

Enchanted Objects Design Human Desire And The Internet Of Things David Rose

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Mermaids in Paradise: A Novel - Lydia Millet 2014-11-03

"Hilariously funny. . . . Lydia Millet's novels raise the bar for boldness."—Rene Steinke, New York Times Book Review On the grounds of a Caribbean island resort, newlyweds Deb and Chip—our opinionated, skeptical narrator and her cheerful jock husband who's friendly to a fault—meet a marine biologist who says she's sighted mermaids in a coral reef. As the resort's "parent company" swoops in to corner the market on mythological creatures, the couple joins forces with other adventurous souls, including an ex-Navy SEAL with a love of explosives and a hipster Tokyo VJ, to save said mermaids from the "Venture of Marvels," which wants to turn their reef into a theme park. *Mermaids in Paradise* is Lydia Millet's funniest book yet, tempering the sharp satire of her early career with the empathy and subtlety of her more recent novels and short stories. This is an unforgettable, mesmerizing tale, darkly comic on the surface and illuminating in its depths.

Ethical Ripples of Creativity and Innovation - Seana Moran 2016-04-08

If we are going to promote creativity as an ideal to strive toward, shouldn't we make sure we also instil ethical anticipation so our creative contributions produce a better world rather than chaos and waste?

Creativity drives cultural development. We all, directly or indirectly, collaborate in the creation of culture, and we are jointly responsible for the way that culture develops. The goals and decisions we make as both creators and adopters pave pathways into the future for us all. Instead of merely reflecting on past events, *Ethical Ripples of Creativity and Innovation* educates for 'profection'—through cases that present what-might-be scenarios for creative contributions that are emerging into mainstream culture, stimulating real-time thinking about creativity-in-action.. This book offers the opportunity to strengthen ethical anticipation by considering the possibilities streaming from current creative offerings that affect our bodies, emotions, selves, and social interactions.

Pervasive Healthcare Computing - Upkar Varshney 2009-04-21

Pervasive healthcare is the conceptual system of providing healthcare to anyone, at anytime, and anywhere by removing restraints of time and location while increasing both the coverage and the quality of healthcare. *Pervasive Healthcare Computing* is at the forefront of this research, and presents the ways in which mobile and wireless technologies can be used to implement the vision of pervasive

healthcare. This vision includes prevention, healthcare maintenance and checkups; short-term monitoring (home healthcare), long-term monitoring (nursing home), and personalized healthcare monitoring; and incidence detection and management, emergency intervention, transportation and treatment. The pervasive healthcare applications include intelligent emergency management system, pervasive healthcare data access, and ubiquitous mobile telemedicine. Pervasive Healthcare Computing includes the treatment of several new wireless technologies and the ways in which they will implement the vision of pervasive healthcare.

The Art Of Seduction - Robert Greene 2010-09-03

Which sort of seducer could you be? Siren? Rake? Cold Coquette? Star? Comedian? Charismatic? Or Saint? This book will show you which. Charm, persuasion, the ability to create illusions: these are some of the many dazzling gifts of the Seducer, the compelling figure who is able to manipulate, mislead and give pleasure all at once. When raised to the level of art, seduction, an indirect and subtle form of power, has toppled empires, won elections and enslaved great minds. In this beautiful, sensually designed book, Greene unearths the two sides of seduction: the characters and the process. Discover who you, or your pursuer, most resembles. Learn, too, the pitfalls of the anti-Seducer. Immerse yourself in the twenty-four manoeuvres and strategies of the seductive process, the ritual by which a seducer gains mastery over their target. Understand how to 'Choose the Right Victim', 'Appear to Be an Object of Desire' and 'Confuse Desire and Reality'. In addition, Greene provides instruction on how to identify victims by type. Each fascinating character and each cunning tactic demonstrates a fundamental truth about who we are, and the targets we've become - or hope to win over. The Art of Seduction is an indispensable primer on the essence of one of history's greatest weapons and the ultimate power trip. From the internationally bestselling author of *The 48 Laws of Power*, *Mastery*, and *The 33 Strategies Of War*.

