

Code New Macmillan Digital

A software radio is a radio whose channel modulation waveforms are defined in software. All wireless telephones are controlled by this software. Written by the leader in the field, this book covers the technology that will allow cellular telephones to greatly expand the types of data they can transmit.

Since the publication of the ground-breaking first edition, there has been an exponential growth in research and literature about the digital world and its enormous potential benefits and threats. Fully revised and updated, this new edition brings together an expertly curated and authoritative overview of the impact and emerging horizons of digital consumption. Divided into sections, it addresses key topics including digital entertainment, self-representation, communication, Big Data, digital spirituality, online surveillance, and algorithmic advertising. It explores developments such as consumer data collection techniques, peer-to-peer payment systems, augmented reality, and AI-enhanced consumer well-being, as well as digital transgression, secrecy, crypto-currencies, NFTs, and cultural concerns such as the spread of conspiracy theories and fake news. From digital influencers, digital nomads, and digital neo-tribalism to robots and cyborgs, it explores existences that blur boundaries between humans and machines, reality and the metaverse, and the emerging "technoculture" – a state of all-encompassing digital being. This unique volume is an essential resource for scholars, practitioners, and policy makers, and will continue to provide a new generation of readers with a deep understanding of the universe of digital consumption.

Runner-up for the British Association of Film, Television and Screen Studies Best Book Prize 2015 Beyond the Screen presents an expanded conceptualization of cinema which encompasses the myriad ways film can be experienced in a digitally networked society where the auditorium is now just one location amongst many in which audiences can encounter and engage with films. The book includes considerations of mobile, web, social media and live cinema through numerous examples and case studies of recent and near-future developments. Through analyses of narrative, text, process, apparatus and audience this book traces the metamorphosis of an emerging cinema and maps the new spaces of spectatorship which are currently challenging what it means to be cinematic in a digitally networked era.

Virtual worlds are places where humans interact, and as such they can be environments for research and learning. However, they are complex and mutable in ways that more controlled and traditional environments are not. Although computer-mediated, virtual worlds are multifaceted social systems like the offline world, and choosing to study virtual world phenomena demands as much consideration for the participants, the environment and the researcher as offline.

By exploring virtual worlds as places of research and learning, the international practitioners in this book demonstrate the power of these worlds to replicate and extend our arenas of research and learning. They focus on process and outcomes and consider questions that arise from engaging in teaching and research in these spaces, including new approaches to research ethics, internationalization, localization, and collaboration in virtual worlds. This book was originally published as a special issue of Learning, Media & Technology.

An Introduction

Crypto

Digital Humanities/Digital Laboratories

The Power and Poetry of Kendrick Lamar

Digital Culture Industry

Push

Print Is Dead

"An exquisitely timed book ... Code Red is a worthwhile exploration of the shared goals (and shared enemies) that unite moderates and progressives. But more than that, it is a sharp reminder that the common ground on which Dionne built his career has been badly eroded, with little prospect that it will soon be restored." –The New York Times Book Review New York Times bestselling author and Washington Post columnist E. J. Dionne, Jr. sounds the alarm in Code Red, calling for an alliance between progressives and moderates to seize the moment and restore hope to America's future for the 2020 presidential election. Will progressives and moderates feud while America burns? Or will these natural allies take advantage of the greatest opportunity since the New Deal Era to strengthen American democracy, foster social justice, and turn back the threats of the Trump Era? The United States stands at a crossroads. Broad and principled opposition to Donald Trump's presidency has drawn millions of previously disengaged citizens to the public square and to the ballot boxes. This inspired and growing activism for social and political change hasn't been seen since the days of Franklin Roosevelt's New Deal policies and the Progressive and Civil Rights movements. But if progressives and moderates are unable—and unwilling—to overcome their differences, they could not only enable Trump to prevail again but also squander an occasion for launching a new era of reform. In Code Red, award-winning journalist E. J. Dionne, Jr., calls for a shared commitment to decency and a politics focused on freedom, fairness, and the future, encouraging progressives and moderates to explore common ground and expand the unity that brought about Democrat victories in the 2018 elections. He offers a unifying model for furthering progress with a Politics of Remedy, Dignity, and More: one that solves problems, resolve disputes, and moves forward; that sits at the heart of the demands for justice by both long-marginalized and recently-displaced groups; and that posits a positive future for Americans with more covered by health insurance, more with decent wages, more with good schools, more security from gun violence, more action to roll back climate change. Breaking through the partisan noise and cutting against conventional wisdom to provide a realistic look at political possibilities, Dionne offers a strategy for progressives and moderates to think more clearly and accept the responsibilities that history now imposes on them. Because at this point in our national story, change can't wait. