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Penpal - Dathan Auerbach
2012-07-01

The Other Wes Moore - Wes Moore 2011-01-11
NEW YORK TIMES
BESTSELLER • The
“compassionate” (People),
“startling” (Baltimore Sun),
“moving” (Chicago Tribune)
true story of two kids with the
same name from the city: One
went on to be a Rhodes
Scholar, decorated combat
veteran, White House Fellow,

and business leader. The other
is serving a life sentence in
prison. In development as a
feature film executive
produced by Stephen Curry,
who selected the book as his
“Underrated” Book Club Pick
with Literati The chilling truth
is that his story could have
been mine. The tragedy is that
my story could have been his.
In December 2000, the
Baltimore Sun ran a small
piece about Wes Moore, a local
student who had just received

a Rhodes Scholarship. The same paper also ran a series of articles about four young men who had allegedly killed a police officer in a spectacularly botched armed robbery. The police were still hunting for two of the suspects who had gone on the lam, a pair of brothers. One was named Wes Moore. Wes just couldn't shake off the unsettling coincidence, or the inkling that the two shared much more than space in the same newspaper. After following the story of the robbery, the manhunt, and the trial to its conclusion, he wrote a letter to the other Wes, now a convicted murderer serving a life sentence without the possibility of parole. His letter tentatively asked the questions that had been haunting him: Who are you? How did this happen? That letter led to a correspondence and relationship that have lasted for several years. Over dozens of letters and prison visits, Wes discovered that the other Wes had had a life not unlike his own: Both had had difficult childhoods, both were

fatherless; they'd hung out on similar corners with similar crews, and both had run into trouble with the police. At each stage of their young lives they had come across similar moments of decision, yet their choices would lead them to astonishingly different destinies. Told in alternating dramatic narratives that take readers from heart-wrenching losses to moments of surprising redemption, *The Other Wes Moore* tells the story of a generation of boys trying to find their way in a hostile world.

Rebalancing Society - Henry Mintzberg 2015-01-05

Enough of the imbalance that is causing the degradation of our environment, the demise of our democracies, and the denigration of ourselves. Enough of the pendulum politics of left and right and paralysis in the political center. We require an unprecedented form of radical renewal. In this book Henry Mintzberg offers a new understanding of the root of our current crisis and a strategy for restoring the

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balance so vital to the survival of our progeny and our planet. With the collapse of the communist regimes of Eastern Europe, Western pundits declared that capitalism had triumphed. They were wrong—balance triumphed. A healthy society balances a public sector of respected governments, a private sector of responsible businesses, and a plural sector of robust communities. Communism collapsed under the weight of its overbearing public sector. Now the “liberal democracies” are threatened—socially, politically, even economically—by the unchecked excesses of the private sector. Radical renewal will have to begin in the plural sector, which alone has the inclination and the independence to challenge unacceptable practices and develop better ones. Too many governments have been co-opted by the private sector. And corporate social responsibility can't compensate for the corporate social irresponsibility we see around

us “They” won't do it. We shall have to do it, each of us and all of us, not as passive “human resources,” but as resourceful human beings. Tom Paine wrote in 1776, “We have it in our power to begin the world over again.” He was right then. Can we be right again now? Can we afford not to be?

Introduction to Probability - Joseph K. Blitzstein 2014-07-24
Developed from celebrated Harvard statistics lectures, *Introduction to Probability* provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

Boy - Roald Dahl 2009-01-22
Find out where the bestselling author of *Charlie and the Chocolate Factory* and *The BFG* got all his wonderful story ideas in this autobiographical account of his childhood! From his own life, of course! As full of excitement and the

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unexpected as his world-famous, best-selling books, Roald Dahl's tales of his own childhood are completely fascinating and fiendishly funny. Did you know that Roald Dahl nearly lost his nose in a car accident? Or that he was once a chocolate candy tester for Cadbury's? Have you heard about his involvement in the Great Mouse Plot of 1924? If not, you don't yet know all there is to know about Roald Dahl. Sure to captivate and delight you, the boyhood antics of this master storyteller are not to be missed!

The Most Dangerous Game - Richard Connell 2020-04-21

From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But

unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale “has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill” (The Telegraph). “[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted.”