Irrationality - Justin E. H. Smith 2020-12-08

"What every leader needs to know about dignity and how to create a

culture in which everyone thrives. This landmark book from an expert in dignity studies explores the essential but under-recognized role of dignity as part of good leadership. Extending the reach of her award-winning book *Dignity: Its Essential Role in Resolving Conflict*, Donna Hicks now contributes a specific, practical guide to achieving a culture of dignity. Most people know very little about dignity, the author has found, and when leaders fail to respect the dignity of others, conflict and distrust ensue. She highlights three components of leading with dignity: what one must know in order to honor dignity and avoid violating it; what one must do to lead with dignity; and how one can create a culture of dignity in any organization, whether corporate, religious, governmental, healthcare, or beyond. Brimming with key research findings, real-life case studies, and workable recommendations, this book fills an important gap in our understanding of how best to be together in a conflict-ridden world."--

The Lesser Key of Solomon - Aleister Crowley 2022-01-04

The Lesser Key of Solomon, also known as Lemegeton Clavicula Salomonis or simply Lemegeton, is an anonymous grimoire on demonology. It was compiled in the mid-17th century, mostly from materials a couple of centuries older. It is divided into five books—the *Ars Goetia*, *Ars Theurgia-Goetia*, *Ars Paulina*, *Ars Almadel*, and *Ars Notoria*. This edition was translated by Samuel Liddell MacGregor Mathers and published by Aleister Crowley under the title *The Book of the Goetia of Solomon the King*. Crowley added some additional invocations previously unrelated to the original work, as well as essays describing the rituals as psychological exploration instead of demon summoning.

Deep Design - David Wann 1995-12

In *Deep Design*, David Wann explores a new way of thinking about design, one that asks "What is our ultimate goal?" before the first step has even been taken. Designs that begin with such a question -- whether in products, buildings, technologies, or communities -- are sensitive to living systems, and can potentially accomplish their mission without the seemingly unavoidable side effects of pollution, erosion, congestion, and

stress. Such "deep designs" meet the key criteria of renewability, recyclability, and nontoxicity. Often based on natural systems, they are easy to understand and implement, and provide more elegant approaches to getting the services and functions we need. Wann presents information gleaned from interviews with more than fifty innovative designers in a wide variety of fields, and describes numerous case studies that explain the concept and practice of deep design.

Pull - David Siegel 2009-12-31

The first clear guide to the Semantic Web and its upcoming impact on the business world Imagine that, in 1992, someone handed you a book about the future of something called the World Wide Web. This book claimed that through a piece of software called a "browser", which accesses "web sites", the world economy and our daily lives would change forever. Would you have believed even 10 percent of that book? Did you take advantage of the first Internet wave and get ahead of the curve? Pull is the blueprint to the next disruptive wave. Some call it Web 3.0; others call it the semantic web. It's a fundamental transition from pushing information to pulling, using a new way of thinking and collaborating online. Using the principles of this book, you will slash 5-20 percent off your bottom line, make your customers happier, accelerate your industry, and prepare your company for the twenty-first century. It isn't going to be easy, and you don't have any choice. By 2015, your company will be more agile and your processes more flexible than you ever thought possible. The semantic web leads to possibilities straight from science fiction, such as buildings that can order their own supplies, eliminating the IRS, and lawyers finally making sense. But it also leads to major changes in every field, from shipping and retail distribution to health care and financial reporting. Through clear examples, case studies, principles, and scenarios, business strategist David Siegel takes you on a tour of this new world. You'll learn: -Which industries are already ahead. -Which industries are already dead. -How to make the power shift from pushing to pulling information. -How software, hardware, media, and marketing will all change. -How to plan your own strategy for embracing the semantic web. We are at the beginning of a

new technology curve that will affect all areas of business. Right now, you have a choice. You can decide to start preparing for the exciting opportunities that lay ahead or you can leave this book on the shelf and get left in the dust like last time.

Sophie's World - Jostein Gaarder 2007-03-20

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

The Enchantments of Mammon - Eugene McCarragher 2019-11-12

Eugene McCarragher challenges the conventional view of capitalism as a force for disenchantment. From Puritan and evangelical valorizations of profit to the heavenly Fordist city, the mystically animated corporation, and the deification of the market, capitalism has hijacked our intrinsic longing for divinity, laying hold to our souls.

Rules of Play - Katie Salen Tekinbas 2003-09-25

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and

interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Ella Enchanted (rack) - Gail Carson Levine 2004-02-17

Ella is a girl with a most unusual gift, and her story has charmed readers and critics alike. Now Miramax Films brings this wholly original Cinderella story to the silver screen, complete with princes, ogres, wicked stepsisters, and a fairy-tale ending fit for a princess.

