

Download File Digital Heretic The Game Is Life Free Download Pdf

Game Development with Unity for .NET Developers Aug 21 2019 Get up and running with Unity with the help of expert guidance for addressing the performance issues encountered in Unity development Key Features • Discover solutions to common problems faced by .NET developers while creating games in Unity • Explore tips, tricks, best practices, and advanced Unity coding techniques for creating impressive games • Understand how to program with C# code using Unity's built-in modules and add engaging effects Book Description Understand what makes Unity the world's most widely used real-time 3D development platform and explore its powerful features for creating 3D and 2D

games, as well as the Unity game engine and the Microsoft Game Dev, including the Microsoft Azure Cloud and Microsoft Azure PlayFab services, to create games. You will start by getting acquainted with the Unity editor and the basic concepts of Unity script programming with C#. You'll then learn how to use C# code to work with Unity's built-in modules, such as UI, animation, physics, video, and audio, and understand how to develop a game with Unity and C#. As you progress through the chapters, you'll cover advanced topics such as the math involved in computer graphics and how to create a custom render pipeline in Unity with the new Scriptable Render Pipeline, all while optimizing

performance in Unity. Along the way, you'll be introduced to Microsoft Game Dev, Azure services, and Azure PlayFab, and using the Unity3D PlayFab SDK to access the PlayFab API. By the end of this Unity book, you'll have become familiar with the Unity engine and be ready to develop your own games while also addressing the performance issues that you could encounter in the development process.

What you will learn

- Get to grips with using the Unity Editor
- Use C# scripts to work with Unity's built-in modules such as UI, animation, physics, video, and audio
- Create a custom render pipeline in Unity Engine with the latest Scriptable Render Pipeline
- Write high-performance multithreaded code with the latest DOTS in Unity
- Discover the Azure PlayFab Client library for C# in Unity
- Understand how the asset management and serialization system within Unity really works
- Explore some of the most commonly used profiler tools in Unity development

Who this book is for

The book is for

developers with intermediate .NET and C# programming experience who are interested in learning game development with Unity. Basic experience in C# programming is assumed.

The Heretic's Handbook of Quotations Jan 06 2021 This oversize book contains thousands of quotations on politics, sex, law, labor, capitalism, anarchism, women, religion, the arts, and 20 other subjects. Organized in chapters by subject, this book also contains an index, capsule biographies, and dozens of cartoons and illustrations. Hundreds of writers are represented, including Bakunin, Mencken, the Marxes, (Groucho and Karl), Twain, Reich, Voltaire, Shaw, Chomsky, Diderot, Bookchin, Goldman, Berkman, Paine, Kropotkin, and Bierce.

Warhammer 40,000 May 30 2020 Burn the Heretic. Kill the Mutant. Purge the Unclean. - Strategies for controlling all four races in head-to-head and multiplayer modes - Details of strengths and weaknesses on all units for each of the four armies - Information on each

battlefield, including locations of resources, important chokepoints, and enemy positions - Strategies for playing online against human opponents, including advice on what army to use and how best to use it against the other forces - Complete walkthrough for the Campaign Game - Tips on upgrading your squads and vehicles for maximum firepower

Heretic's Faith Jul 24 2022 When he is chosen by the Oathmaster to be his protege and possible successor, Kisho, a member of an elite clan of warriors, must place his faith in the supernatural and the gifts of the Mystic Caste in order to save his brethren from a most certain demise at the hands of their enemies. Original.

Scourge the Heretic Sep 26 2022 Science fiction-roman.

Digital Heretic Nov 28 2022 Millions on Earth are shaken by the events set in motion by Zack's final play... Billions on Tygon watch breathlessly as the consequences of his actions ripple through both worlds. Will his girlfriend, still

inside the Game, step forward to lead the movement that he created? Billions of lives are in jeopardy of being lost...based on the decisions made by children inside the Game.

Digital Heretic Aug 25 2022 Two worlds are shaken by events set in motion during Zack's final playFans across Tygon watch as the consequences of his actions ripple through both realitiesWill his widow step up to lead the movement that he created?The lives of billions rest on the decisions made by children inside the Game ...

