

[EPUB] Close To The Machine Technophilia And Its Discontents Ellen Ullman

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Close to the Machine- Ellen Ullman 2012-02-28 With a New Introduction by Jaron Lanier A Salon Best Book of the Year In 1997, the computer was still a relatively new tool--a sleek and unforgiving machine that was beyond the grasp of most users. With intimate and unflinching detail, software engineer Ellen Ullman examines the strange ecstasy of being at the forefront of the predominantly male technological revolution, and the difficulty of translating the inherent messiness of human life into artful and efficient code. Close to the Machine is an elegant and revelatory mediation on the dawn of the digital era.

Close to the Machine- Ellen Ullman 2012-02-28 Originally published in 1997 by City Lights Books.

Close to the Machine- Ellen Ullman 2012-12-31 Close to the Machine: Technophilia and Its Discontents, Ellen Ullman's cult classic memoir of the world of computers in the 1980s and early 1990s, is an insight of a world we rarely see up close. "Astonishing... impossible to put down" San Francisco Chronicle "We see the seduction at the heart of programming: embedded in the hijinks and hieroglyphics are the esoteric mysteries of the human mind" Wired Close to the Machine has become a cult classic: Ellen Ullman's humane, insightful, and beautifully written memoir explores the ever-complicating intersections between people and technology; the strange ecstasies of programming; the messiness of life and the artful efficiency of code. It is a deeply personal, prescient account of working at the forefront of computing. With a new introduction by Jaron Lanier, author of You Are Not a Gadget "By turns hilarious and sobering, this slim gem of a book chronicles the Silicon Valley way of life... full of delicately profound insights into work, money, love, and the search for a life that matters" Newsweek Ellen Ullman's Close to the Machine, a memoir of her time as a software engineer during the early years of the internet revolution, became a cult classic and established her as a writer of considerable talent; with her second book, The Bug, she became an acclaimed and vital novelist; By Blood is her third. All three titles are published in the UK by Pushkin Press. Her essays and opinion pieces have been widely published in venues such as Harper's, The New York Times, Salon, and Wired. She lives in San Francisco.

Life in Code- Ellen Ullman 2017-08-08 The never-more-necessary return of one of our most vital and eloquent voices on technology and culture, the author of the seminal Close to the Machine The last twenty years have brought us the rise of the internet, the development of artificial intelligence, the ubiquity of once unimaginably powerful computers, and the thorough transformation of our economy and society. Through it all, Ellen Ullman lived and worked inside that rising culture of technology, and in Life in Code she tells the continuing story of the changes it wrought with a unique, expert perspective. When Ellen Ullman moved to San Francisco in the early 1970s and went on to become a computer programmer, she was joining a small, idealistic, and almost exclusively male cadre that aspired to genuinely change the world. In 1997 Ullman wrote Close to the Machine, the now classic and still definitive account of life as a coder at the birth of what would be a sweeping technological, cultural, and financial revolution. Twenty years later, the story Ullman recounts is neither one of unbridled triumph nor a nostalgic denial of progress. It is necessarily the story of digital technology's loss of innocence as it entered the cultural mainstream, and it is a personal reckoning with all that has changed, and so much that hasn't. Life in Code is an essential text toward our understanding of the last twenty years—and the next twenty.

The Bug- Ellen Ullman 2012-02-28 With a New Introduction by Mary Gaitskill A PEN/Hemingway Award

Finalist A New York Times Book Review Notable Book Ellen Ullman is a "rarity, a computer programmer with a poet's feeling for language" (Laura Miller, Salon). The Bug breaks new ground in literary fiction, offering us a deep look into the internal lives of people in the technical world. Set in a start-up company in 1984, this highly acclaimed first novel explores what happens when a baffling software flaw—a bug so teasing it is named "the Jester"—threatens the survival of the human beings who created it.

Dreaming in Code-Scott Rosenberg 2008 A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

By Blood- Ellen Ullman 2012-02-28 The award-winning writer returns with a major, absorbing, atmospheric novel that takes on the most dramatic and profoundly personal subject matter San Francisco in the 1970s. Free love has given way to radical feminism, psychedelic ecstasy to hard-edged gloom. The Zodiac Killer stalks the streets. A disgraced professor takes an office in a downtown tower to plot his return. But the walls are thin and he's distracted by voices from next door—his neighbor is a psychologist, and one of her patients dislikes the hum of the white-noise machine. And so he begins to hear about the patient's troubles with her female lover, her conflicts with her adoptive, avowedly WASP family, and her quest to track down her birth mother. The professor is not just absorbed but enraptured. And the further he is pulled into the patient's recounting of her dramas—and the most profound questions of her own identity—the more he needs the story to move forward. The patient's questions about her birth family have led her to a Catholic charity that trafficked freshly baptized orphans out of Germany after World War II. But confronted with this new self— "I have no idea what it means to say 'I'm a Jew'"—the patient finds her search stalled. Armed with the few details he's gleaned, the professor takes up the quest and quickly finds the patient's mother in records from a German displaced-persons camp. But he can't let on that he's been eavesdropping, so he mocks up a reply from an adoption agency the patient has contacted and drops it in the mail. Through the wall, he hears how his dear patient is energized by the news, and so is he. He unearths more clues and invests more and more in this secret, fraught, triangular relationship: himself, the patient, and her therapist, who is herself German. His research leads them deep into the history of displaced-persons camps, of postwar Zionism, and—most troubling of all—of the Nazi Lebensborn program. With ferocious intelligence and an enthralling, magnetic prose, Ellen Ullman weaves a dark and brilliant, intensely personal novel that feels as big and timeless as it is sharp and timely. It is an ambitious work that establishes her as a major writer.

Alone Together-Sherry Turkle 2017-11-07 "Savvy and insightful." --New York Times Technology has become the architect of our intimacies. Online, we fall prey to the illusion of companionship, gathering thousands of Twitter and Facebook friends, and confusing tweets and wall posts with authentic communication. But this relentless connection leads to a deep solitude. MIT professor Sherry Turkle argues that as technology ramps up, our emotional lives ramp down. Based on hundreds of interviews and with a new introduction taking us to the present day, Alone Together describes changing, unsettling relationships between friends, lovers, and families.

The Business Value of Computers-Paul A. Strassmann 1990 The book addresses the practical needs of executives responsible for planning, budgeting & justifying information technology expenditures. Written by the former chief information executive (1956-1978) & vice president of strategic planning (1978-1985), author of the widely acclaimed & translated INFORMATION PAYOFF - THE TRANSFORMATION OF WORK IN THE ELECTRONIC AGE (Free Press, 1985), lecturer & university professor. Reviews: "A New Bible for Management Information Systems. An eminently readable book made more so by a playful sense of humor" -Information Week-; "Strips away obfuscation that has concealed the real value of computers." (The Financial Post); "A true path to the Holy Grail of business value." (Computer Weekly); "Some surprising answers to familiar questions cast new light on investing profitably in computer hardware & software." (The Conference Board); "All those either transfixed or baffled by the powers & potential of computers would do well to heed Strassmann's advice." (Daily Telegraph); "Measuring managerial productivity is the key to knowing how to invest in information technology. Strassmann's new book sets out the results of his research in detail. His argument comes through clearly." (The Financial Times).

Famous Works of Art—And How They Got That Way-John Nici 2015-09-17 In a world filled with great museums and great paintings, Leonardo da Vinci's Mona Lisa is the reigning queen. Her portrait rules over a carefully designed salon, one that was made especially for her in a museum that may seem intended for no other purpose than to showcase her virtues. What has made this portrait so renowned, commanding such adoration? And what of other works of art that continue to enthrall spectators: What makes the Great Sphinx so great? Why do iterations of The Scream and American Gothic permeate nearly

all aspects of popular culture? Is it because of the mastery of the artists who created them? Or can something else account for their popularity? In *Famous Works of Art—And How They Got That Way*, John B. Nici looks at twenty well-known paintings, sculptures, and photographs that have left lasting impressions on the general public. As Nici notes, there are many reasons why works of art become famous; few have anything to do with quality. The author explains why the reputations of some creations have grown over the years, some disproportionate to their artistic value. Written in a style that is both entertaining and informative, this book explains how fame is achieved, and ultimately how a work either retains that fame, or passes from the public consciousness. From ancient artifacts to a can of soup, this book raises the question: Did the talent to promote and publicize a work exceed the skills employed to create that object of worship? Or are some masterpieces truly worth the admiration they receive? The creations covered in this book include the Tomb of Tutankhamun, Botticelli's *Birth of Venus*, Raphael's *Sistine Madonna*, El Greco's *The Burial of Count Orgaz*, Rodin's *The Thinker*, Van Gogh's *Starry Night*, and Picasso's *Guernica*. Featuring more than sixty images, including color reproductions, *Famous Works of Art—And How They Got That Way* will appeal to anyone who has ever wondered if a great painting, sculpture, or photograph, really deserves to be called "great."

