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## HARPER GILLIAN

*Introduction to Python Programming* Taylor & Francis

First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

*Human Resource Management* Routledge

Illustrates the new features of Windows 10.

*My First Recession* Packt Publishing Ltd

On the first day, a mist descended from the heavens blanketing Earth. On the second day, a cryptic message, 'Infusion commencing', appeared in the corner of everyone's eyes. On the third day, the sick were healed and the crippled walked again. On the fourth day, celebration and joy spread across the globe. And on the fifth day, the warping began...There was no warning. A mist descended from the sky, disabling all technology and causing a weird message to appear at the corner of everyone's eye. The situation grew even worse as animals and people started to warp, transforming into terrible monsters that prey on the livings. Within months, human civilization had crumbled. Unable to fight the seemingly-indestructible beasts, the survivors are reduced to cowering in reinforced shelters. Waiting for the end to come. Helpless. All seemed lost until a few brave souls discovered the secret of their new reality: the Tec and how to use it to level up. Together they represent humanity's last best hope for salvation. But they first must find the answers to the mystery of their new existence. Their journey will require them to quickly adapt to alien technology, operate strange spaceships, and even befriend an extra-terrestrial merchant with an Inferiority Complex.

*Media Piracy in Emerging Economies* Apress

SharePoint 2010 is among the many cutting-edge applications to be found within Microsoft's Office Suite software--our newest 3-panel guide will help you get the most out of this handy tool. The fluff-free content includes important definitions, tips, and step-by-step instructions on how to perform each key function within SharePoint; full-color screen shots are also provided for ease of use.

*Networking Fundamentals* Apress

HTML5 brings the biggest changes that HTML has seen in years. Web designers and developers now have a whole host of new techniques up their sleeves, from displaying video and audio natively in HTML, to creating realtime graphics directly on a web page without the need for a plugin. But all of these new technologies bring more tags to learn and more avenues for things to go wrong. HTML5 Solutions provides a collection of solutions to all of the most common HTML5 problems. Every solution contains sample code that is production-ready and can be applied to any project.

*Mobile Terminal Receiver Design* CRC Press

Written by world-renowned experts who helped to develop and implement software for the language, this book covers all aspects of SMIL in a knowledgeable yet accessible manner: the overall concepts, the technical details and the many facets of SMIL's use.

*Hello, Android* SAGE Publications

This study examines the dynamics of critical Internet culture after the medium opened to a broader audience in the mid 1990s. It is Geert Lovink's PhD thesis, submitted late 2002, written in between his two books on the same topic: *Dark Fiber* (2002) and *My First Recession* (2003). The core of the research consists of four case studies of non-profit networks: the Amsterdam community provider, The Digital City (DDS); the early years of the nettime mailinglist community; a history of the European new media arts network Syndicate; and an analysis of the streaming media network Xchange. The research describes the search for sustainable community network models in a climate of hyper growth and increased tensions and conflict concerning moderation and ownership of online communities.

*Earth Force* University of Michigan Press

Transmedia Marketing: From Film and TV to Games and Digital Media skillfully guides media makers and media marketers through the rapidly changing world of entertainment and media marketing. Its groundbreaking transmedia approach integrates storytelling and marketing content creation across multiple media platforms - harnessing the power of audience to shape and promote your story. Through success stories, full color examples of effective marketing techniques in action, and insight from top entertainment professionals, Transmedia Marketing covers the fundamentals of a sound 21st century marketing and content plan. You'll master the strategy behind conducting research, identifying target audiences, setting goals, and branding your project. And, you'll learn first-hand how to execute your plan's publicity, events, advertising, trailers, digital and interactive content, and social media. Transmedia Marketing enlivens these concepts with: Hundreds of vibrant examples from across media platforms - The Hunger Games, Prometheus, The Dark Knight, Bachelorette, The Lord of the Rings, Despicable Me 2, Food, Inc., Breaking Bad, House of Cards, Downton Abbey, Game of Thrones, Top Chef, Pokémon, BioShock Infinite, Minecraft, Outlast, Titanfall, LEGO Marvel Super Heroes, Halo 4, Lonelygirl15, Annoying Orange Real-world advice from 45 leading industry writers, directors, producers, composers, distributors, marketers, publicists, critics, journalists, attorneys, and executives from markets, festivals, awards, and guilds Powerful in-depth case studies showcasing successful approaches - A.I. Artificial Intelligence, Mad Men, Lizzie Bennet Diaries, Here Comes Honey Boo Boo, and Martin Scorsese Presents the Blues Extensive Web content at [www.transmediamarketing.com](http://www.transmediamarketing.com) featuring a primer on transmedia platforms - film, broadcast, print, games, digital media, and experiential media; expanded case studies; sample marketing plans and materials; and exclusive interviews With Transmedia Marketing, you'll be fully versed in the art of marketing film, TV, games, and digital media and primed to write and achieve the winning plan for your next media project.