Playing with the Past: Into the Future Apr 28 2020 Since the turn of this century (and even earlier), a plethora of projects have arisen to promise us bold new interactive adventures and immersive travel into the past with digital environments (using mixed, virtual or augmented reality, as well as computer games). In *Playing with the Past: Into the Future* Erik Champion surveys past attempts to communicate history and heritage through

virtual environments and suggests new technology and creative ideas for more engaging and educational games and virtual learning environments. This second edition builds on and updates the first edition with new game discussions, surveys, design frameworks, and theories on how cultural heritage could be experienced in digital worlds, via museums, mobile phones, or the Metaverse. Recent games and learning environments are reviewed, with provocative discussion of new and emerging promises and challenges.

Heretic Jan 26 2020 "He's reached the heights of the game. But as his life ticks away, Marrow must take on his hardest task yet - the gods themselves. Time is running out for Sean Marrow. Though the boy god Absalom seems to be on his side, Marrow remains trapped in The Everlands by the tycoon Ned Solomon and his henchmen, the Elder Gods. So Marrow has a new, impossible goal: Kill the Elder Gods. But as he and his allies wage their campaign, mysteries

unfurl that Marrow can't ignore. The powers he's discovered - powers that shouldn't exist - cast a dark shadow still when a masked man who can also voidweave begins to stalk Marrow. And Marrow learns of another way that he might escape, one without attempting the impossible task of killing the Elder Gods. But if it's real or if it's another trick of Solomon's, he has yet to find out. Marrow must make a choice. And the wrong decision will leave him dead for good and doom the whole of the Everlands... Marrow's journey comes to an end in Book 3, the final installment of the Everlands saga!"-- Page [4] of cover.

Star Wars: The New Jedi Order - Force Heretic I Remnant May 10 2021 As the bloodied and weary galaxy faces battle once more, the Jedi take on the formidable task of bringing the last of the Empire into the light- From the ashes of the New Republic, torn apart by the Yuuzhan Vong forces, the newly formed Galactic Alliance has risen, determined to bring peace to the entire galaxy. But first the Yuuzhan

Vong must be contained once and for all. And so Luke Skywalker seeks a world long lost to legend: Zonama Sekot, a sentient planet believed to have repelled an invasion by the Yuuzhan Vong decades before. Deciphering the enigmatic secrets of Zonama Sekot just might turn the relentless tides of war-

The Heretic Royal Dec 05 2020 As two sisters battle for a single throne in G.A. Aiken's newest fantasy, warring factions take up arms, a land is divided, and uncertain allies become very certain lovers . . . Gods save the queen! Ainsley Farmerson has always planned to break free of the family business—and the family drama. But what was once farming, smithworking, and bickering over the dinner table has turned into open warfare between sisters. Sides have been taken, lives are on the line, and Ainsley has no doubt which sister must be queen. She'll do whatever is necessary to take down the soulless Beatrix. Even if that means joining forces with angry battle nuns, irritating monks, and

overbearing centaurs. Gruffyn of the Torn Moon Clan has no time for human beings. And yet . . . there is something about the uncontrollable princess that he can't ignore. Maybe it's the way her eldest sisters underestimate her. Or her bravery facing down dragons and mad queens from distant lands. Whatever the reason, Gruff is willing to fight by this human's side. Not only for the entertainment value, but because she's right. Beatrix must never be queen. So whatever he has to do, whoever he has to destroy, Gruff will battle beside Ainsley. Fast. Hard. And with absolutely no mercy . . . Praise for The Blacksmith Queen "It may be laugh-out-loud funny, but at its heart this is a story of a woman who cares deeply for both the family she has and the one she creates." —Bookpage "Tilting more toward fantasy, this paranormal romance will be a hit with fans of both genres who enjoy tales that are lighthearted and humorous." —Booklist
Remnant: Star Wars Legends Feb 19 2022 As the bloodied and weary galaxy faces battle once

more, the Jedi take on the formidable task of bringing the last of the Empire into the light. . . . From the ashes of the New Republic—torn to shreds by the savage Yuuzhan Vong forces—the newly formed Galactic Alliance has risen, determined to bring peace to the entire galaxy. But first the Yuuzhan Vong must be contained once and for all. And so Luke Skywalker seeks a world long lost to legend: Zonama Sekot, a sentient planet believed to have repelled an invasion by the Yuuzhan Vong decades ago. Deciphering the enigmatic secrets of Zonama Sekot just might turn the tides of a relentless war. Aboard the Jade Shadow, Luke, his wife Mara, Jacen Solo, and other Jedi head off into the Unknown Regions, where rumors and clues suggest Zonama Sekot might be found. Yet the mission has barely begun when the searchers stumble into a horrific battle. The Imperial Remnant, in retreat from the mighty Yuuzhan Vong, is about to be destroyed. It would seem those aboard the Jade Shadow have little choice

