Dreaming In Code Two Dozen Programmers Three Years 4732 Bugs And One Quest For Transcendent Software Scott Rosenberg

"Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, Gaming Rhythms employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

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This book surveys the many ways of telling stories with digital technology, including blogging, gaming, social media, podcasts, and Web video. • Provides a bibliography listing sources consulted • Contains an index of key words and concepts from the text

Celebrate the 20th anniversary of the greatest technological achievement known to mankind: Windows 95. (With all due respect, the telephone and nuclear fission can suck it.) This is the untold, unbelievable, largely untrue story of the creation of Windows 95. Go behind the system and meet those who made it all possible: the beleaguered programmers who became addicted to snorting Pixy Stix, the marketers who employed mass hypnosis tactics to trick the press, the violent battle to squash a literal giant bug in the code, the focus group idiots who only cared about getting pizza for lunch, and "mighty god" Bill Gates, who engaged in a money suitcase stand-off with Mick Jagger over the rights to "Start Me Up." It's the story of how a tiny operating system patch became a multinational, mundane media phenomenon.

How Wikipedia collaboration addresses the challenges of openness, consensus, and leadership in a historical pursuit for a universal encyclopedia. Wikipedia, the online encyclopedia, is built by a community—a community of Wikipedians who are expected to "assume good faith" when interacting with one another. In Good Faith Collaboration, Joseph Reagle examines this unique collaborative culture. Wikipedia, says Reagle, is not the first effort to create a freely shared, universal encyclopedia; its early twentieth-century ancestors include Paul Otlet's Universal Repository and H. G. Wells's proposal for a World Brain. Both these projects, like Wikipedia, were fuelled by new technology—which at the time

included index cards and microfilm. What distinguishes Wikipedia from these and other more recent ventures is Wikipedia's good-faith collaborative culture, as seen not only in the writing and editing of articles but also in their discussion pages and edit histories. Keeping an open perspective on both knowledge claims and other contributors, Reagle argues, creates an extraordinary collaborative potential. Wikipedia's style of collaborative production has been imitated, analyzed, and satirized. Despite the social unease over its implications for individual autonomy, institutional authority, and the character (and quality) of cultural products, Wikipedia's good-faith collaborative culture has brought us closer than ever to a realization of the century-old pursuit of a universal encyclopedia.

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than "good enough to ship."

This book contains revised selected papers presented at the IFIP WG 9.7 International Conference on the History of Computing, HC 2016, held in Brooklyn, NY, USA, in May 2016. The 13 full papers included in this volume were carefully reviewed and selected from numerous submissions. The papers cover a wide range of topics related to the history of computing and focus on the history of pre-existing relationships and communities that led to triumphs (and dead-ends) in the history of computing. This broad perspective helps to tell a more accurate story of important developments like the Internet and provide a better understanding of how to sponsor future invention and innovation. They reflect on histories