*Dynamics of Critical Internet Culture (1994-2001)* Springer Science & Business Media  
 Levy-Sender's second collection of poetry, derived from a life devoted to children's education and human rights, also includes her boldly primitive drawings and some family photographs. "(Levy-Sender's) poems move from a daring permission of the whimsical to an historic reference to the wise." NEdith Arnstein Jenkins, poet and professor of English literature.

*The Symbian OS Architecture Sourcebook* Cengage Learning

First Published in 2005. Routledge is an imprint of Taylor & Francis, an informa company.

*Windows 10 For Dummies* Independently Published

This book provides a clear, concise, complete and authoritative introduction to System Architecture Evolution (SAE) standardization work and its main outcome: the Evolved Packet Core (EPC), including potential services and operational scenarios. After providing an insightful overview of SAE's historical development, the book gives detailed explanations of the EPC architecture and key concepts as an introduction. In-depth technical descriptions of EPC follow, including thorough functional accounts of the different components of EPC, protocols, network entities and procedures. Case studies of deployment scenarios show how the functions described within EPC are placed within a live network context, while a description of the services that are predicted to be used shows what EPC as a core network can enable. This book is an essential resource for professionals and students who need to understand the latest developments in SAE and EPC, the 'engine' that connects broadband access to the internet. All of the authors have from their positions with Ericsson been actively involved in GPRS, SAE and 3GPP from a business and technical perspective for many years. Several of the authors have also been actively driving the standardization efforts within 3GPP. "There is no doubt that this book, which appears just when the mobile industry starts its transition away from legacy GSM/GPRS and UMTS networks into the future will become the reference work on SAE/LTE. There are no better qualified persons than the authors of this book to provide both

communication professionals and an interested general public with insights into the inner workings of SAE/LTE. Not only are they associated with one of the largest mobile network equipment vendors in the world, they have all actively contributed to and, in some cases, been the driving forces behind the development of SAE/LTE within 3GPP." - from the foreword by Dr. Ulf Nilsson, TeliaSonera R&D, Mobility Core and Connectivity "The authors have done an excellent job in writing this book. Their familiarity with the requirements, concepts and solution alternatives, as well as the standardization work allows them to present the material in a way that provides easy communication between Architecture and Standards groups and Planning/ Operational groups within service provider organizations." - from the foreword by Dr. Kalyani Bogineni, Principal Architect, Verizon Up-to-date coverage of SAE including the latest standards development Easily accessible overview of the architecture and concepts defined by SAE Thorough description of the Evolved Packet Core for LTE, fixed and other wireless accesses Comprehensive explanation of SAE key concepts, security and Quality-of-Service Covers potential service and operator scenarios including interworking with existing 3GPP and 3GPP2 systems Detailed walkthrough of network entities, protocols and procedures Written by established experts in the SAE standardization process, all of whom have extensive experience and understanding of its goals, history and vision

#### **A Practical Guide to Video and Audio Compression** Pearson Education

Since the publication of the best-selling first edition of *The Satellite Communication Applications Handbook*, the satellite communications industry has experienced explosive growth. Satellite radio, direct-to-home satellite television, satellite telephones, and satellite guidance for automobiles are now common and popular consumer products. Similarly, business, government, and defense organizations now rely on satellite communications for day-to-day operations. This second edition covers all the latest advances in satellite technology and applications including direct-to-home broadcasting, digital audio and video, and VSAT networks. Engineers get the latest technical insights into operations, architectures, and systems components.

#### *Windows Phone 8 Development Internals* Conran Octopus

The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The *Architecture Sourcebook* is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decisions were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component.

#### *In Defense of Monopoly* John Wiley & Sons

While media buzz regularly circulates around iPhone and Android, Nokia still leads the pack in terms of world market share. Symbian, for instance, remains the most widely used mobile operating system. With Nokia's open development platform, the opportunities available for mobile developers to target this vastly popular operating system are abundant and clear. Use Qt to target both platforms: Symbian, the most widely used mobile operating system in the world, as well as MeeGo, the Intel/Nokia platform for mobile devices. Develop HTML5 applications for both Symbian and MeeGo platforms that will run with little modification on other mobile platforms. Novice developers learn the basics of Qt with a mobile slant, giving them the ability to target both desktop and mobile platforms.

#### *Distance Education for Teacher Training* Pragmatic Bookshelf

My First Recession starts when the party is over. This study maps the transition of critical Internet culture from the mid-to-late 1990s Internet craze to the dotcom crash, the subsequent meltdown of global financial markets, and 9/11. In his discussion of the dotcom boom-and-bust cycle, Geert Lovink lays out the challenges faced by critical Internet culture today. In a series of case studies, Lovink meticulously describes the ambivalent attitude that artists and activists take as they veer back and forth between euphoria and skepticism. As a part of this process, Lovink examines the internal dynamics of virtual communities through an analysis of the use of moderation and "collaborative filtering" on mailing lists and weblogs. He also confronts the practical and theoretical problems that appear as artists join the growing number of new-media education programs. Delving into the unexplored gold mines of list archives and weblogs, Lovink reveals a world that is largely unknown to both the general public and the Internet visionaries.