New Hokkaido—James McNaughton 2015-10-01 It is 1987, forty-five years after Japan conquered New Zealand, and the brutal shackles of the occupation have loosened a little: English can be spoken by natives in the home, and twenty-year-old Business English teacher Chris Ipswitch has a job at the Wellington Language Academy. But even Chris and his famous older brother—the Night Train, a retired Pan-Asian sumo champion—cannot stay out of the conflict between the Imperial Japanese Army and the Free New Zealand movement. When Chris takes it upon himself to investigate a terrible crime, he is drawn into the heart of the struggle for freedom, guided along the way by the mysterious Hitomi Kurosawa and the ghost of Kiwi rock 'n' roll legend and martyr Johnny Lennon. New Hokkaido is a fascinating counter-factual history and an adventure that thrills and disquiets at every turn.

How to Be an Artist—Jerry Saltz 2020 "Portions of this book originally appeared, in slightly different form, in *New York* magazine."

Adoption Matters—Professor of Philosophy Sally Haslanger 2005 "As a social and legal institution of family formation, and as a personal experience of members of the adoption triad, adoption provides a fresh vantage point on an important set of philosophical and feminist issues. The family is often thought to be the basic and natural form of social life for human beings; adoption, however, highlights the powerful role that law and politics play in shaping families and our ideas about families. As a result, attention to the practices of adoption sheds light upon deeply held, but often tacit assumptions about what is natural and what is social in human life."—from the Introduction The institution of adoption has come under increasing scrutiny in recent years as the adoption world has undergone seismic shifts: the rise in international and transracial adoptions and the effects of global economics; adoption by gays and lesbians; increasing openness in the adoption process; and changes in domestic welfare policy on adoption.

Adoption Matters adds to our understanding of reproduction, parenting, familial bonds, personal identity, self-knowledge, and contemporary social policy. The contributors to *Adoption Matters* explore a range of related topics, such as the manner in which interracial or international adoption affects the way we perceive the relationships among race, ethnicity, and culture and how class affects one's life prospects and choices. "In this distinctive collection of essays, the authors illuminate adoption by bringing feminist theory to bear on it, and they expand and enrich feminist theory by making it respond to their own personal experience as adoptive parents or as adoptees."—Joan Heifetz Hollinger, Boalt Hall School of Law, University of California, Berkeley, editor of *Adoption Law and Practice* and coeditor of *Families by Law: An Adoption Reader* "Adoption Matters courageously examines how adoption influences and challenges our society's understanding of the intersection of family and identity 'an intersection that is both deeply personal and highly political.'"—Abigail Garner, author of *Families Like Mine: Children of Gay Parents Tell It Like It Is*

Hollow City—Rebecca Solnit 2018-11-06 Reporting from the front lines of gentrification in San Francisco, Rebecca Solnit and Susan Schwartzberg sound a warning bell to all urban residents. Wealth is just as capable of ravaging cities as poverty.

Living with the Genie—Alan Lightman 2013-03-05 "A group of remarkably penetrating, frank, and expert scientists, techno-wizards, activists, and writers raise provocative questions about what is gained and what is lost in a world enthralled by technology in this wonderfully soulful forum on life in the 'Wired World.'" —BOOKLIST *Biotechnology, Cloning, Robotics, Nanotechnology...* At a time when scientific and technological breakthroughs keep our eyes focused on the latest software upgrades or the newest cell-