but to leave the Empire to its fate. But these are no ordinary space travelers, they are Jedi. . . . **Heretic's Heart** Dec 25 2019 Starting in 1964, writes Margot Adler in this dazzling memoir, “I found myself mysteriously at the center of extraordinary events.” Now a correspondent for National Public Radio, Adler was a young woman determined to be taken seriously and to be an agent of change—on her own terms, free from dogma and authoritarian constraints. From campus activism at the University of California at Berkeley to civil rights work in Mississippi, from antiwar protests to observing the socialist revolution in Cuba, she found those chances in the 1960s. Heretic’s Heart illuminates the events, ideas, passions, and ecstatic commitments of the decade like no other memoir. At the book’s center is the powerful—and unique—correspondence between Adler, then an antiwar activist at Berkeley, and a young American soldier fighting in Vietnam. The correspondence begins when Adler reads a

letter the infantryman has written to a Berkeley newspaper. "I've heard rumors that there are people back in the world who don't believe this war should be. I'm not positive of this though, 'cause it seems to me that if enough of them told the right people in the right way, then something might be done about it. . . . You see, while you're discussing it amongst each other, being beat, getting in bed with dark-haired artists . . . some people here are dying for lighting a cigarette at night." Heretic's Heart also explores Adler's attempt to come to terms with her singular legacy as the only grandchild of Alfred Adler, collaborator of Freud and founder of Individual Psychology, and as the daughter of a forceful beauty who bequeaths her spunk and adventurousness to her daughter, but whose overpowering personality forces Adler to strike out on her own. Adler's memoir marks an initiatory journey from spirit through politics and revolution back to spirit again. Revealing, funny, joyful, and often wise, Heretic's Heart will

restore the spirit of the 1960s: the passion, the confusion, the sense of social transformation and limitless possibility, and the ecstatic feeling that the world is on the cusp of change.

The English Heretic Collection Oct 03 2020

From its inaugural Black Plaque in honour of Witchfinder General director Michael Reeves, this unique collection follows a veridical trajectory to the frontiers of belief. Reeves' film becomes a conspiratorial cauldron drawing in a host of tragic players in the end game of the Sixties. The Cornwall of Du Maurier's *The Birds* is ploughed to reveal the hidden psychic codes of our Blitz spirit. In a powerfully relevant occult rendering of a bruised Island, the myth of Churchill is dissected and re-animalised. New maps of hell are drawn by colliding the forensic vision of JG Ballard and Lovecraftian magic. Actors, witches and psychopaths maraud across a nightmare terrain of murderous henges and abandoned military bases; conflating creative research into a surreal documentary, history as

hallucination. Geography becomes an alchemical alembic, a vale of soul-making distilled by the lysergic psychobiology of Stanislav Grof, the alcoholic lyricism of Malcolm Lowry, and the convulsive travelogues of the Marquis de Sade. If history is revealed as paranoid ritual, how do we escape its time traps to wild new imaginative geographies? The English Heretic collection is a darkly comical, urgently lyrical, mental escape hatch from the hells of our own making.

The Heretic's Feast Nov 23 2019 Micronesia Country Study Guide - Strategic Information and Developments Volume 1 Strategic Information and Developments

Death's Heretic Feb 07 2021 Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is

mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems...

The Heretic's Daughter Sep 02 2020 A woman condemned by the truth. Her daughter saved by a lie. Salem, 1752. Sarah Carrier Chapman,

weak with infirmity, writes a letter to her granddaughter that reveals the secret she has closely guarded for six decades: how she survived the Salem Witch Trials when her mother did not. Sarah's story begins more than a year before the trials, when she and her family arrive in a New England community already gripped by superstition and fear. As they witness neighbor pitted against neighbor, friend against friend, the hysteria escalates--until more than two hundred men, women, and children have been swept into prison. Among them is Sarah's mother, Martha Carrier. In an attempt to protect her children, Martha asks Sarah to commit an act of heresy--a lie that will most surely condemn Martha even as it will save her daughter. This is the story of Martha's courageous defiance and ultimate death, as told by the daughter who survived.