Enchanted Objects - David Rose 2014-07-15

Essential reading for designers, business leaders, technologists and entrepreneurs, an MIT Media Lab scientist and founder of Ambient Devices presents a blueprint for a better future where efficient solutions come hand in hand with technology that delights our senses.

THE GREAT GATSBY - F. SCOTT FITZGERALD 2022

THE GREAT GATSBY BY F. SCOTT FITZGERALD Key features of this book: * Unabridged with 100% of it's original content * Available in multiple formats: eBook, original paperback, large print paperback and hardcover * Easy-to-read 12 pt. font size * Proper paragraph formatting with Indented first lines, 1.25 Line Spacing and Justified Paragraphs * Properly formatted for aesthetics and ease of reading. * Custom Table of Contents and Design elements for each chapter * The Copyright page has been placed at the end of the book, as to not impede the content and flow of the book. Original publication: 1925 *The Great Gatsby* - The story of the mysteriously wealthy Jay Gatsby and his love for the beautiful Daisy Buchanan, This book is F. Scott Fitzgerald's third book and stands as the supreme achievement of his career. First published in 1925, this classic novel of the Jazz Age has been acclaimed by generations of readers which depicts the life of lavish parties on Long Island is an exquisitely crafted tale of America in the 1920s. This book is great for schools, teachers and students or for the casual reader, and makes a wonderful addition to any classic literary library At Pure Snow Publishing we have taken the time and care into formatting this book to make it the best possible reading experience. We specialize in publishing classic books and have been publishing books since 2014. We now have over 500 book

listings available for purchase. Enjoy!

SuperSight - David Rose 2021-11-09

For thousands of years, human vision has been largely unchanged by evolution. We're about to get a software update. Today, Apple, Google, Microsoft, Facebook, Snap, Samsung, and a host of startups are racing to radically change the way we see. The building blocks are already falling into place: cloud computing and 5G networks, AI computer vision algorithms, smart glasses and VR headsets, and mixed reality games like Pokémon GO. But what's coming next is a fundamental shift in how we experience the world and interact with each other. Over the next decade, what we see and how we see it will no longer be bound by biology.

Instead, our everyday vision will be augmented with digital information to give us what spatial computing pioneer David Rose calls "SuperSight." And as our view of the world becomes blended layers of information delivered via glasses, contact lenses, or projected light, it will fundamentally change learning, shopping, work, play, and much, much more. David provides an insider's guide to the way our lives are about to change, while also unpacking the downsides of this coming world—what he calls the hazards of SuperSight, from equity and access issues to bubble filter problems—and proposing rational, actionable ways around them. From AI mirrors that advise us on our outfits, to museums that let us talk with deceased explorers and artists, to the ways we envision sustainable cities, the scope of augmented vision is boundless. SuperSight offers a rich speculative preview of the future and its implications, both shocking and thrilling.

Restless Secularism - Matthew Mutter 2017-01-01

Cover -- Half Title -- Title -- Copyright -- Contents -- Acknowledgments -- List of Abbreviations -- Introduction: Modernist Secularism and Its Discontents -- ONE: "The World Was Paradise Malformed": Poetic Language, Anthropomorphism, and Secularism in Wallace Stevens -- TWO: "Tangled in a Golden Mesh": Virginia Woolf and the "Deceptiveness" of Beauty -- THREE: "Homer Is My Example": Yeats, Paganism, and the Emotions -- FOUR: "The Power to Enchant That Comes from Disillusion": W.H. Auden's Anti-Magical Poetics --

Conclusion: Evil and the Adequacy of the Earth -- Notes -- Bibliography -- Credits -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- R -- S -- T -- U -- V -- W -- Y

Robot Futures - Illah Reza Nourbakhsh 2013

With robots, we are inventing a new species that is part material and part digital. The ambition of modern robotics goes beyond copying humans, beyond the effort to make walking, talking androids that are indistinguishable from people. Future robots will have superhuman abilities in both the physical and digital realms. They will be embedded in our physical spaces, with the ability to go where we cannot, and will have minds of their own, thanks to artificial intelligence. They will be fully connected to the digital world, far better at carrying out online tasks than we are. In *Robot Futures*, the roboticist Illah Reza Nourbakhsh considers how we will share our world with these creatures, and how our society could change as it incorporates a race of stronger, smarter beings. Nourbakhsh imagines a future that includes adbots offering interactive custom messaging; robotic flying toys that operate by means of "gazetracking"; robot-enabled multimodal, multicontinental telepresence; and even a way that nanorobots could allow us to assume different physical forms. Nourbakhsh follows each glimpse into the robotic future with an examination of the underlying technology and an exploration of the social consequences of the scenario. Each chapter describes a form of technological empowerment -- in some cases, empowerment run amok, with corporations and institutions amassing even more power and influence and individuals becoming unconstrained by social accountability. (Imagine the hotheaded discourse of the Internet taking physical form.) Nourbakhsh also offers a counter-vision: a robotics designed to create civic and community empowerment. His book helps us understand why that is the robot future we should try to bring about.