—Criterion

Treasure island - Robert Louis Stevenson 1884

Welcome to the world of miniature books! Experience the true meaning of a miniature book. It is not just about the size! These books will impress you with their readability and perfect quality right down to the last detail. Features: Unabridged original text; Complete new typesetting for an optimum of readability; Hardcover books with slipcases; Standard & Limited Edition gilt-edged editions

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The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration - Mary Scannell
2010-05-28

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to:

Build trust Foster morale
Improve processes Overcome diversity issues And more
Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

Odyssey - Homer 1895

Twenty Lectures on Algorithmic Game Theory - Tim Roughgarden 2016-08-30
Computer science and economics have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that are central to modern computer science, ranging from resource allocation in large networks to online advertising, involve interactions between multiple

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self-interested parties. Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and accessible introduction to many of the most important concepts in the field. The book also includes case studies on online advertising, wireless spectrum auctions, kidney exchange, and network management.

Between the World and Me - Ta-Nehisi Coates 2015-07-14
#1 NEW YORK TIMES BESTSELLER • NATIONAL BOOK AWARD WINNER • NAMED ONE OF TIME'S TEN BEST NONFICTION BOOKS OF THE DECADE • PULITZER PRIZE FINALIST • NATIONAL BOOK CRITICS CIRCLE AWARD FINALIST • ONE OF OPRAH'S "BOOKS THAT HELP

ME THROUGH" • NOW AN HBO ORIGINAL SPECIAL EVENT Hailed by Toni Morrison as "required reading," a bold and personal literary exploration of America's racial history by "the most important essayist in a generation and a writer who changed the national political conversation about race" (Rolling Stone) NAMED ONE OF THE MOST INFLUENTIAL BOOKS OF THE DECADE BY CNN • NAMED ONE OF PASTE'S BEST MEMOIRS OF THE DECADE • NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY The New York Times Book Review • O: The Oprah Magazine • The Washington Post • People • Entertainment Weekly • Vogue • Los Angeles Times • San Francisco Chronicle • Chicago Tribune • New York • Newsday • Library Journal • Publishers Weekly In a profound work that pivots from the biggest questions about American history and ideals to the most intimate concerns of a father for his son, Ta-Nehisi Coates offers a powerful new

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framework for understanding our nation's history and current crisis. Americans have built an empire on the idea of "race," a falsehood that damages us all but falls most heavily on the bodies of black women and men—bodies exploited through slavery and segregation, and, today, threatened, locked up, and murdered out of all proportion. What is it like to inhabit a black body and find a way to live within it? And how can we all honestly reckon with this fraught history and free ourselves from its burden? *Between the World and Me* is Ta-Nehisi Coates's attempt to answer these questions in a letter to his adolescent son. Coates shares with his son—and readers—the story of his awakening to the truth about his place in the world through a series of revelatory experiences, from Howard University to Civil War battlefields, from the South Side of Chicago to Paris, from his childhood home to the living rooms of mothers whose children's lives were taken as

American plunder. Beautifully woven from personal narrative, reimagined history, and fresh, emotionally charged reportage, *Between the World and Me* clearly illuminates the past, bravely confronts our present, and offers a transcendent vision for a way forward.

[Jake Maddox: Soccer Shootout](#)

- Jake Maddox

Berk always plays goalie for his soccer team. But when a new kid, Ryan, moves to town, Berk has to play an unfamiliar position. Ryan may have incredible talent, but he's also wildly unpredictable. Can the team survive the season?

[The Inner Game of Tennis](#) - W.

Timothy Gallwey 2010-06-30

Master your game from the inside out! With more than 800,000 copies sold since it was first published thirty years ago, this phenomenally successful guide has become a touchstone for hundreds of thousands of people. Not just for tennis players, or even just for athletes in general, this handbook works for anybody who wants to improve his or

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her performance in any activity, from playing music to getting ahead at work. W. Timothy Gallwey, a leading innovator in sports psychology, reveals how to • focus your mind to overcome nervousness, self-doubt, and distractions • find the state of “relaxed concentration” that allows you to play at your best • build skills by smart practice, then put it all together in match play Whether you're a beginner or a pro, Gallwey's engaging voice, clear examples, and illuminating anecdotes will give you the tools you need to succeed. “Introduced to The Inner Game of Tennis as a graduate student years ago, I recognized the obvious benefits of [W. Timothy] Gallwey's teachings. . . . Whether we are preparing for an inter-squad scrimmage or the National Championship Game, these principles lie at the foundation of our program.”—from the Foreword by Pete Carroll

