imagine that the story would become a years-long quest to understand a man who left behind almost nothing except for a self-absorbed autobiography for his abandoned son. These Boys and Their Fathers touches on Waters's early life with his single mother—and her string of dysfunctional men—and his later search for and encounters with his father, but it quickly expands into a gripping account of the life of a 1930s pulp writer, also named Don Waters, with whom Waters becomes obsessed. This wildly original book blends memoir, investigative reporting, and fiction to sort out difficult aspects of family, masculinity, and what it means to be a father.

The Art of Game Design-Jesse Schell 2008-08-04 Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Cooking for Geeks-Jeff Potter 2010-07-20 Presents recipes ranging in difficulty with the science and technology-minded cook in mind, providing the science behind cooking, the physiology of taste, and the techniques of molecular gastronomy.

The Tricky Art of Co-Existing-Sandi Toksvig 2015-06-02 "If you do it right, being a grown-up is just like being a kid . . . but without people telling you off." No one learns "etiquette" anymore (except by embarrassing trial and error). But manners are more than a dusty tradition: Done right, they make life easier—for everyone! That's why Sandi Toksvig highlights decency rather than convention in this entertaining guide, with: Spot-On Advice: "Remember—you don't have to answer the phone, so don't do it if you don't have time to be polite." Fascinating Trivia: "It is very rude to clear the plate of someone who hasn't finished. In fact, the Romans believed doing so would bring about the diner's sudden death." And Her Characteristic Wit: "Focusing on the people you share a meal with is both a pleasure and a necessity. Get to know your family members; you might even like them." Be the most decently behaved person in the room, and the most interesting: Master The Tricky Art of Co-Existing!

The Glass Castle-Jeannette Walls 2006-01-02 Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

The Shades: A Novel-Evgenia Citkowitz 2018-06-19 Vanity Fair: This Season's Ultimate Fiction Vogue: A Book to Thrill, Entertain, and Sustain You Spare and haunting, The Shades is a gripping mystery and a story of a family in crisis. A year has passed since Catherine and Michael Hall lost their teenage daughter in a car accident, leaving them and their sixteen-year-old son, Rowan, reeling in the aftermath of the tragedy. After Rowan escapes to boarding school, Catherine withdraws from her life as a successful London gallerist to Hamdean, an apartment in a Georgian country manor, where she and Michael had hoped to spend their retirement. When a beguiling young woman, Keira, appears at the house claiming to have once lived there, Catherine is reanimated by the promise of a meaningful connection. However, their relationship soon shifts to one of forbidding uncertainty as the mysteries of the past collide with the truth of the present. Emotionally complex and psychologically tense, The Shades raises questions about the inescapability of human nature and speaks to our deepest anxieties: the safety of those we love and the sanctuary of home.

Probability, Statistics, and Stochastic Processes-Peter Olofsson 2012-05-22 Praise for the First Edition ". . . an excellent textbook . . . well organized and neatly written." —Mathematical Reviews ". . . amazingly interesting . . ." —Technometrics Thoroughly updated to showcase the interrelationships between probability, statistics, and stochastic processes, Probability, Statistics, and Stochastic Processes, Second Edition prepares readers to collect, analyze, and characterize data in their chosen fields. Beginning with three chapters that develop probability theory and introduce the axioms of probability, random variables, and joint distributions, the book goes on to present limit theorems and simulation. The authors combine a rigorous, calculus-based development of theory with an intuitive approach that appeals to readers' sense of reason and logic. Including more than 400 examples that help illustrate concepts and theory, the Second Edition features new material on statistical inference and a wealth of newly added topics, including: Consistency of point estimators Large sample theory Bootstrap simulation Multiple hypothesis testing Fisher's exact test and Kolmogorov-Smirnov test Martingales, renewal processes, and Brownian motion One-way analysis of variance and the general linear model Extensively class-tested to ensure an accessible presentation, Probability, Statistics, and Stochastic Processes, Second Edition is an excellent book for courses on probability and statistics at the upper-undergraduate level. The book is also an ideal resource for scientists and engineers in the fields of statistics, mathematics, industrial management, and engineering.

Game Theory, Alive-Anna R. Karlin 2017-04-27 We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

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