The Order of Things - Michel Foucault 2005-08-18

Possibly one of the most significant, yet most overlooked, works of the twentieth century, it was *The Order of Things* that established Foucault's reputation as an intellectual giant.

Space and Place - Yi-Fu Tuan 1977

In the 25 years since its original publication, *Space and Place* has not only established the discipline of human geography, but it has proven influential in such diverse fields as theater, literature, anthropology, psychology, and theology. Eminent geographer Yi-Fu Tuan considers the ways in which people feel and think about space, how they form attachments to home, neighborhood, and nation, and how feelings about space and place are affected by the sense of time. He suggests that place is security and space is freedom: we are attached to the one and long for the other. Whether he is considering sacred versus "biased" space, mythical space and place, time in experiential space, or cultural attachments to space, Tuan's analysis is thoughtful and insightful.

An Introduction to Service Design - Lara Penin 2018-05-17

A comprehensive introduction to designing services according to the needs of the customer or participants, this book addresses a new and emerging field of design and the disciplines that feed and result from it. Despite its intrinsic multidisciplinary nature, service design is a new specialization of design in its own right. Responding to the challenges of and providing holistic, creative and innovative solutions to increasingly complex contemporary societies, service design now represents an integrative and advanced culture of design. All over the world new design studios are defining their practice as service design while long established design and innovation consultancies are increasingly embracing service design as a key capacity within their offering. Divided into two parts to allow for specific reader requirements, *Service Design* starts by focusing on main service design concepts and critical aspects. Part II offers a methodological overview and practical tools for the service design learner, and highlights fundamental capacities the service design student must master. Combined with a number of interviews and case studies from leading service designers, this is a comprehensive, informative exploration of this exciting new area of design.

Craft in America - Jo Lauria 2007

Highlighted by two hundred full-color photographs, a celebration of American crafts and decorative arts and the artists who create them

showcases masterpieces of furniture, wood, ceramics, glass, fiber, jewelry, metal, and basketry from the past two centuries, along with a look at how craft has shaped American history, arts, vitality, and identity. 25,000 first printing.

Superhumanity - Nick Axel 2018-01-01

A wide-ranging and challenging exploration of design and how it engages with the self. The field of design has radically expanded. As a practice, design is no longer limited to the world of material objects but rather extends from carefully crafted individual styles and online identities to the surrounding galaxies of personal devices, new materials, interfaces, networks, systems, infrastructures, data, chemicals, organisms, and genetic codes. Superhumanity seeks to explore and challenge our understanding of “design” by engaging with and departing from the concept of the “self.” This volume brings together more than fifty essays by leading scientists, artists, architects, designers, philosophers, historians, archaeologists, and anthropologists, originally disseminated online via e-flux Architecture between September 2016 and February 2017 on the invitation of the Third Istanbul Design Biennial. Probing the idea that we are and always have been continuously reshaped by the artifacts we shape, this book asks: Who designed the lives we live today? What are the forms of life we inhabit, and what new forms are currently being designed? Where are the sites, and what are the techniques, to design others? This vital and far-reaching collection of essays and images seeks to explore and reflect on the ways in which both the concept and practice of design are operative well beyond tangible objects, expanding into the depths of self and forms of life. Contributors: Zeynep Çelik Alexander, Lucia Allais, Shumon Basar, Ruha Benjamin, Franco “Bifo” Berardi, Daniel Birnbaum, Ina Blom, Benjamin H. Bratton, Giuliana Bruno, Tony Chakar, Mark Cousins, Simon Denny, Keller Easterling, Hu Fang, Rubén Gallo, Liam Gillick, Boris Groys, Rupali Gupte, Andrew Herscher, Tom Holert, Brooke Holmes, Francesca Hughes, Andrés Jaque, Lydia Kallipoliti, Thomas Keenan, Sylvia Lavin, Yongwoo Lee, Lesley Lokko, MAP Office, Chus Martínez, Ingo Niermann, Ahmet Ögüt, Trevor Paglen, Spyros Papapetros, Raqs Media Collective, Juliane Rebentisch,

