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Insights Into Participatory Video A Handbook for the Field InsightShare The Use of Computer and Video Games for Learning A Review of the Literature Bright Sparks Media & Entertainment Law Routledge Media & Entertainment Law presents a contemporary analysis of the law relating to the media and entertainment industries both in terms of its practical application and its theoretical framework, providing a broad and comprehensive coverage of these fast changing branches of the law. Fully restructured to complement how media law is taught today in the digital age, this third edition explores recent updates in the law including the outcomes of the Google Spain case and the 'right to be forgotten', the use of drones in breach of privacy laws, internet libel and the boundaries of media freedom and press regulation following the Leveson inquiry. Media & Entertainment Law uses the most up-to-date authorities to explore privacy and confidentiality subjects, such as the Prince Charles 'black spider' letters, the Maximilian Schrems and the celebrity superinjunction PJS v Newsgroup Newspapers cases. The book also covers defamation, contempt of court and freedom of information, plus Scots law. New to this edition: A brand new chapter is dedicated to exploring technology and the media, including contemporary issues such as the dark web, the surveillance state, internet censorship and the law and social media, including bloggers, vloggers and tweeters. The chapters on regulatory authorities have been expanded to provide greater clarification and explanation of broadcasting, press and advertising regulation, including the protection of journalistic sources and comparisons with EU Law. The chapter on intellectual property and entertainment law has been streamlined to match media law courses more effectively. This text provides students with detailed coverage of the key principles, cases and legislation as well as a critical analysis of this vibrant subject. English as a Global Language Cambridge University Press David Crystal's classic English as a Global Language considers the history, present status and future of the English language, focusing on its role as the leading international language. English has been deemed the most 'successful' language ever, with 1500 million speakers internationally, presenting a difficult task to those who wish to investigate it in its entirety. However, Crystal explores the subject in a measured but engaging way, always backing up observations with facts and figures. Written in a detailed and fascinating manner, this is a book written by an expert both for specialists in the subject and for general readers interested in the English language. Level Up! The Guide to Great Video Game Design John Wiley & Sons Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book! System Engineering Analysis, Design, and Development Concepts, Principles, and Practices John Wiley & Sons Praise for the first edition: "This excellent text will be useful to everysystem engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodicalfashion. The breadth and depth of the author's presentation ofSE principles and practices is outstanding." –Philip Allen This textbook presents a comprehensive, step-by-step guide toSystem Engineering analysis, design, and development via anintegrated set of concepts, principles, practices, andmethodologies. The methods presented in this text apply to any typeof human system -- small, medium, and large organizational systemsand system development projects delivering engineered systems orservices across multiple business sectors such as medical,transportation, financial, educational, governmental, aerospace anddefense, utilities, political, and charity, among others. Provides a common focal point for "bridgingthe gap" between and unifying System Users, System Acquirers,multi-discipline System Engineering, and Project, Functional, andExecutive Management education, knowledge, and decision-making fordeveloping systems, products, or services Each chapter provides definitions of key terms,guiding principles, examples, author's notes, real-worldexamples, and exercises, which highlight and reinforce key SE&Dconcepts and practices Addresses concepts employed in Model-BasedSystems Engineering (MBSE), Model-Driven Design (MDD), UnifiedModeling Language (UMLTM) / Systems Modeling Language(SysMLTM), and Agile/Spiral/V-Model Development such asuser needs, stories, and use cases analysis;