phone wizardry, a group of today's most innovative thinkers are looking beyond the horizon to explore both the promise and the peril of our technological future. Human ingenuity has granted us a world of unprecedented personal power -- enabling us to communicate instantaneously with anyone anywhere on the globe, to transport ourselves in both real and virtual worlds to distant places with ease, to fill our bellies with engineered commodities once available to only a privileged elite. Through our technologies, we have sought to free ourselves from the shackles of nature and become its master. Yet science and technology continually transform our experience and society in ways that often seem to be beyond our control. Today, different areas of research and innovation are advancing synergistically, multiplying the rate and magnitude of technological and societal change, with consequences that no one can predict. Living with the Genie explores the origins, nature, and meaning of such change, and our capacity to govern it. As the power of technology continues to accelerate, who, this book asks, will be the master of whom? In Living with the Genie, leading writers and thinkers come together to confront this question from many perspectives, including: Richard Powers's whimsical investigation of the limits of artificial intelligence; Philip Kitcher's confrontation of the moral implications of science; Richard Rhodes's exploration of the role of technology in reducing violence; Shiv Visvanathan's analysis of technology's genocidal potential; Lori Andrews's insights into the quest for human genetic enhancement; Alan Lightman's reflections on how technology changes the experience of our humanness. These and ten other provocative essays open the door to a new dialogue on how, in the quest for human mastery, technology may be changing what it means to be human, in ways we scarcely comprehend.

Safeguards in a World of Ambient Intelligence-David Wright 2008-01-08 Copy the following link for free access to the first chapter of this title:

<http://www.springerlink.com/content/j23468h304310755/fulltext.pdf> This book is a warning. It aims to warn policy-makers, industry, academia, civil society organisations, the media and the public about the threats and vulnerabilities facing our privacy, identity, trust, security and inclusion in the rapidly approaching world of ambient intelligence (AmI). In the near future, every manufactured product - our clothes, money, appliances, the paint on our walls, the carpets on our floors, our cars, everything - will be embedded with intelligence, networks of tiny sensors and actuators, which some have termed "smart dust". The AmI world is not far off. We already have surveillance systems, biometrics, personal communicators, machine learning and more. AmI will provide personalised services - and know more about us - on a scale dwarfing anything hitherto available. In the AmI vision, ubiquitous computing, communications and interfaces converge and adapt to the user. AmI promises greater user-friendliness in an environment capable of recognising and responding to the presence of different individuals in a seamless, unobtrusive and often invisible way. While most stakeholders paint the promise of AmI in sunny colours, there is a dark side to AmI. This book aims to illustrate the threats and vulnerabilities by means of four "dark scenarios". The authors set out a structured methodology for analysing the four scenarios, and then identify safeguards to counter the foreseen threats and vulnerabilities. They make recommendations to policy-makers and other stakeholders about what they can do to maximise the benefits from ambient intelligence and minimise the negative consequences.

Childhood's End-Arthur C. Clarke 2012-11-30 In the Retro Hugo Award-nominated novel that inspired the Syfy miniseries, alien invaders bring peace to Earth—at a grave price: "A first-rate tour de force" (The New York Times). In the near future, enormous silver spaceships appear without warning over mankind's largest cities. They belong to the Overlords, an alien race far superior to humanity in technological development. Their purpose is to dominate Earth. Their demands, however, are surprisingly benevolent: end war, poverty, and cruelty. Their presence, rather than signaling the end of humanity, ushers in a golden age . . . or so it seems. Without conflict, human culture and progress stagnate. As the years pass, it becomes clear that the Overlords have a hidden agenda for the evolution of the human race that may not be as benevolent as it seems. "Frighteningly logical, believable, and grimly prophetic . . . Clarke is a master." —Los Angeles Times

Silicon Snake Oil-Clifford Stoll 1996 Offers a critical look at the hyperbole surrounding the Internet and the future uses of computer networks, and discusses the false assumptions concerning the true benefits of computers

The Case for Books-Robert Darnton 2009-07-22 The era of the printed book is at a crossroad. E-readers are flooding the market, books are available to read on cell phones, and companies such as Google, Amazon, and Apple are competing to command near monopolistic positions as sellers and dispensers of digital information. Already, more books have been scanned and digitized than were housed in the great library in Alexandria. Is the printed book resilient enough to survive the digital revolution, or will it

become obsolete? In this lasting collection of essays, Robert Darnton—an intellectual pioneer in the field of this history of the book—lends unique authority to the life, role, and legacy of the book in society. The Card Catalog- 2017-04-04 The Library of Congress brings booklovers an enriching tribute to the power of the written word and to the history of our most beloved books. Featuring more than 200 full-color images of original catalog cards, first edition book covers, and photographs from the library's magnificent archives, this collection is a visual celebration of the rarely seen treasures in one of the world's most famous libraries and the brilliant catalog system that has kept it organized for hundreds of years. Packed with engaging facts on literary classics—from Ulysses to The Cat in the Hat to Shakespeare's First Folio to The Catcher in the Rye—this package is an ode to the enduring magic and importance of books.