that foreground the international community along four broad themes: invention, policy, infrastructure, and social history. The contentious history of the computer programmers who developed the software that made the computer revolution possible. This is a book about the computer revolution of the mid-twentieth century and the people who made it possible. Unlike most histories of computing, it is not a book about machines, inventors, or entrepreneurs. Instead, it tells the story of the vast but largely anonymous legions of computer specialists—programmers, systems analysts, and other software developers—who transformed the electronic computer from a scientific curiosity into the defining technology of the modern era. As the systems that they built became increasingly powerful and ubiquitous, these specialists became the focus of a series of critiques of the social and organizational impact of electronic computing. To many of their contemporaries, it seemed the "computer boys" were taking over, not just in the corporate setting, but also in government, politics, and society in general. In The Computer Boys Take Over, Nathan Ensmenger traces the rise to power of the computer expert in modern American society. His rich and nuanced portrayal of the men and women (a surprising number of the "computer boys" were, in fact, female) who built their careers around the novel technology of electronic computing explores issues of power, identity, and expertise that have only become more significant in our increasingly computerized society. In his recasting of the drama of the computer revolution through the eyes of its principle revolutionaries, Ensmenger reminds us that the computerization of modern society was not an inevitable process driven by impersonal technological or economic imperatives, but was rather a creative, contentious, and above all, fundamentally human development. Awakening The Soul: The Trilogy includes ATS: Book One: Proof of Our Spiritual Nature, which itemizes more than 80 characteristics of our spiritual nature, many very familiar, and explains 10 of them in depth; ATS: Book 2: Our Suppressed Spiritual Nature, which explains why we are so out of touch with our spiritual nature, primarily through suppression of those traits by religions, primarily Christianity, and ATS Book 3: Restoring Your Spiritual Nature contains detailed channeled instructions to restore immediate awareness of your spiritual nature, which has proven highly successful in doing just that. Traditional Chinese edition of The BFG (aka Big Friendly Giant) by Roald Dahl and illustrated by Quentin Blake, two "friendly" giants in British children literature. Amazon praised the character as "The BFG is one of Dahl's most lovable character creations." In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc. We increasingly view the world around us as a product of science and technology. Accordingly, we have begun to appreciate that science does not take its problems only from nature and then produces technological applications, but that the very problems of scientific research themselves are generated by science and technology. Simultaneously, problems like global warming, the toxicology of nanoparticles, or the use of renewable energies are constituted by many factors that interact with great complexity. Science in the context of application is challenged to gain new understanding and control of such complexity—it cannot seek shelter in the ivory tower or simply pursue its internal quest for understanding and gradual improvement of grand theories. Science in the Context of Application will identify, explore and assess these changes. Part I considers the "Changing Conditions of Scientific Research" and part II "Science, Values, and Society". Examples are drawn from pharmaceutical research, the information sciences, simulation modelling, nanotechnology, cancer research, the effects of commercialization, and many other fields. The book assembles papers from well-known European and American Science Studies scholars like Bernadette Bensaude-Vincent, Janet Kourany, Michael Mahoney, Margaret Morrison, Hans-Jörg Rheinberger, Arie Rip, Dan Sarewitz, Peter Weingart, and others. The individual chapters are written to address anyone who is concerned about the role of contemporary science

in society, including scientists, philosophers, and policy makers.

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.

Traditional Chinese edition of Paper Towns by John Green, a science fiction thriller. In Traditional Chinese. Distributed by Tsai Fong Books, Inc.

Simplified Chinese edition of Street of Eternal Happiness: Big City Dreams Along a Shanghai Road

The open source phenomenon has attracted an increased interest among commercial firms and governments. It is becoming one of the most influential paradigm shifts not only in software development but in social and economic value creation as well. While software development is perhaps the most prominent example of open source, its principles have now been applied across a wide range of product classes, industries and even scientific disciplines. Decision makers at different levels and in a variety of fields need to improve their understanding of the factors that contribute to the Open Source Software (OSS) effectiveness: approaches, tools, social designs, reward structures and metrics. Successful OSS Project Design and Implementation provides a state-of-the-art analysis of OSS design principles, their emergence and success and how they are extending well beyond the domain of software.

Since its inception in 1968, software engineering has undergone numerous changes. In the early years, software development was organized using the waterfall model, where the focus of requirements engineering was on a frozen requirements document, which formed the basis of the subsequent design and implementation process. Since then, a lot has changed: software has to be developed faster, in larger and distributed teams, for pervasive as well as large-scale applications, with more flexibility, and with ongoing maintenance and quick release cycles. What do these ongoing developments and changes imply for the future of requirements engineering and software design? Now is the time to rethink the role of requirements and design for software intensive systems in transportation, life sciences, banking, e-government and other areas. Past assumptions need to be questioned, research and education need to be rethought. This book is based on the Design Requirements Workshop, held June 3-6, 2007, in Cleveland, OH, USA, where leading researchers met to assess the current state of affairs and define new directions. The papers included were carefully reviewed and selected to give an overview of the current state of the art as well as an outlook on probable future challenges and priorities. After a general introduction to the workshop and the related NSF-funded project, the contributions are organized in topical sections on fundamental concepts of design; evolution and the fluidity of design; quality and value-based requirements; requirements intertwining; and adapting requirements practices in different domains.