Sophia Roosth, Felicity D. Scott, Jack Self, Prasad Shetty, Hito Steyerl, Kali Stull, Pelin Tan, Alexander Tarakhovsky, Paulo Tavares, Stephan Trüby, Etienne Turpin, Sven-Olov Wallenstein, Eyal Weizman, Mabel O. Wilson, Brian Kuan Wood, Liam Young, and Arseny Zhilyaev.

Images at Work - David Morgan 2018

Images can be studied in many ways--as symbols, displays of artistic genius, adjuncts to texts, or naturally occurring phenomena like reflections and dreams. Each of these approaches is justified by the nature of the image in question as well as the way viewers engage with it. But images are often something more when they perform in ways that exhibit a capacity to act independent of human will. Images come alive--they move us to action, calm us, reveal the power of the divine, change the world around us. In these instances, we need an alternative model for exploring what is at work, one that recognizes the presence of images as objects that act on us. Building on his previous innovative work in visual and religious studies, David Morgan creates a new framework for understanding how the human mind can be enchanted by images in *Images at Work*. In carefully crafted arguments, Morgan proposes that images are special kinds of objects, fashioned and recognized by human beings for their capacity to engage us. From there, he demonstrates that enchantment, as described, is not a violation of cosmic order, but a very natural way that the mind animates the world around it. His groundbreaking study outlines the deeply embodied process by which humans create culture by endowing places, things, and images with power and agency. These various agents--human and non-human, material, geographic, and spiritual--become nodes in the web of relationships, thus giving meaning to images and to human life. Marrying network theory with cutting-edge work in visual studies, and connecting the visual and bodily technologies employed by the ancient Greeks and Romans to secular icons like Che Guevara, Abraham Lincoln, and Mao, *Images at Work* will be transformative for those curious about why images seem to have a power of us in ways we can't always describe. *The Psychosocial Implications of Disney Movies* - Lauren Dundes 2019-07-11

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

A Certain World - Wystan Hugh Auden 1982

Poesi og prosa - og meget andet - i udvalg

A History of America in Ten Strikes - Erik Loomis 2018-10-02

Recommended by The Nation, the New Republic, Current Affairs, Bustle, In These Times "Entertaining, tough-minded, strenuously argued." —The Nation A thrilling and timely account of ten moments in history when labor challenged the very nature of power in America, by the author called "a brilliant historian" by The Progressive magazine Powerful and accessible, A History of America in Ten Strikes challenges all of our contemporary assumptions around labor, unions, and American workers. In this brilliant book, labor historian Erik Loomis recounts ten critical workers' strikes in American labor history that everyone needs to know about (and then provides an annotated list of the 150 most important moments in American labor history in the appendix). From the Lowell Mill Girls strike in the 1830s to Justice for Janitors in 1990, these labor uprisings do not just reflect the times in which they occurred, but speak directly to the present moment. For example, we often think that Lincoln ended slavery by proclaiming the slaves emancipated, but Loomis shows

that they freed themselves during the Civil War by simply withdrawing their labor. He shows how the hopes and aspirations of a generation were made into demands at a GM plant in Lordstown in 1972. And he takes us to the forests of the Pacific Northwest in the early nineteenth century where the radical organizers known as the Wobblies made their biggest inroads against the power of bosses. But there were also moments when the movement was crushed by corporations and the government; Loomis helps us understand the present perilous condition of American workers and draws lessons from both the victories and defeats of the past. In crystalline narratives, labor historian Erik Loomis lifts the curtain on workers' struggles, giving us a fresh perspective on American history from the boots up. Strikes include: Lowell Mill Girls Strike (Massachusetts, 1830-40) Slaves on Strike (The Confederacy, 1861-65) The Eight-Hour Day Strikes (Chicago, 1886) The Anthracite Strike (Pennsylvania, 1902) The Bread and Roses Strike (Massachusetts, 1912) The Flint Sit-Down Strike (Michigan, 1937) The Oakland General Strike (California, 1946) Lordstown (Ohio, 1972) Air Traffic Controllers (1981) Justice for Janitors (Los Angeles, 1990)