The Heretic's Journey: The Saga of Jackie Eighthstreet Apr 09 2021 Excerpted from Heresy Magazine, this is the tale of Jackie

Eighthstreet's beginnings.

3D Game Alchemy for Doom, Doom II, Heretic and Hexen Dec 29 2022 Don't just play Doom, create your own Doom, Doom II, Heretic, and Hexen worlds and creatures with the new and updated tools included in this package. The book contains 700 pages of expert step-by-step advice on how to use the included software to modify game worlds.

The Heretic's Guide to Best Practices Jul 12 2021 When it comes to solving complex problems, we often perform elaborate rituals in the guise of best practices that promise a world of order, certainty, and control. But reality paints a far different picture, which practitioners are often reluctant to discuss. A witty yet rigorous journey through the seedy underbelly of organisational problem solving, *The Heretic's Guide to Best Practices* pinpoints the reasons why best practices don't work as advertised and what can be done about it. "Hugely enjoyable, deeply reflective, and intensely practical. This

book is about weaving human artistry and improvisation, with appropriate methods and technologies, in order to pool collective intelligence and wisdom under pressure.”—Simon Buckingham Shum, Knowledge Media Institute, The Open University, UK “This is a terrific piece of work: important, insightful, and very entertaining. Culmsee and Awati have produced a refreshing take on the problems that plague organisations... If you’re trying to deal with wicked problems in your organisation, then drop everything and read this book.”—Tim Van Gelder, Principal Consultant, Austhink Consulting

Terms of Service Jun 30 2020 Dr. River McKay moved to Denver with his husband, Terrence, hoping to give their failing marriage a new start. A year later, Terrence is gone and River's left brokenhearted. Now, he's decided it's time to get back in the game. A chance encounter at the hospital introduces him to Phil, a strong-willed pharmacist who isn't impressed by River's

degree. Phil can't deny his attraction to River, but dating is out of the question. Phil only does one kind of relationship - domestic servitude, where he gives the orders and his partner obeys. To his surprise, River agrees - not because he likes the idea, but because anything's better than being alone. They know the arrangement won't last. Phil's set in his ways and incapable of showing affection outside the bedroom. River's unused to obedience and still in love with his ex. But their time together will change them, making them question everything they thought they knew about control, respect, and love. When the unexpected threatens to tear them apart, they'll be forced to choose between the comforts of the past and a future they can only find together.

The Heretic Priest Nov 04 2020 "You fool, he has betrayed you. And now he is toying with you." The war between gods is nowhere near over. As Azrael and Saldon continue to pit their favorites against one another, the stakes are

raised; deals are made and alliances are shattered. While Pharun and Encarz prepare to war against each other, Felix is left to pick up the pieces of his life. Lonely and betrayed, he finds himself giving up everything he knows to follow a god he never cared for. In these trying times, who should step up to offer friendship but the angel of an unlikely god? Even though he is trying to start over, Felix knows one thing ... Pharun will never stop using him.

Reunion: Star Wars Legends Dec 17 2021 The Jedi move one step closer to saving the embattled galaxy— only to confront a formidable wall of resistance. The harrowing search for Zonama Sekot is finally over for Luke Skywalker, Jacen Solo, and the others aboard the Jade Shadow. But joy turns to alarm when the living planet sends a defiant message: it refuses to follow them back to a galaxy full of war, exploitation, and misery. While Luke works feverishly to persuade the elusive planet to reconsider, the Yuuzhan Vong launches a full-

scale attack aimed at the heart of the new alliance. Sent to defend a major communications base, Han and Leia find themselves hopelessly outnumbered. Reinforcements are just too far away to help before everything is destroyed. So the courageous pair must now fight an unrelenting battle against staggering odds. Whether they actually survive is another matter.

. . .

Pathfinder Tales: Death's Heretic Oct 15 2021 Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would

have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Game Apr 21 2022 He didn't know he was playing. Zack was just living his life. It was really a game. When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything. Zack was disoriented when he woke up. They had

welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death. They said he was seventeen. What was this "best score" they kept going on about? Where was this place? Who were these people? And why did they keep talking about the next game? You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end. Get book 1 now.