Dreaming in CodeTwo Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent SoftwareCrown
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An exploration of the Dark Web—websites accessible only with special routing software—that examines the history of three anonymizing networks, Freenet, Tor, and I2P. The term "Dark Web" conjures up drug markets, unregulated gun sales, stolen credit cards. But, as Robert Gehl points out in Weaving the Dark Web, for each of these illegitimate uses, there are other, legitimate ones: the New York Times's anonymous whistleblowing system, for example, and the use of encryption by political dissidents. Defining the Dark Web straightforwardly as websites that can be accessed only with special routing software, and noting the frequent use of "legitimate" and its variations by users, journalists, and law enforcement to describe Dark Web practices (judging them "legit" or "sh!t"), Gehl uses the concept of legitimacy as a window into the Dark Web. He does so by examining the history of three Dark Web systems: Freenet, Tor, and I2P. Gehl presents three distinct meanings of legitimate: legitimate force, or the state's claim to a monopoly on violence; organizational propriety; and authenticity. He explores how Freenet, Tor, and I2P grappled with these different meanings, and then discusses each form of legitimacy in detail by examining Dark Web markets, search engines, and social networking sites. Finally, taking a broader view of the Dark Web, Gehl argues for the value of anonymous political speech in a time of ubiquitous surveillance. If we shut down the Dark Web, he argues, we lose a valuable channel for dissent.

Not just for geeks but for anyone captivated by the drama of invention, this title offers a window into the information age as it follows a team of maverick software developers as they seek to liberate the world from information overload.
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A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences,

actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

William H.Gates III????

Better practices for effective delivery of information systems in a multi-project environment. (First Edition 2008)

The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

What insights reveal themselves if we take apps seriously, as key vectors of digital culture?

Software has become essential to the functioning of cities. It is deeply embedded into the systems and infrastructure of the built environment and is entrenched in the management and governance of urban societies. Software-enabled technologies and services enhance the ways in which we understand and plan cities. It even has an effect on how we manage urban services and utilities. Code and the City explores the extent and depth of the ways in which software mediates how people work, consume, communication, travel and play. The reach of these systems is set to become even more pervasive through efforts to create smart cities: cities that employ ICTs to underpin and drive their economy and governance. Yet, despite the roll-out of software-enabled systems across all aspects of city life, the relationship between code and the city has barely been explored from a critical social science perspective. This collection of essays seeks to fill that gap, and offers an interdisciplinary examination of the relationship between software and contemporary urbanism. This book will be of interest to those researching or studying smart cities and urban infrastructure.

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An analysis of the ways that software creates new spatialities in everyday life, from supermarket checkout lines to airline flight paths. After little more than half a century since its initial development, computer code is extensively and intimately woven into the fabric of our everyday lives. From the digital alarm clock that wakes us to the air traffic control system that guides our plane in for a landing, software is shaping our world: it creates new ways of undertaking tasks, speeds up and automates existing practices, transforms social and economic relations, and offers new forms of cultural activity, personal empowerment, and modes of play. In Code/Space, Rob Kitchin and Martin Dodge examine software from a spatial perspective, analyzing the dyadic relationship of software and space. The production of space, they argue, is increasingly dependent on code, and code is written to produce space. Examples of code/space include airport check-in areas, networked offices, and cafés that are transformed into workspaces

by laptops and wireless access. Kitchin and Dodge argue that software, through its ability to do work in the world, transduces space. Then Kitchin and Dodge develop a set of conceptual tools for identifying and understanding the interrelationship of software, space, and everyday life, and illustrate their arguments with rich empirical material. And, finally, they issue a manifesto, calling for critical scholarship into the production and workings of code rather than simply the technologies it enables—a new kind of social science focused on explaining the social, economic, and spatial contours of software.