The Rabbit Listened - Cori Doerrfeld 2018-02-20
A moving and universal picture book about empathy and

kindness, sure to soothe heartaches big and small—now a New York Times bestseller and a perfect gift for any special occasion When something sad happens, Taylor doesn't know where to turn. All the animals are sure they have the answer. The chicken wants to talk it out, but Taylor doesn't feel like chatting. The bear thinks Taylor should get angry, but that's not quite right either. One by one, the animals try to tell Taylor how to act, and one by one they fail to offer comfort. Then the rabbit arrives. All the rabbit does is listen . . . which is just what Taylor needs. With its spare, poignant text and irresistibly sweet illustration, *The Rabbit Listened* is about how to comfort and heal the people in your life, by taking the time to carefully, lovingly, gently listen.

Life of Pi - Yann Martel
2022-01-27

"Life of Pi will make you believe in the power of theatre" (Times). After a cargo ship sinks in the middle of the vast Pacific Ocean, there are five

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survivors stranded on a lifeboat - a hyena, a zebra, an orangutan, a Royal Bengal tiger, and a sixteen year-old boy named Pi. Time is against them, nature is harsh, who will survive? Based on one of the most extraordinary and best-loved works of fiction - winner of the Man Booker Prize, selling over fifteen million copies worldwide - and featuring breath-taking puppetry and state-of-the-art visuals, Life of Pi is a universally acclaimed, smash hit adaptation of an epic journey of endurance and hope. Adapted by acclaimed playwright Lolita Chakrabarti, this edition was published to coincide with the West End premiere in November 2021.

Left and Right - Norberto Bobbio 2016-03-31

Following the collapse of communism and the decline of Marxism, some commentators have claimed that we have reached the 'end of history' and that the distinction between Left and Right can be forgotten. In this book - which was a tremendous success in

Italy - Norberto Bobbio challenges these views, arguing that the fundamental political distinction between Left and Right, which has shaped the two centuries since the French Revolution, has continuing relevance today. Bobbio explores the grounds of this elusive distinction and argues that Left and Right are ultimately divided by different attitudes to equality. He carefully defines the nature of equality and inequality in relative rather than absolute terms. Left and Right is a timely and persuasively argued account of the basic parameters of political action and debate in the modern world - parameters which have remained constant despite the pace of social change. The book will be widely read and, as in Italy, it will have an impact far beyond the academic domain.

Mockingjay (Hunger Games, Book Three) - Suzanne Collins 2010-08-24

The greatly anticipated final book in the New York Times bestselling Hunger Games

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trilogy by Suzanne Collins.

Out of My Mind - Sharon M.

Draper 2012-05

Considered by many to be mentally retarded, a brilliant, impatient fifth-grader with cerebral palsy discovers a technological device that will allow her to speak for the first time.

Fahrenheit 451 - Ray Bradbury

2003-09-23

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

Reinforcement Learning, second edition - Richard S.

Sutton 2018-11-13

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence.

Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a

complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has

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new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Game Theory - Steven Tadelis
2013-01-10

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design,

signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games,

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bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

The Gift of the Magi - O. Henry
2009-06-01

The Gift of the Magi is a treasured short story written by O. Henry. A young and very much in love couple can barely afford their one-room apartment, let alone the extra expense of getting Christmas presents for one another. But each is determined to show their love for the other in this traditional time of giving; each sells a thing they hold most dear in order to afford a present, with poignant and touching results that capture their love for one another.