Masters of Doom May 22 2022 Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on

video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired

rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of *I Smell Esther Williams*

The Heretic's Wife Aug 01 2020 From the bestselling author of *The Illuminator* comes a magnificent tale about the power of love and the perils of faith Tudor England is a perilous place for booksellers Kate Gough and her brother John, who sell forbidden translations of the Bible. Caught between warring factions—English Catholics opposed to the Lutheran reformation, and Henry VIII's growing impatience with the Pope's refusal to sanction his marriage to Anne Boleyn—Kate embarks on a daring adventure that will lead her into a dangerous marriage and a web of intrigue that pits her against powerful

enemies. From the king's lavish banquet halls to secret dungeons and the inner sanctums of Thomas More, Brenda Rickman Vantrease's glorious new novel illuminates the public pageantry and the private passions of men and women of conscience in treacherous times.

Heretic Oct 27 2022

The 100 Greatest MS-DOS Games Sep 14 2021 MS-DOS games encompassed the 1980s and 1990s and are regarded to be a golden era for home gaming. How could it not be a golden era with games like Doom, Quake, The Secret of Monkey Island, Star Wars: X-Wing, and so on? The DOS era left behind enough happy gaming memories to last a lifetime. So let's go ahead now and explore the 100 greatest games of the beloved DOS era!

The Heretic's Creed Sep 21 2019 "Buckley draws even the most minor characters with subtlety and skill, making the dramatic conclusion that much more satisfying" - Publishers Weekly Starred Review Ursula

Blanchard must acquire a mysterious medieval manuscript in the latest enthralling historical adventure. February, 1577. Sir William Cecil has a dangerous new mission for Ursula Blanchard. He has asked her to visit Stonemoor House on the bleak Yorkshire moors, the home of a group of recusant women led by Abbess Philippa Gould. In their possession is an ancient book, and the Queen's advisor, Dr John Dee, is eager to get hold of it. However, while the Abbess is anxious to sell the book, others such as her half-sister Bella believe it to be heretical and demand that it be burned. It is not Sir William's first attempt to secure the book. His two previous emissaries vanished without trace. What happened to them - and will Ursula suffer the same fate?

Maximum PC Mar 08 2021 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the

illuminating technical articles that enthusiasts crave.

Refugee: Star Wars Legends Jun 23 2022 Swift and deadly, the Yuuzhan Vong have blasted their way across the galaxy—and now stand on the threshold of total victory. Yet a courageous few still dare to oppose them. . . . Rife with hostile cultures and outright enemies, the Unknown Regions holds many perils for Luke Skywalker and the Jedi, searching for Zonama Sekot, the living planet that may hold the key to dealing once and for all with the Yuuzhan Vong.

Meanwhile, on the edge of the galaxy and in the heart of a trusted ally, old enemies are stirring. The Yuuzhan Vong have inflamed long-forgotten vendettas that are even now building up to crisis point. And as Han and Leia journey on their quest to knit the unraveling galaxy back together, betrayal and deception await them. . . .

The Heretic Queen Jun 11 2021 In ancient Egypt, a forgotten princess must overcome her family's past and remake history. Nefertari has

been left to run wild in the palace, but catches the eye of the Crown Prince. All of Egypt opposes this union, and political adversity sets the country on edge.

Museum of Heretics Oct 23 2019

Heretic II Nov 16 2021 This strategy guide for Heretic presents detailed maps of all levels. It includes coverage of all the items, spells and strategies for surviving each level, as well as codes and cheats direct from Activision.

Heretic Mar 20 2022 In the flames of unceasing war, a young archer's heart, will, and courage will be supremely tested in the conclusion of an epic quest for vengeance and the greatest prize in all history: The Holy Grail.