Let the Elephants Run-David Usher 2015-02-28 At David Usher's company, CloudID Creativity Labs, there is a sign on the wall that reads: "Dream big, let the elephants run!" The words are a reminder for us to hold a place in our minds for creativity, where big ideas can form and our imagination can run free. Based on his wildly popular speaking engagements, Let the Elephants Run shows us how to reignite creativity whether in the head office, the home office or the artist's studio. Usher believes creativity is in our DNA; it's in everyone, not just the creative class. We all start our lives as creative beings but for many that spark becomes lost over time. How do we jump-start our creative process as adults? What does it mean to be a creative person? How do we follow through with our ideas and turn them into tangible outcomes? Usher empowers readers to achieve more "aha" moments through two cornerstone principles of creativity: freedom and structure. Using a mix of personal anecdotes and professional examples from the worlds of industry, technology, science, music and art, he shows us that creativity is not magic; it is a learnable skill that any person or business can master. The dynamic full-colour design includes photographs, artwork and illustrations, as well as action pages to help readers start cultivating the habit of documenting their ideas for future execution. Let the Elephants Run is an essential guidebook to reconnecting with our imaginations and nurturing our creativity in accessible and productive ways.

Breaking Things at Work-Gavin Mueller 2020-07-21 An exhilarating challenge to the way we think about work, technology, progress, and what we want from the future In the 19th century, English textile workers responded to the introduction of new technologies on the factory floor by smashing them to bits. For years 'the Luddites' roamed the English countryside, practicing drills and maneuvers that they would later deploy on unassuming machines. The movement has been derided by scholars as a backwards-looking and ultimately ineffectual effort to stem the march of history; for Gavin Mueller, the movement gets at the heart of the antagonistic relationship between workers - all workers, including us today - and the so-called progressive gains secured by new technologies. The luddites weren't primitive or even anachronistic - they are still a force, however unconsciously, in the workplaces of the 21st century world. Breaking Things at Work is an innovative rethinking of labor and machines, leaping from textile mills to algorithms, from existentially threatened knife cutters of rural Germany to surveillance evading truckers driving across the continental United States. Mueller argues that the future stability and empowerment of working class movements will depend on subverting these technologies and preventing their spread wherever possible. The task is high, but the seeds of this resistance are already present in the Neo-Luddite efforts of hackers, pirates, and dark web users who are challenging surveillance and control, often through older systems of communication technology.

Magic and Loss-Virginia Heffernan 2017-06-27 Virginia Heffernan "melds the personal with the increasingly universal in a highly informative analysis of what the Internet is—and can be. A thoroughly engrossing examination of the Internet's past, present, and future" (Kirkus Reviews, starred review) from one of the best living writers of English prose. This book makes a bold claim: The Internet is among mankind's great masterpieces—a massive work of art. As an idea, it rivals monotheism. But its cultural potential and its societal impact often elude us. In this deep and thoughtful book, Virginia Heffernan reveals the logic and aesthetics behind the Internet, just as Susan Sontag did for photography and Marshall McLuhan did for television. Life online, in the highly visual, social, portable, and global incarnation rewards certain virtues. The new medium favors speed, accuracy, wit, prolificacy, and versatility, and its form and functions are changing how we perceive, experience, and understand the world. In "sumptuous writing, saturated with observations that are simultaneously personal, cultural, and strikingly original" (The New Republic), Heffernan presents "a revealing look at how the Internet continues to reshape our lives emotionally, visually, and culturally" (The Smithsonian Magazine). "Magic and Loss is an illuminating guide to the Internet...it is impossible to come away from this book without sharing some of Heffernan's awe for this brave new world" (The Wall Street Journal).