Human-Machine Reconfigurations - Lucy Suchman 2007

Publisher description

The Memory Police - Yoko Ogawa 2019-08-13

Finalist for the International Booker Prize and the National Book Award A haunting Orwellian novel about the terrors of state surveillance, from the acclaimed author of The Housekeeper and the Professor. On an unnamed island, objects are disappearing: first hats, then ribbons, birds, roses. . . . Most of the inhabitants are oblivious to these changes, while those few able to recall the lost objects live in fear of the draconian Memory Police, who are committed to ensuring that what has disappeared remains forgotten. When a young writer discovers that her editor is in danger, she concocts a plan to hide him beneath her floorboards, and together they cling to her writing as the last way of preserving the past. Powerful and provocative, The Memory Police is a stunning novel about the trauma of loss. ONE OF THE BEST BOOKS OF THE YEAR THE NEW YORK TIMES * THE WASHINGTON POST * TIME *

CHICAGO TRIBUNE * THE GUARDIAN * ESQUIRE * THE DALLAS MORNING NEWS * FINANCIAL TIMES * LIBRARY JOURNAL * THE A.V. CLUB * KIRKUS REVIEWS * LITERARY HUB American Book Award winner

On Purpose - Paul Froese 2016

From the start, Froese admits that the answer to the question is deceptively simple: our purpose is whatever we imagine it to be. But what we imagine our purpose to be depends on innumerable factors beyond our control: our wealth, race, education level, upbringing, past experiences, and community. Froese argues that one's surroundings serve as a kind of soil that can either nurture purpose or foster meaninglessness. Framing the book around six key questions, Froese refuses to collapse the meaning of life into a single authoritative answer, as self-help gurus do. Instead, he deconstructs each question to reveal the social pathways that guide people to distinctive answers. Through lively, engaging storytelling that mixes data and analysis with literary and historical examples of the quest for purpose, Froese sheds new light on a timeless and all-too-human quandary.

Emotionally Durable Design - Jonathan Chapman 2015-04-10

Emotionally Durable Design presents counterpoints to our 'throwaway society' by developing powerful design tools, methods and frameworks that build resilience into relationships between people and things. The book takes us beyond the sustainable design field's established focus on energy and materials, to engage the underlying psychological phenomena that shape patterns of consumption and waste. In fluid and accessible writing, the author asks: why do we discard products that still work? He then moves forward to define strategies for the design of products that people want to keep for longer. Along the way we are introduced to over twenty examples of emotional durability in smart phones, shoes, chairs, clocks, teacups, toasters, boats and other material experiences. Emotionally Durable Design transcends the prevailing doom and gloom rhetoric of sustainability discourse, to pioneer a more hopeful, meaningful and resilient form of material culture. This second edition features pull-out quotes, illustrated product examples, a running glossary

and comprehensive stand firsts; this book can be read cover to cover, or dipped in-and-out of. It is a daring call to arms for professional designers, educators, researchers and students from in a range of disciplines from product design to architecture; framing an alternative genre of design that reduces the consumption and waste of resources by increasing the durability of relationships between people and things.

Enchanted Objects - David Rose 2015-04-28

We are now standing at the precipice of the next transformative development: the Internet of Things. Soon, connected technology will be embedded in hundreds of everyday objects we already use: our cars, wallets, watches, umbrellas, even our trash cans. These objects will respond to our needs, come to know us, and learn to think on our behalf. David Rose calls these devices--which are just beginning to creep into the marketplace--Enchanted Objects. Some believe the future will look like more of the same--more smartphones, tablets, screens embedded in every conceivable surface. Rose has a different vision: technology that atomizes, combining itself with the objects that make up the very fabric of daily living. Such technology will be woven into the background of our environment, enhancing human relationships and channeling desires for omniscience, long life, and creative expression. The enchanted objects of fairy tales and science fiction will enter real life. Groundbreaking, timely, and provocative, *Enchanted Objects* is a blueprint for a better future, where efficient solutions come hand in hand with technology that delights our senses.

The Myth of Sisyphus And Other Essays - Albert Camus 2012-10-31

One of the most influential works of this century, *The Myth of Sisyphus and Other Essays* is a crucial exposition of existentialist thought. Influenced by works such as *Don Juan* and the novels of Kafka, these essays begin with a meditation on suicide; the question of living or not living in a universe devoid of order or meaning. With lyric eloquence, Albert Camus brilliantly posits a way out of despair, reaffirming the value of personal existence, and the possibility of life lived with dignity and authenticity.