#### **jQuery Mobile Cookbook** John Wiley & Sons

Thoroughly updated for new breakthroughs in multimedia; The internationally bestselling *Multimedia: Making it Work* has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects.

#### *Transitions Visible and Invisible* instituteofnetworkcultures

*In Defense of Monopoly* offers an unconventional but empirically grounded argument in favor of market monopolies. Authors McKenzie and Lee claim that conventional, static models exaggerate the harm done by real-world monopolies, and they show why some degree of monopoly presence is necessary to maximize the improvement of human welfare over time. Inspired by Joseph Schumpeter's suggestion that market imperfections can drive an economy's long-term progress, In

*Defense of Monopoly* defies conventional assumptions to show readers why an economic system's failure to efficiently allocate its resources is actually a necessary precondition for maximizing the system's long-term performance: the perfectly fluid, competitive economy idealized by most economists is decidedly inferior to one characterized by market entry and exit restrictions or costs. An economy is not a board game in which players compete for a limited number of properties, nor is it much like the kind of blackboard games that economists use to develop their monopoly models. As McKenzie and Lee demonstrate, the creation of goods and services in the real world requires not only competition but the prospect of gains beyond a normal competitive rate of return.

#### **Digital Privacy and Security Using Windows Apress**

Develop the capacity to dig deeper into mobile device data acquisition About This Book A mastering guide to help you overcome the roadblocks you face when dealing with mobile forensics Excel at the art of extracting data, recovering deleted data, bypassing screen locks, and much more Get best practices to how to collect and analyze mobile device data and accurately document your investigations Who This Book Is For The book is for mobile forensics professionals who have experience in handling forensic tools and methods. This book is designed for skilled digital forensic examiners, mobile forensic investigators, and law enforcement officers. What You Will Learn Understand the mobile forensics process model and get guidelines on mobile device forensics Acquire in-depth knowledge about smartphone acquisition and acquisition methods Gain a solid understanding of the architecture of operating systems, file formats, and mobile phone internal memory Explore the topics of mobile security, data leak, and evidence recovery Dive into advanced topics such as GPS analysis, file carving, encryption, encoding, unpacking, and decompiling mobile application processes In Detail Mobile forensics presents a real challenge to the forensic community due to the fast and unstoppable changes in technology. This book aims to provide the forensic community an in-depth insight into mobile forensic techniques when it comes to deal with recent smartphones operating systems Starting with a brief overview of forensic strategies and investigation procedures, you will understand the concepts of file carving, GPS analysis, and string analyzing. You will also see the difference between encryption, encoding, and hashing methods and get to grips with the fundamentals of reverse code engineering. Next, the book will walk you through the iOS, Android and Windows Phone architectures and filesystem, followed by showing you various forensic approaches and data gathering techniques. You will also explore advanced forensic techniques and find out how to deal with third-applications using case studies. The book will help you master data acquisition on Windows Phone 8. By the end of this book, you will be acquainted with best practices and the different models used in mobile forensics. Style and approach The book is a comprehensive guide that will help the IT forensics community to go more in-depth into the investigation process and mobile devices take-over.

#### **HTML5 Solutions** CRC Press

Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

#### *Beginning Nokia Apps Development* Peachpit Press

A clear and concise resource on Windows networking, perfect for IT beginners Did you know that nearly 85% of IT support roles require a good understanding of networking concepts? If you are looking to advance your IT career, you will need a foundational understanding of Windows networking. *Network Fundamentals* covers everything you need to know about network infrastructures, hardware, protocols, and services. You will learn everything you need to gain the highly in-demand Networking Fundamentals MTA Certification. This entry-level credential could be your first step into a rewarding, stable and lucrative IT career. This new Sybex guide covers the basics of networking starting from the "ground level," so no previous IT knowledge is required. Each chapter features approachable discussion of the latest networking technologies and concepts, closing with a quiz so you can test your knowledge before moving to the next section. Even if you are brand new to computers, *Network Fundamentals* will guide you to confidence and mastery. Understand wired and wireless networks in every detail Learn everything you need to attain the Networking Fundamentals MTA Certification Test your knowledge with end-of-chapter quiz questions Understand internet protocol (IP) and categorize IPv4 addresses Work with networking services and area networks Define network infrastructures and network security, including intranets, extranets, and VPNs Beginning and established IT professionals looking to understand more about networking will gain the knowledge to create a network diagram and confidently explain basic networking concepts. Thanks to the features in this book, you will be able to apply your new networking skills in real world situations and feel confident when taking the certification test.