Coding Freedom-E. Gabriella Coleman 2013 Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software--and to hacking as a technical, aesthetic, and moral project--reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, Coding Freedom details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

Brilliant Blunders-Mario Livio 2014-05-27 We all make mistakes. Nobody is perfect. And that includes five of the greatest scientists in history -- Charles Darwin, William Thomson (Lord Kelvin), Linus Pauling, Fred Hoyle, Albert Einstein. But the mistakes that these great scientists made helped science to advance. Indeed, as Mario Livio explains in this fascinating book, science thrives on error; it advances when erroneous ideas are disproven. All five scientists were great geniuses and fascinating human beings. Their blunders were part of their genius and part of the scientific process. Livio brilliantly analyses their errors to show where they were wrong and right, but what makes his book so enjoyable to read is Livio's analysis of the psychology of these towering figures. Along the way the reader learns an enormous amount about the evolution of life on earth and in the universe, but from an unusual vantage point -- the mistakes of great scientists rather than the achievements that made them famous.

Machine Law, Ethics, and Morality in the Age of Artificial Intelligence-Thompson, Steven John 2020-10-23 Machines and computers are becoming increasingly sophisticated and self-sustaining. As we integrate such technologies into our daily lives, questions concerning moral integrity and best practices arise. A changing world requires renegotiating our current set of standards. Without best practices to guide interaction and use with these complex machines, interaction with them will turn disastrous. Machine Law, Ethics, and Morality in the Age of Artificial Intelligence is a collection of innovative research that presents holistic and transdisciplinary approaches to the field of machine ethics and morality and offers up-to-date and state-of-the-art perspectives on the advancement of definitions, terms, policies, philosophies, and relevant determinants related to human-machine ethics. The book encompasses theory and practice sections for each topical component of important areas of human-machine ethics both in existence today and prospective for the future. While highlighting a broad range of topics including facial recognition, health and medicine, and privacy and security, this book is ideally designed for ethicists, philosophers, scientists, lawyers, politicians, government lawmakers, researchers, academicians, and students. It is of special interest to decision- and policy-makers concerned with the identification and adoption of human-machine ethics initiatives, leading to needed policy adoption and reform for human-machine entities, their technologies, and their societal and legal obligations.

The Fountainhead-Ayn Rand 2005-04-26 The revolutionary literary vision that sowed the seeds of Objectivism, Ayn Rand's groundbreaking philosophy, and brought her immediate worldwide acclaim. This modern classic is the story of intransigent young architect Howard Roark, whose integrity was as unyielding as granite...of Dominique Francon, the exquisitely beautiful woman who loved Roark passionately, but married his worst enemy...and of the fanatic denunciation unleashed by an enraged society against a great creator. As fresh today as it was then, Rand's provocative novel presents one of the most challenging ideas in all of fiction—that man's ego is the fountainhead of human progress... "A writer of great power. She has a subtle and ingenious mind and the capacity of writing brilliantly, beautifully, bitterly...This is the only novel of ideas written by an American woman that I can recall."—The New York Times

Science Fiction Before 1900-Paul K. Alkon 2013-04-15 Paul Alkon analyzes several key works that mark the most significant phases in the early evolution of science fiction, including Frankenstein, Twenty Thousand Leagues Under the Sea, A Connecticut Yankee in King arthur's Court and The Time Machine. He places the work in context and discusses the genre and its relation to other kinds of literature.

Jarhead-Anthony Swofford 2005-11-11 Anthony Swofford's Jarhead is the first Gulf War memoir by a frontline infantry marine, and it is a searing, unforgettable narrative. When the marines -- or "jarheads,"