specificationdevelopment; system architecture development; User-Centric SystemDesign (UCSD); interface definition & control; systemintegration & test; and Verification & Validation(V&V) Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy tounderstand and implement. Provides practices that are critical stagingpoints for technical decision making such as Technical StrategyDevelopment; Life Cycle requirements; Phases, Modes, & States;SE Process; Requirements Derivation; System ArchitectureDevelopment, User-Centric System Design (UCSD); EngineeringStandards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises andnumerous case studies and examples, Systems EngineeringAnalysis, Design, and Development, Second Edition is a primarytextbook for multi-discipline, engineering, system analysis, andproject management undergraduate/graduate level students and avaluable reference for professionals. Feedback Systems An Introduction for Scientists and Engineers, Second Edition Princeton University Press The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory Creating Games in C++ A Step-by-step Guide New Riders CD-ROM contains Dev-C++ version 4.9.9.2, LlamaWorks2D game engine, GNU Image Manipulation Program (GIMP), Audacity Audio Editor and Recorder, FruityLoops Studio Lite, Formati graphics converter and POV-Ray Tracer 3.6. Global Innovation Index 2020 Who Will Finance Innovation? WIPO The Global Innovation Index 2020 provides detailed metrics about the innovation performance of 131 countries and economies around the world. Its 80 indicators explore a broad vision of innovation, including political environment, education, infrastructure and business sophistication. The 2020 edition sheds light on the state of innovation financing by investigating the evolution of financing mechanisms for entrepreneurs and other innovators, and by pointing to progress and remaining challenges – including in the context of the economic slowdown induced by the coronavirus disease (COVID-19) crisis. The Psychosocial Implications of Disney Movies MDPI 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. I Am Error The Nintendo Family Computer / Entertainment System Platform MIT Press The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame Zelda II: The Adventure of Link, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic mesage was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is Error," a benign programmer's joke. In I AM ERROR Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo's translation challenges were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo's first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the "translation" problems faced while adapting the Famicom for the U.S. videogame market as the redesigned Entertainment System; Nintendo's breakthrough console title Super Mario Bros. and its remarkable software innovations; the introduction of Nintendo's short-lived proprietary disk format and the design repercussions on The Legend of Zelda; Nintendo's efforts to extend their console's lifespan through cartridge augmentations; the Famicom's Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled. Discovering Computers Fundamentals Course Technology Ptr Covering the same breadth, but with less depth as Discovering Computers 2007: Complete, this book is ideal for a short course on computer concepts or in application software courses. The Car Hacker's Handbook A Guide for the Penetration Tester No Starch Press Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded

software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: –Build an accurate threat model for your vehicle –Reverse engineer the CAN bus to fake engine signals –Exploit vulnerabilities in diagnostic and data-logging systems –Hack the ECU and other firmware and embedded systems –Feed exploits through infotainment and vehicle-to-vehicle communication systems –Override factory settings with performance-tuning techniques –Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop. The Golden Age of Video Games The Birth of a Multibillion Dollar Industry CRC Press This book focuses on the history of video games, consoles, and home computers from the very beginning until the mid-nineties, which started a new era in digital entertainment. The text features the most innovative games and introduces the pioneers who developed them. It offers brief analyses of the most relevant games from each time period. An epilogue covers the events and systems that followed this golden age while the appendices include a history of handheld games and an overview of the retro-gaming scene. Programming Embedded Systems With C and GNU Development Tools "O'Reilly Media, Inc." Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software. CD-ROMs in Print Management Information Systems Managing the Digital Firm Pearson Educación Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases. Propaganda 2.0 : psychological effects of right-wing and Islamic extremist internet videos The Fourth Industrial Revolution Penguin UK The founder and executive chairman of the World Economic Forum on how the impending technological revolution will change our lives We are on the brink of the Fourth Industrial Revolution. And this one will be unlike any other in human history. Characterized by new technologies fusing the physical, digital and biological worlds, the Fourth Industrial Revolution will impact all disciplines, economies and industries - and it will do so at an unprecedented rate. World Economic Forum data predicts that by 2025 we will see: commercial use of nanomaterials 200 times stronger than steel and a million times thinner than human hair; the first transplant of a 3D-printed liver; 10% of all cars on US roads being driverless; and much more besides. In The Fourth Industrial Revolution, Schwab outlines the key technologies driving this revolution, discusses the major impacts on governments, businesses, civil society and individuals, and offers bold ideas for what can be done to shape a better future