"This book provides a source for definitions, antecedents, and consequences of social informatics and the cultural aspect of technology. It addresses cultural/societal issues in social informatics technology and society, the Digital Divide, government and technology law, information security and privacy, cyber ethics, technology ethics, and the future of social informatics and technology"--Provided by publisher.

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Educational research often discounts the uniqueness and ubiquity of software and the hidden political, economic and epistemological ways it impacts teaching and learning in K-12 settings. Drawing on theories and methodologies from English education, critical discourse analysis, multimodal semiotics and digital humanities, this volume exposes the problems of technology in schools and refocuses the conversation on software. This shifting of focus invites more nuanced questions concerning the role of software in school reform and classroom instruction, and takes a critical stance on software's role in education. This volume explores the ontology of software and the ways it is construed within educational policy discussions. It is beneficial to schools, companies, policy makers and practitioners seeking a more theoretical framework for technology in education.

The Handbook of Online Learning is a comprehensive reference text for teachers and administrators of online courses and programs. It presents a discussion of the conceptual and theoretical foundations of online learning along with an exploration of practical implementation strategies. New and Ongoing Features Emphasizes interactive teaching/learning strategies – challenging

readers to think differently about pedagogy Provides a strong theoretical base before discussing applications: Part I first presents the changing philosophies and theories of learning, while Part II covers implementation or the practice of online learning Offers several chapters that deal with the issues related to the growing corporate online learning environment Includes twelve NEW articles on the latest issues such as psychology of online learning, training faculty, digital libraries, ethical dimensions in online learning, legal issues, course management systems and evolving technologies. key articles retained from current edition are revised and updated to reflect current trends and changes in the field Praise for the First Edition "The Fielding Institute authors apply an impressive wealth of organizational management theory and experience in their analyses of computer-mediated teaching and learning. The result is an enjoyable-to-read, fresh and lively book, delivering an abundance of ideas about how to establish a supportive learning environment, design a well structured course and manage electronically mediated dialog, -- in other words, how to successfully facilitate learning in the new context of on-line distance education." —Michael G. Moore, Pennsylvania State University and Editor, The American Journal of Distance Education "This book is a fascinating, comprehensive, revealing array of information about online learning. It is full of practical applications and significant implications for a future where online learning will play an increasingly larger role. It is essential for any library keeping up on online learning innovations." —Dr. Bernard J. Luskin, President and Co-CEO, GlobalLearningSystems, Inc. Visiting Professor, Claremont Graduate University "This book not only is that rare breed that addresses online learning in both higher education and corporate environments but every chapter is intriguing, informative, and accurately grounded. This book provides a comprehensive, timely, and informative look at online learning in higher education and corporate training settings. For an update on the state of e-learning in educational and training environments, simply read this book." —Curtis J. Bonk, Ph.D., Indiana University and Courseshare.com "Business and Learning have enjoyed a symbiotic relationship in our culture. The pace of change, however, has created separation between these two vital elements. The "Handbook of Online Learning" showcases the latest thinking and applications in learning delivery, and offers real promise that the gap is being bridged." —D.M. Verkest, AT&T Wireless Services, Vice-President-National Operations "The authors of this book are all experienced distance educators who know what the issues are: How are people engaged in teaching and learning at a distance "present" to one another? How do you create a community in the class? How can a teacher deal with an obstreperous student? What are the teaching/learning environments in universities and corporations as they affect distance education? The essays in this book inhabit the border where the idea of distance education meets the reality. The give practical advice and provide examples informed by both theory and experience." —Stanley Chodorow, Professor Emeritus, University of California, San Diego & Former CEO, California Virtual University

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