as they call themselves -- were sent in 1990 to Saudi Arabia to fight the Iraqis, Swofford was there, with a hundred-pound pack on his shoulders and a sniper's rifle in his hands. It was one misery upon another. He lived in sand for six months, his girlfriend back home betrayed him for a scrawny hotel clerk, he was punished by boredom and fear, he considered suicide, he pulled a gun on one of his fellow marines, and he was shot at by both Iraqis and Americans. At the end of the war, Swofford hiked for miles through a landscape of incinerated Iraqi soldiers and later was nearly killed in a booby-trapped Iraqi bunker. Swofford weaves this experience of war with vivid accounts of boot camp (which included physical abuse by his drill instructor), reflections on the mythos of the marines, and remembrances of battles with lovers and family. As engagement with the Iraqis draws closer, he is forced to consider what it is to be an American, a soldier, a son of a soldier, and a man. Unlike the real-time print and television coverage of the Gulf War, which was highly scripted by the Pentagon, Swofford's account subverts the conventional wisdom that U.S. military interventions are now merely surgical insertions of superior forces that result in few American casualties. *Jarhead* insists we remember the Americans who are in fact wounded or killed, the fields of smoking enemy corpses left behind, and the continuing difficulty that American soldiers have reentering civilian life. A harrowing yet inspiring portrait of a tormented consciousness struggling for inner peace, *Jarhead* will elbow for room on that short shelf of American war classics that includes Philip Caputo's *A Rumor of War* and Tim O'Brien's *The Things They Carried*, and be admired not only for the raw beauty of its prose but also for the depth of its pained heart.

Liquid Metal-Sean Redmond 2005-01-19 Liquid Metal brings together 'seminal' essays that have opened up the study of science fiction to serious critical interrogation. Eight distinct sections cover such topics as the cyborg in science fiction; the science fiction city; time travel and the primal scene; science fiction fandom; and the 1950s invasion narratives. Important writings by Susan Sontag, Vivian Sobchack, Steve Neale, J.P. Telotte, Peter Biskind and Constance Penley are included.

Eloquent JavaScript-Marijn Haverbeke 2011-01-15 JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. *Eloquent JavaScript* dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With *Eloquent JavaScript* as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Technobiophilia-Sue Thomas 2013-09-26 Why are there so many nature metaphors - clouds, rivers, streams, viruses, and bugs - in the language of the internet? Why do we adorn our screens with exotic images of forests, waterfalls, animals and beaches? In *Technobiophilia: Nature and Cyberspace*, Sue Thomas interrogates the prevalence online of nature-derived metaphors and imagery and comes to a surprising conclusion. The root of this trend, she believes, lies in biophilia, defined by biologist E.O. Wilson as 'the innate attraction to life and lifelike processes'. In this wide-ranging transdisciplinary study she explores the strong thread of biophilia which runs through our online lives, a phenomenon she calls 'technobiophilia', or, the 'innate attraction to life and lifelike processes as they appear in technology'. The restorative qualities of biophilia can alleviate mental fatigue and enhance our capacity for directed attention, soothing our connected minds and easing our relationship with computers. *Technobiophilia: Nature and Cyberspace* offers new insights on what is commonly known as 'work-life balance'. It explores ways to make our peace with technology-induced anxiety and achieve a 'tech-nature balance' through practical experiments designed to enhance our digital lives indoors, outdoors, and online. The book draws on a long history of literature on nature and technology and breaks new ground as the first to link the two. Its accessible style will attract the general reader, whilst the clear definition of key terms and concepts throughout should appeal to undergraduates and postgraduates of new media and communication studies, internet studies, environmental psychology, and human-computer interaction. www.technobiophilia.com

The Cult of Information-Theodore Roszak 1986 When the word 'computer' entered the general vocabulary in the 1950s, the most advanced example filled a reasonable sized room. Three decades of rapid

technological revolution have resulted in the acceptance of computers in nearly every office, school and home. A corresponding dramatic rise in the status of 'information' has promoted the people who manipulate it from the status of office clerks to information scientists. Despite the wonderful claims for the abilities of the computer and the hallowed tones of 'computerese', Theodore Roszak dares to suggest that perhaps, like the unfortunate emperor, the computer has been overdressed with false claims made by those with something to gain by it - elements in our society that are making some of the most morally questionable uses of computer power. Roszak challenges the reader to ask: "Is our capacity to think creatively being undermined by the very 'information' that is supposed to help us? Is information processing being confused with science or even beginning to replace thought? And are we in danger of blurring the distinction between what machines do when they process information and what minds do when they think?" He explains why humankind's primary beliefs, in equality, justice and in God are not computable; why great scientific theories and fundamental 'master ideas' cannot be developed by computers; and why bad ideas cannot even be refuted by them. Roszak is no contemporary Luddite - this book was written on a word processor - but he is deeply concerned that we have all been sold a misleading and potentially harmful vision of the computerised society.