Dreams Lie Beneath - Rebecca Ross 2021-11-02

From Rebecca Ross, acclaimed author of *The Queen's Rising* duology, comes a story about magic, vengeance, and the captivating power of dreams. A must-read for fans of *The Hazel Wood* and *The Night Circus*. The realm of Azenor has spent years plagued by a curse. Every new moon, magic flows from the nearby mountain and brings nightmares to life. Only magicians—who serve as territory wardens—stand between people and their worst dreams. Clementine Madigan is ready to take over as the warden of her small town, but when two magicians arrive to challenge her, she is unknowingly drawn into a century-old conflict. She seeks revenge, but as she gets closer to Phelan, one of the handsome young magicians, secrets—as well as romance—begins to rise. To fight the realm's curse, which seems to be haunting her every turn, Clementine must unite with her rival. But will their efforts be enough to save Azenor from the nightmares that lurk around every corner?

Augmented - Brett King 2016-05-15

The Internet and smartphone are just the latest in a 250-year-long cycle of disruption that has continuously changed the way we live, the way we work and the way we interact. The coming Augmented Age, however, promises a level of disruption, behavioural shifts and changes that are unparalleled. While consumers today are camping outside of an Apple store waiting to be one of the first to score a new Apple Watch or iPhone, the next generation of wearables will be able to predict if we're likely to have a heart attack and recommend a course of action. We watch news of Google's self-driving cars, but don't likely realise this means progressive cities will have to ban human drivers in the next decade because us humans are too risky. Following on from the Industrial or machine age, the space age and the digital age, the Augmented Age will be based on four key disruptive themes—Artificial Intelligence, Experience Design, Smart Infrastructure, and HealthTech. Historically the previous 'ages' brought significant disruption and changes, but on a net basis jobs were created, wealth was enhanced, and the health and security of society improved. What will the Augmented Age bring? Will robots take our jobs, and AI's subsume us as inferior intelligences, or will this usher in a new age of abundance? *Augmented* is a book on future

history, but more than that, it is a story about how you will live your life in a world that will change more in the next 20 years than it has in the last 250 years. Are you ready to adapt? Because if history proves anything, you don't have much of a choice.

The Language of Things: Understanding the World of Desirable Objects - Deyan Sudjic 2009-06-01

A brilliant exposé of the interaction between art, design, and commerce. In *The Language of Things*, the director of London's Design Museum charts our relationship with all things designed. With scintillating wit and an eye for the pleasures and dangers of rampant consumerism, Deyan Sudjic takes us from luxury car commercials to glossy advertisements for seasonal variations of the Prada purse to the hype surrounding the latest version of the iPhone, exploring how we are manipulated and seduced by our possessions. Who would've thought that it's the subtle visual similarity between the Volkswagen Golf GTI and the barrel of an automatic pistol that makes people want to get behind the wheel? And why is it that digital cameras in cell phones "click" even though they don't have a shutter? Sudjic's illuminating argument will resound with anyone who has ever been affected by how things look—lured, in other words, by the powerful siren call of design.

Spooky Technology: A reflection on the invisible and otherworldly qualities in everyday technologies - Daragh Byrne 2021-08-31

Spooky Technology explores our understanding of the invisible technologies in our everyday lives, from objects with 'intelligence' to systems in our homes that talk to us (and each other). The book is an inventory of spooky technologies, compiled by Carnegie Mellon students reviewing work across art, design, HCI, psychology, human factors research, and other fields, that has been done in this field, or adjacent to it, both historically and more recently, with commentary, essays, and interviews with creators and artists. We often hear that the technologies in our everyday lives would appear to be 'magic' and potentially terrifying to people in the past—instantaneous communication with people all over the world, access to a vast, ever-growing resource of human knowledge right there in the palm of our hand, objects with

'intelligence' that can sense and talk to us (and each other). But rarely are these 'otherworldly' dimensions of technologies explored in more detail. There is an often unspoken presumption that the march of progress will inevitably mean we all adopt new practices, and incorporate new products and new ways of doing things into our lives—all cities will become smart cities; all homes will become smart homes. But these systems have become omnipresent without our necessarily understanding them. They are not just black boxes, but invisible: entities in our homes and everyday lives which work through hidden flows of data, unknown agendas, imaginary clouds, mysterious sets of rules which we perhaps dismiss as 'algorithms' or even 'AI' without really understanding what that means. On some level, the superstitions and sense of wonder, and ways of relating to the unknown and the supernatural (deities, spirits, ghosts) which humanity has felt in every culture throughout history have not gone away, but started to become transferred and transmuted into new forms.