Reality Is Broken - Jane McGonigal 2011-01-20

“McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies.” —The Boston Globe

“Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better.” —San Jose Mercury News “Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force.” —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business,

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education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

Trash - Andy Mulligan

2010-10-12

In an unnamed Third World country, in the not-so-distant future, three “dumpsite boys” make a living picking through the mountains of garbage on the outskirts of a large city. One unlucky-lucky day, Raphael finds something very special and very mysterious. So mysterious that he decides to keep it, even when the city police offer a handsome reward for its return. That decision brings with it terrifying consequences, and soon the dumpsite boys must use all of their cunning and courage to stay ahead of their pursuers. It’s up to Raphael, Gardo, and Rat—boys who have no education, no parents, no

homes, and no money—to solve the mystery and right a terrible wrong. Andy Mulligan has written a powerful story about unthinkable poverty—and the kind of hope and determination that can transcend it. With twists and turns, unrelenting action, and deep, raw emotion, Trash is a heart-pounding, breath-holding novel.

Game Feel - Steve Swink

2008-10-13

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a

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method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through

each one to create the feel described.

Multiagent Systems - Yoav Shoham 2008-12-15

Multiagent systems combine multiple autonomous entities, each having diverging interests or different information. This overview of the field offers a computer science perspective, but also draws on ideas from game theory, economics, operations research, logic, philosophy and linguistics. It will serve as a reference for researchers in each of these fields, and be used as a text for advanced undergraduate or graduate courses. The authors emphasize foundations to create a broad and rigorous treatment of their subject, with thorough presentations of distributed problem solving, game theory, multiagent communication and learning, social choice, mechanism design, auctions, cooperative game theory, and modal logics of knowledge and belief. For each topic, basic concepts are introduced, examples are given, proofs of key results are offered, and algorithmic

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considerations are examined. An appendix covers background material in probability theory, classical logic, Markov decision processes and mathematical programming.

The Left Hand of Darkness -

Ursula K. Le Guin 2016-10-25

A deluxe hardcover edition of the queen of science fiction's trailblazing novel about a planet full of genderless beings—part of Penguin Galaxy, a collectible series of six sci-fi/fantasy classics, featuring a series introduction by Neil Gaiman Winner of the AIGA + Design Observer 50 Books | 50 Covers competition A groundbreaking work of science fiction, *The Left Hand of Darkness* tells the story of a lone human emissary's mission to Winter, an unknown alien world whose inhabitants can choose—and change—their gender. His goal is to facilitate Winter's inclusion in a growing intergalactic civilization. But to do so he must bridge the gulf between his own views and those of the completely dissimilar culture that he

encounters. Exploring questions of psychology, society, and human emotion in an alien world, *The Left Hand of Darkness* stands as a landmark achievement in the annals of science fiction.

Penguin Galaxy Six of our greatest masterworks of science fiction and fantasy, in dazzling collector-worthy hardcover editions, and featuring a series introduction by #1 New York Times bestselling author Neil Gaiman, Penguin Galaxy represents a constellation of achievement in visionary fiction, lighting the way toward our knowledge of the universe, and of ourselves. From historical legends to mythic futures, monuments of world-building to mind-bending dystopias, these touchstones of human invention and storytelling ingenuity have transported millions of readers to distant realms, and will continue for generations to chart the frontiers of the imagination. *The Once and Future King* by T. H. White *Stranger in a Strange Land* by Robert A. Heinlein *Dune* by

Frank Herbert 2001: A Space Odyssey by Arthur C. Clarke
The Left Hand of Darkness by Ursula K. Le Guin
Neuromancer by William Gibson
For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

Touching Spirit Bear - Ben Mikaelson 2010-04-20
In his Nautilus Award-winning classic *Touching Spirit Bear*, author Ben Mikaelson delivers a powerful coming-of-age story of a boy who must overcome the effects that violence has had on his life. After severely injuring Peter Driscoll in an empty parking lot, mischief-maker Cole Matthews is in

major trouble. But instead of jail time, Cole is given another option: attend Circle Justice, an alternative program that sends juvenile offenders to a remote Alaskan Island to focus on changing their ways. Desperate to avoid prison, Cole fakes humility and agrees to go. While there, Cole is mauled by a mysterious white bear and left for dead. Thoughts of his abusive parents, helpless Peter, and his own anger cause him to examine his actions and seek redemption—from the spirit bear that attacked him, from his victims, and, most importantly, from himself. Ben Mikaelson paints a vivid picture of a juvenile offender, examining the roots of his anger without absolving him of responsibility for his actions, and questioning a society in which angry people make victims of their peers and communities. *Touching Spirit Bear* is a poignant testimonial to the power of a pain that can destroy, or lead to healing. A strong choice for independent reading, sharing in the classroom, homeschooling, and

book groups.

The Children's Story - James Clavell 2014-11-12

It was a simple incident in the life of James Clavell—a talk with his young daughter just home from school—that inspired this chilling tale of what could happen in twenty-five quietly devastating minutes. He writes, "The Children's Story came into being that day. It was then that I really realized how vulnerable my child's mind was —any mind, for that matter—under controlled circumstances. Normally I write and rewrite and re-rewrite, but this story came quickly—almost by itself. Barely three words were changed. It pleases me greatly because I kept asking the questions... Questions like, What's the use of 'I pledge allegiance' without understanding? Like Why is it so easy to divert thoughts? Like What is freedom? and Why is so hard to explain? The Children's Story keeps asking me all sorts of questions I cannot answer. Perhaps you can—then your child will...."

The Westing Game - Ellen Raskin 2020-10-13

BE CLASSIC with The Westing Game, introduced by New York Times bestselling author Mac Barnett. A highly inventive mystery begins when sixteen unlikely people gather for the reading of the very stranger will of the very read Samuel W. Westing. They could become millionaires, depending on how they play a game. All they have to do is find the answer - but the answer to what? The Westing game is tricky and dangerous, but the heirs play on - through blizzards, burglaries, and bombings, Sam Westing may be dead ... but that won't stop him from playing one last game! Winner of the Newbery Medal Winner of the Boston Globe/Horn Book Award An ALA Notable Book A School Library Journal One Hundred Books That Shaped the Century "A supersharp mystery...confoundingly clever, and very funny." —Booklist, starred review "Great fun for those who enjoy illusion, word play, or sleight of hand." —The New York Times Book Review

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"A fascinating medley of word games, disguises, multiple aliases, and subterfuges—a demanding but rewarding book." —The Horn Book
A Visit from St. Nicholas - Clement Clarke Moore 1921
A poem about the visit that Santa Claus pays to the children of the world during the night before every Christmas.

Sophie's World - Jostein Gaarder 2007-03-20
One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

The Game of Life and How to Play It - Florence Scovel Shinn 2019-01-15
This little book has inspired thousands of people around the world to find a sense of purpose and belonging. Shinn's

distinct philosophy and practical approach included enlightening affirmations, timeless anecdotes, and action-based advice that are still relevant for the fast-paced world of today. According to her philosophy, Our thoughts, deeds, and words return to us sooner or later with astounding accuracy. Florence Scovel Shinn was a prominent and provocative twentieth-century leader of the New Thought movement, was known for her sage guidance on prosperity, intuition, relationships, and fulfillment.

Ender's Game - Orson Scott Card 2013-10-01
The worldwide bestseller, Ender's Game by Orson Scott Card comes to the screen at last in a major motion picture event in November 2013. Starring Hugo's Asa Butterfield, Harrison Ford, and Ben Kingsley, the movie is sure to inspire a new audience of fans to read the book that started it all. Once again, Earth is under attack. An alien species is poised for a final assault. The survival of

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humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for military training by the world government, Ender's childhood ends the moment he enters his new home: Battle School. Among the elite recruits Ender proves himself to be a genius among geniuses. He excels in simulated war games. But is the pressure and loneliness taking its toll on Ender? Simulations are one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn't it?

Game Theory, Alive - Anna R. Karlin 2017-04-27

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory

without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we

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take, we must consider not only its direct effects, but also how it influences the incentives of others.

Born a Crime - Trevor Noah
2016-11-15

#1 NEW YORK TIMES

BESTSELLER • More than one million copies sold! A

“brilliant” (Lupita Nyong’o, Time), “poignant”

(Entertainment Weekly), “soul-nourishing” (USA Today)

memoir about coming of age during the twilight of apartheid

“Noah’s childhood stories are told with all the hilarity and intellect that characterizes his comedy, while illuminating a dark and brutal period in South Africa’s history that must never be forgotten.”—Esquire Winner

of the Thurber Prize for American Humor and an NAACP Image Award • Named

one of the best books of the year by The New York Time,

USA Today, San Francisco Chronicle, NPR, Esquire,

Newsday, and Booklist Trevor Noah’s unlikely path from

apartheid South Africa to the desk of The Daily Show began with a criminal act: his birth.