for all. The Essential Guide to Telecommunications Prentice Hall "Annabel Dodd has cogently untangled the wires and switches and technobabble of the telecommunications revolution and explained how the introduction of the word 'digital' into our legislative and regulatory lexicon will affect consumers, companies and society into the next millennium." – United States Senator Edward J. Markey of Massachusetts; Member, U.S. Senate Subcommittee on Communications, Technology, Innovation, and the Internet "Annabel Dodd has a unique knack for explaining complex technologies in understandable ways. This latest revision of her book covers the rapid changes in the fields of broadband, cellular, and streaming technologies; newly developing 5G networks; and the constant changes happening in both wired and wireless networks. This book is a must-read for anyone who wants to understand the rapidly evolving world of telecommunications in the 21st century!" – David Mash, Retired Senior Vice President for Innovation, Strategy, and Technology, Berklee College of Music Completely updated for current trends and technologies, The Essential Guide to Telecommunications, Sixth Edition, is the world's top-selling, accessible guide to the fast-changing global telecommunications industry. Writing in easy-to-understand language, Dodd demystifies today's most significant technologies, standards, architectures, and trends. She introduces leading providers worldwide, explains where they fit in the marketplace, and reveals their key strategies. New topics covered in this edition include: LTE Advanced and 5G wireless, modern security threats and countermeasures, emerging applications, and breakthrough techniques for building more scalable, manageable networks. Gain a practical understanding of modern cellular, Wi-Fi, Internet, cloud, and carrier technologies Discover how key technical, business, and regulatory innovations are changing the industry See how streaming video, social media, cloud computing, smartphones, and the Internet of Things are transforming networks Explore growing concerns about security and privacy, and review modern strategies for detecting and mitigating network breaches Learn how Software Defined Networks (SDN) and Network Function Virtualization (NFV) add intelligence to networks, enabling automation, flexible configurations, and advanced networks Preview cutting-edge, telecom-enabled applications and gear–from mobile payments to drones Whether you're an aspiring network engineer looking for a broad understanding of the industry, or a salesperson, marketer, investor, or customer, this indispensable guide provides everything you need to know about telecommunications right now. This new edition is ideal for both self-study and classroom instruction. Register your product for convenient access to downloads, updates, and/or corrections as they become available. How People Learn II Learners, Contexts, and Cultures National Academies Press There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and

cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. How People Learn II: Learners, Contexts, and Cultures provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. How People Learn II will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults. Game Feel A Game Designer's Guide to Virtual Sensation CRC 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 desiger 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 Linux Command Line A Complete Introduction No Starch Press You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin" Cyberterrorism The Use of the Internet for Terrorist Purposes Council of Europe Cyberterrorism and the misuse of Internet for terrorist purposes represents a serious threat, since many essential aspects of today's society are completely dependent upon the functioning of computer systems and the Internet. Further to the adoption by the Council of Europe of the Cybercrime Convention (2001) and the Convention on the Prevention of Terrorism (2005), its Committee of Experts on Terrorism (CODEXTER) has been studying this matter and surveying the situation in member states to evaluate whether existing legal instruments are sufficient to combat this emerging form of crime. This publication contains an expert report prepared by the Max Planck Institute, which evaluates the main problems that arise in the context of cyberterrorism and provides recommendations, together with reports on the situation in the member and observer states of the Council of Europe and the relevant Council of Europe conventions Infotech Teacher's Book English for Computer Users Cambridge University Press Infotech, second edition, is a comprehensive course for intermediate level learners who need to be able to understand the English of computing for study and work. Thoroughly revised by the same author it offers up to date material on this fast moving area. The course does not require a specialist knowledge of computers on either the part of the student or the teacher. The 30 units are organized into seven thematically linked sections and cover a range of subject matter, from Input/output devices for the disabled to Multimedia and Internet issues. Key features of the Teacher's Book: - exhausative support for the teacher, with technical help where needed - a photocopiable extra activities section - answer key and tapescripts Teaching and Learning in Digital World Strategies and Issues in Higher Education PUBLICACIONS UNIVERSITAT ROVIRA I VIRGILI Many reports over the last few years have analysed the potential use of games, videogames, 3D environments and virtual reality for educational purposes. Numerous emerging technological devices have also appeared that will play important roles in the development of teaching and learning processes. In the context of these developments, learning rather than teaching becomes the main axis in the organisation of the educational process. This process has now gone beyond the analogue world and face-toface education to enter the digital world, where new learning environments are being produced with ever greater doses of realism. Teaching and Learning in Digital Worlds examines the teaching and learning process in 3D virtual environments from both the theoretical and practical points of view. Sports and Entertainment Marketing Cengage Learning SPORTS AND ENTERTAINMENT MARKETING. 3E incorporates feedback from instructors across the country and has expanded by three chapters. The popular sports and entertainment topics continue to be the foundation for teaching marketing concepts. Each marketing function is incorporated throughout the text and is highlighted with an icon to indicate how it is used in the marketing process. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. The Brain That Changes Itself Stories of Personal Triumph from the Frontiers of Brain Science Penguin UK An introduction to the

science of neuroplasticity recounts the case stories of patients with mental limitations or brain damage whose seemingly unalterable conditions were improved through treatments that involved the thought re-alteration of brain structure. Handbook of Augmented Reality Springer Science & Business Media Augmented Reality (AR) refers to the merging of a live view of the physical, real world with context-sensitive, computer-generated images to create a mixed reality. Through this augmented vision, a user can digitally interact with and adjust information about their surrounding environment on-the-fly. Handbook of Augmented Reality provides an extensive overview of the current and future trends in Augmented Reality, and chronicles the dramatic growth in this field. The book includes contributions from world expert s in the field of AR from academia, research laboratories and private industry. Case studies and examples throughout the handbook help introduce the basic concepts of AR, as well as outline the Computer Vision and Multimedia techniques most commonly used today. The book is intended for a wide variety of readers including academicians, designers, developers, educators, engineers, practitioners, researchers, and graduate students. This book can also be beneficial for business managers, entrepreneurs, and investors. Virtual Heritage A Guide This book provides an accessible but concise edited coverage of the main topics, tools and issues in virtual heritage. Industrial System Engineering for Drones A Guide with Best Practices for Designing Explore a complex mechanical system where electronics and mechanical engineers work together as a cross-functional team. Using a working example, this book is a practical "how to" guide to designing a drone system. As system design becomes more and more complicated, systematic, and organized, there is an increasingly large gap in how system design happens in the industry versus what is taught in academia. While the system design basics and fundamentals mostly remain the same, the process, flow, considerations, and tools applied in industry are far different than that in academia. Designing Drone Systems takes you through the entire flow from system conception to design to production, bridging the knowledge gap between academia and the industry as you build your own drone systems. WHO Laboratory Manual for the Examination of Human Semen and Sperm-Cervical Mucus Interaction Cambridge University Press The definitive and essential source of reference for all laboratories involved in the analysis of human semen. Stealth Assessment Measuring and Supporting Learning in Video Games MIT Press An approach to performance-based assessments that embeds assessments in digital games in order to measure how students are progressing toward targeted goals. To succeed in today's interconnected and complex world, workers need to be able to think systemically, creatively, and critically. Equipping K-16 students with these twenty-first-century competencies requires new thinking not only about what should be taught in school but also about how to develop valid assessments to measure and support these competencies. In Stealth Assessment, Valerie Shute and Matthew Ventura investigate an approach that embeds performance-based assessments in digital games. They argue that using well-designed games as vehicles to assess and support learning will help combat students' growing disengagement from school, provide dynamic and ongoing measures of learning processes and outcomes, and offer students opportunities to apply such complex competencies as creativity, problem solving, persistence, and collaboration. Embedding assessments within games provides a way to monitor players' progress toward targeted competencies and to use that information to support learning. Shute and Ventura discuss problems with such traditional assessment methods as multiple-choice questions, review evidence relating to digital games and learning, and illustrate the stealth-assessment approach with a set of assessments they are developing and embedding in the digital game Newton's Playground. These stealth assessments are intended to measure levels of creativity, persistence, and conceptual understanding of Newtonian physics during game play. Finally, they consider future research directions related to stealth assessment in education. Aircraft Radio Systems Pitman Publishing Modern PHP New Features and Good Practices "O'Reilly Media, Inc." PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server Business Ethics Make a Difference: Talk to Your Child about Alcohol Government Printing Office "Why develop a booklet about helping kids avoid alcohol?" Alcohol is a drug, as surely as cocaine and marijuana are. It's also illegal to drink under the age of 21. And it's dangerous. Kids who drink are more likely to: * Be victims of violent crime. * Have serious problems in school. * Be involved in drinking-related traffic crashes. This guide is geared to parents and guardians of young people ages 10 to 14. These suggestions are just that--suggestions. Trust your instincts. Choose ideas you are comfortable with, and use your own style in carrying out the approaches ou find useful. Your child looks to you for guidance and support in making life decisions--including the decision not to use alcohol .Audience: Parents, child counselors, educators, child psychologists, physicians, school guidance counselors, and teenagers may be interested in this resource. Related products: Other products related to Women's Health can be found here: https://bookstore.gpo.gov/catalog/health-benefits/womens-health Other products related to Alcoholism can be found here: https://bookstore.gpo.gov/catalog/health-benefits/alcoholism-smoking-substance-abuse Other products produced by National Institute on Alcohol Abuse and Alcoholism can be found here: https://bookstore.gpo.gov/agency/1720 The Interactive Past Archaeology, Heritage, and Video Games The Interactive Past brings together a diverse group of thinkers -- including archaeologists, heritage scholars, game creators, conservators and more -- who explore the interface of video games and the past in a series of unique and engaging writings. Navigating the Digital Age The

Definitive Cybersecurity Guide for Directors and Officers Welcome to the all-new second edition of Navigating the Digital Age. This edition brings together more than 50 leaders and visionaries from business, science, technology, government, aca¬demia, cybersecurity, and law enforce¬ment. Each has contributed an exclusive chapter designed to make us think in depth about the ramifications of this digi-tal world we are creating. Our purpose is to shed light on the vast possibilities that digital technologies present for us, with an emphasis on solving the existential challenge of cybersecurity. An important focus of the book is centered on doing business in the Digital Age-par¬ticularly around the need to foster a mu¬tual understanding between technical and non-technical executives when it comes to the existential issues surrounding cybersecurity. This book has come together in three parts. In Part 1, we focus on the future of threat and risks. Part 2 emphasizes lessons from today's world, and Part 3 is designed to help you ensure you are covered today. Each part has its own flavor and personal¬ity, reflective of its goals and purpose. Part 1 is a bit more futuristic, Part 2 a bit more experiential, and Part 3 a bit more practical. How we work together, learn from our mistakes, deliver a secure and safe digital future-those are the elements that make up the core thinking behind this book. We cannot afford to be complacent. Whether you are a leader in business, government, or education, you should be knowledgeable, diligent, and action-oriented. It is our sincerest hope that this book provides answers, ideas, and inspiration.If we fail on the cybersecurity front, we put all of our hopes and aspirations at risk. So we start this book with a simple proposition: When it comes to cybersecurity, we must succeed. World Wildlife Crime Report 2020 Trafficking in Protected Species UN The report presents the latest assessment of global trends in wildlife crime. It includes discussions on illicit rosewood, ivory, rhino horn, pangolin scales, live reptiles, tigers and other big cats, and European eel. The COVID-19 (coronavirus) pandemic has highlighted that wildlife crime is a threat not only to the environment and biodiversity, but also to human health, economic development and security. Zoonotic diseases - those caused by pathogens that spread from animals to humans - represent up to 75% of all emerging infectious diseases. Trafficked wild species and the resulting products offered for human consumption, by definition, escape any hygiene or sanitary control, and therefore pose even greater risks of infection.