Mobilized - SC Moatti 2016-05-02

A Silicon Valley veteran outlines what is required for a company to succeed in the mobile era. Mobile has now become such an integral part of how we live that, for many people, losing a cell phone is like losing a limb. Everybody knows mobile is the future, and every business wants in, but what are the elements of mobile success? SC Moatti, a Silicon Valley veteran who was an executive with Facebook, Trulia, and Nokia, gives businesses and professionals simple ways to thrive in this modern day "gold rush." More than a book on technology, this is a book about human nature and what matters most to us. Moatti shows that because mobile products have become extensions of ourselves, we expect from them what we wish for ourselves: an attractive body, a meaningful life, and a growing repertoire of skills. She has created an all-encompassing formula that makes it easy for any business to develop a strategy for creating winning mobile products. Her Body Rule dictates that mobile products must appeal to our sense of beauty—but beauty in a mobile world is both similar to and different from what it means offline. The Spirit Rule says mobile products must help us address our deepest

personal needs. And the Mind Rule explains that businesses that want to succeed in mobile need to continually analyze the user experience so they can improve every iteration of their products. Moatti includes case studies from mobile pioneers such as Facebook, Uber, Tinder, WhatsApp, and more. The market is full of how-to books for programming apps, but no works examine what is required for success in the mobile era. Until now. "Moatti gets what makes people fall in love with mobile. And now you get in on her formula. Business is too important to be left to luck. Ignore this book at your peril." —Jonathan Badeen, cofounder and senior vice president of Product, Tinder "This book is rare. It looks at mobile with an insider's knowledge and deep caring about human beings." —Chris Anderson, CEO, 3D Robotics, and New York Times bestselling author of *The Long Tail* "Moatti brings together art, science, real-world case studies, and practical advice to help your teams make sense of and succeed with mobile." —Kira Wampler, CMO, Lyft

Obscure Objects of Desire - Johanna Malt 2004

Publisher description

The Corruption of Capitalism - Guy Standing 2021-05-06

There is a lie at the heart of global capitalism. Politicians, financiers and global bureaucrats claim to believe in free competitive markets, but have constructed the most unfree market system ever. It is corrupt because income is channelled to the owners of property - financial, physical and intellectual - at the expense of society. This book reveals how global capitalism is rigged in favour of rentiers to the detriment of all of us, especially the precariat. A plutocracy and elite enriches itself, not through production of goods and services, but through ownership of assets, including intellectual property, aided by subsidies, tax breaks, debt mechanisms, revolving doors between politics and business, and the privatisation of public services. Rentier capitalism is entrenched by the corruption of democracy, manipulated by the plutocracy and an elite-dominated media. Meanwhile, wages stagnate as labour markets are transformed by outsourcing, automation and the on-demand economy, generating more rental income while expanding the precariat. *The Corruption of Capitalism* argues that rentier capitalism is fostering

revolt, and concludes by outlining a new income distribution system that would achieve the extinction of the rentier while promoting sustainable growth.

The Art of Being Human - Michael Wesch 2018-08-07

Anthropology is the study of all humans in all times in all places. But it is so much more than that. "Anthropology requires strength, valor, and courage," Nancy Scheper-Hughes noted. "Pierre Bourdieu called anthropology a combat sport, an extreme sport as well as a tough and rigorous discipline. ... It teaches students not to be afraid of getting one's hands dirty, to get down in the dirt, and to commit yourself, body and mind. Susan Sontag called anthropology a "heroic" profession." What is the payoff for this heroic journey? You will find ideas that can carry you

across rivers of doubt and over mountains of fear to find the the light and life of places forgotten. Real anthropology cannot be contained in a book. You have to go out and feel the world's jagged edges, wipe its dust from your brow, and at times, leave your blood in its soil. In this unique book, Dr. Michael Wesch shares many of his own adventures of being an anthropologist and what the science of human beings can tell us about the art of being human. This special first draft edition is a loose framework for more and more complete future chapters and writings. It serves as a companion to anth101.com, a free and open resource for instructors of cultural anthropology. This 2018 text is a revision of the "first draft edition" from 2017 and includes 7 new chapters.