Trevor was born to a white Swiss father and a black Xhosa mother at a time when such a union was punishable by five

years in prison. Living proof of his parents’ indiscretion,

Trevor was kept mostly indoors for the earliest years of his life,

bound by the extreme and often absurd measures his

mother took to hide him from a government that could, at any

moment, steal him away.

Finally liberated by the end of South Africa’s tyrannical white

rule, Trevor and his mother set forth on a grand adventure,

living openly and freely and embracing the opportunities

won by a centuries-long struggle. Born a Crime is the

story of a mischievous young boy who grows into a restless

young man as he struggles to find himself in a world where

he was never supposed to exist.

It is also the story of that

young man’s relationship with his fearless, rebellious, and

fervently religious mother—his teammate, a woman

determined to save her son

from the cycle of poverty,

violence, and abuse that would

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ultimately threaten her own life. The stories collected here are by turns hilarious, dramatic, and deeply affecting. Whether subsisting on caterpillars for dinner during hard times, being thrown from a moving car during an attempted kidnapping, or just trying to survive the life-and-death pitfalls of dating in high school, Trevor illuminates his curious world with an incisive wit and unflinching honesty. His stories weave together to form a moving and searingly funny portrait of a boy making his way through a damaged world in a dangerous time, armed only with a keen sense of humor and a mother's unconventional, unconditional love.

Winning the Right Game -

Ron Adner 2021-10-05

How to succeed in an era of ecosystem-based disruption: strategies and tools for offense, defense, timing, and leadership in a changing competitive landscape. The basis of competition is changing. Are you prepared? Rivalry is shifting from well-defined

industries to broader ecosystems: automobiles to mobility platforms; banking to fintech; television broadcasting to video streaming. Your competitors are coming from new directions and pursuing different goals from those of your familiar rivals. In this world, succeeding with the old rules can mean losing the new game. *Winning the Right Game* introduces the concepts, tools, and frameworks necessary to confront the threat of ecosystem disruption and to develop the strategies that will let your organization play ecosystem offense. To succeed in this world, you need to change your perspective on competition, growth, and leadership. In this book, strategy expert Ron Adner offers a new way of thinking, illustrating breakthrough ideas with compelling cases. How did a strategy of ecosystem defense save Wayfair and Spotify from being crushed by giants Amazon and Apple? How did Oprah Winfrey redraw industry boundaries to transition from television host

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to multimedia mogul? How did a shift to an alignment mindset enable Microsoft's cloud-based revival? Each was rooted in a new approach to competitors, partners, and timing that you can apply to your own organization. For today's leaders the difference between success and failure is no longer simply winning, but rather being sure that you are winning the right game.

Alice in wonderland - Lewis Carroll 1980

Actionable Gamification - Yukai Chou 2019-12-03

Learn all about implementing a good gamification design into your products, workplace, and lifestyle
Key Features Explore what makes a game fun and engaging
Gain insight into the Octalysis Framework and its applications
Discover the potential of the Core Drives of gamification through real-world scenarios
Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business

implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn
Discover ways to use gamification techniques in real-world situations
Design fun, engaging, and rewarding experiences with Octalysis

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Understand what gamification means and how to categorize it
Leverage the power of different Core Drives in your applications
Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies
Examine the fascinating intricacies of White Hat and Black Hat Core Drives
Who this book is for
Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

The Black Phone - Joe Hill

2009-02-03

From the New York Times bestselling author of NOS4A2 and Horns comes this e-short story—from Joe Hill's award-winning collection 20th Century Ghosts. Imogene is

young and beautiful. She kisses like a movie star and knows everything about every film ever made. She's also dead and waiting in the Rosebud Theater for Alec Sheldon one afternoon in 1945. . . . Arthur Roth is a lonely kid with big ideas and a gift for attracting abuse. It isn't easy to make friends when you're the only inflatable boy in town. . . . Francis is unhappy. Francis was human once, but that was then. Now he's an eight-foot-tall locust and everyone in Calliphora will tremble when they hear him sing. . . . John Finney is locked in a basement that's stained with the blood of half a dozen other murdered children. In the cellar with him is an antique telephone, long since disconnected, but which rings at night with calls from the dead. . . .