Reunion: Star Wars Legends Feb 25 2020 The Jedi move one step closer to saving the embattled galaxy— only to confront a formidable wall of resistance. The harrowing search for Zonama Sekot is finally over for Luke Skywalker, Jacen Solo, and the others aboard the Jade Shadow. But joy turns to alarm when the living

planet sends a defiant message: it refuses to follow them back to a galaxy full of war, exploitation, and misery. While Luke works feverishly to persuade the elusive planet to reconsider, the Yuuzhan Vong launches a full-scale attack aimed at the heart of the new alliance. Sent to defend a major communications base, Han and Leia find themselves hopelessly outnumbered. Reinforcements are just too far away to help before everything is destroyed. So the courageous pair must now fight an unrelenting battle against staggering odds. Whether they actually survive is another matter. . . . Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Heretic's Guide To Management Aug 13 2021
Management techniques such as strategic planning, project management or operational budgeting, aim to reduce ambiguity and provide

clarity. So it is one of the great ironies of modern corporate life that these techniques often end up doing the opposite: increasing ambiguity rather than reducing it. It is easy enough to understand why: organizations are complex entities and it is unreasonable to expect management models, such as those that fit neatly into a 2*2 matrix or a predetermined checklist, to work in the real world. Indeed, expecting them to work as advertised is akin to colouring a paint-by-numbers Mona Lisa with the expectation of recreating Da Vinci's masterpiece. Ambiguity has not been tamed: reality will still impose itself no matter how alluring the model is. Unfortunately, most of us have a deep aversion to situations that involve even a hint of ambiguity. Recent research in neuroscience has revealed the reason for this: ambiguity is processed in the parts of the brain which regulate our emotional responses. As a result, many people associate ambiguity with feelings of anxiety. When kids feel anxious, they

turn to transitional objects such as teddy bears or security blankets, providing them with a sense of stability when situations or events seem overwhelming. We contend that as grown-ups, we don't actually stop using teddy bears - they take a different form. Backed by research, we illustrate that management models, fads and frameworks are akin to teddy bears . They provide the same sense of comfort and certainty to corporate managers and minions as real teddies do to distressed kids. This is not a problem in many cases. Children usually outgrow their need for a teddy, unless if development is disrupted or arrested in some way. If this happens, the transitional object can become a fetish - an object that is held on to with a pathological intensity, simply for the comfort that it offers in the face of ambiguity. The corporate reliance on simplistic solutions for the complex challenges faced is akin to little Johnny believing that everything will be OK provided he clings on to Teddy. Ambiguity is a

primal force that drives much of our behaviour. It is typically viewed negatively - something to be avoided or to be controlled. The truth however, is that it is a force that can be used in positive ways too. The Force that gave the Dark Side their power in the Star Wars movies was harnessed by the Jedi in positive ways. Similarly, this new management book shows how ambiguous situations, so common in the corporate world, are processed by the brain, and the behaviours that often arise as a consequence. More importantly, though, it shows you how to harness that ambiguity to achieve outstanding results.

High-Tech Heretic Jan 18 2022 The cry for and against computers in the classroom is a topic of concern to parents, educators, and communities everywhere. Now, from a Silicon Valley hero and bestselling technology writer comes a pointed critique of the hype surrounding computers and their real benefits, especially in education. In High-Tech Heretic, Clifford Stoll questions the

relentless drumbeat for "computer literacy" by educators and the computer industry, particularly since most people just use computers for word processing and games--and computers become outmoded or obsolete much sooner than new textbooks or a good teacher. As one who loves computers as much as he disdains the inflated promises made on their behalf, Stoll offers a commonsense look at how we can make a technological world better suited for people, instead of making people better suited to using machines.

The Heretic Mar 28 2020 From the award-winning author comes a much-anticipated sequel to the Scottish Crime Book of the Year The Quaker... Glasgow 1975 A deadly fire An arson attack on a Glasgow warehouse causes the deaths of a young mother and child. Police suspect it's the latest act in a brutal gang warfare that's tearing the city apart - one that DI

Duncan McCormack has been tasked with stopping. A brutal murder Five years ago he was walking on water as the cop who tracked down a notorious serial killer. But he made powerful enemies and when a mutilated body is found in a Tradeston slum, McCormack is assigned a case that no one wants. The dead man is wearing a masonic ring, though, and Duncan realizes the victim is not the down-and-out his boss had first assumed. A catastrophic explosion As McCormack looks into both crimes, the investigations are disrupted by a shocking event. A bomb rips through a pub packed with people - and a cop is killed in the blast. The cases are stacking up and with one of his own unit now dead, McCormack is in the firing line. But he's starting to see a thread - one that connects all three attacks...

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