Reactionary Modernism-Herf 1986-05-31 In a unique application of critical theory to the study of the role of ideology in politics, Jeffrey Herf explores the paradox inherent in the German fascists' rejection of the rationalism of the Enlightenment while fully embracing modern technology. He documents evidence of a cultural tradition he calls 'reactionary modernism' found in the writings of German engineers and of the major intellectuals of the Weimar right: Ernst Juenger, Oswald Spengler, Werner Sombart, Hans Freyer, Carl Schmitt, and Martin Heidegger. The book shows how German nationalism and later National Socialism created what Joseph Goebbels, Hitler's propaganda minister, called the 'steel-like romanticism of the twentieth century'. By associating technology with the Germans, rather than the Jews, with beautiful form rather than the formlessness of the market, and with a strong state rather than a predominance of economic values and institutions, these right-wing intellectuals reconciled Germany's strength with its romantic soul and national identity.

What Technology Wants-Kevin Kelly 2011 Profiles technology as an evolving international system with predictable trends, counseling readers on how to prepare themselves and future generations by anticipating and steering their choices toward developing needs.

The Dawn of Innovation-Charles R. Morris 2012 Describes industry in America between the War of 1812 and the Civil War and how this period of growth in the first half of the century built the platform for Carnegie, Rockefeller and Morgan in the second half. 35,000 first printing.

When the Machine Made Art-Grant D. Taylor 2014-04-10 Considering how culturally indispensable digital technology is today, it is ironic that computer-generated art was attacked when it burst onto the scene in the early 1960s. In fact, no other twentieth-century art form has elicited such a negative and hostile response. When the Machine Made Art examines the cultural and critical response to computer art, or what we refer to today as digital art. Tracing the heated debates between art and science, the societal anxiety over nascent computer technology, and the myths and philosophies surrounding digital computation, Taylor is able to identify the destabilizing forces that shape and eventually fragment the computer art movement.

Abstract Machine-Charles Travis 2015 Abstract Machine brings GIS tools to the arts and humanities. Topics include Irish literature and history, with a focus on writers such as Samuel Beckett, James Joyce, and Patrick Kavanagh. Illustrates the importance of GIS as an interpretive tool for disciplines in the humanities.

The Anime Machine-Thomas Lamarre 2013-11-30 Despite the longevity of animation and its significance within the history of cinema, film theorists have focused on live-action motion pictures and largely ignored hand-drawn and computer-generated movies. Thomas Lamarre contends that the history, techniques, and complex visual language of animation, particularly Japanese animation, demands serious and sustained engagement, and in The Anime Machine he lays the foundation for a new critical theory for reading Japanese animation, showing how anime fundamentally differs from other visual media. The Anime Machine defines the visual characteristics of anime and the meanings generated by those specifically "animetic" effects—the multiplanar image, the distributive field of vision, exploded projection, modulation, and other techniques of character animation—through close analysis of major films and television series, studios, animators, and directors, as well as Japanese theories of animation. Lamarre first addresses the technology of anime: the cells on which the images are drawn, the animation stand at which the animator works, the layers of drawings in a frame, the techniques of drawing and blurring lines, how characters are

made to move. He then examines foundational works of anime, including the films and television series of Miyazaki Hayao and Anno Hideaki, the multimedia art of Murakami Takashi, and CLAMP's manga and anime adaptations, to illuminate the profound connections between animators, characters, spectators, and technology. Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the "animetic machine" encourages a specific approach to thinking about technology and opens new ways for understanding our place in the technologized world around us.

Aramis, Or, The Love of Technology-Bruno Latour 1996 A guided-transportation system intended for Paris, Aramis represented a major advance in personal rapid transit: it combined the efficiency of a subway with the flexibility of an automobile. But in the end, its electronic couplings proved too complex and expensive, the political will failed, and the project died in 1987. The story of Aramis is told by several different parties, none of which take precedence over any other: a young engineer and his professor, who act as detective to ferret out the reasons for the project's failure; company executives and elected officials; a sociologist; and finally Aramis itself, who delivers a passionate plea: technological innovation has needs and desires, especially a desire to be born, but cannot live without the sustained commitment of those who have created it.

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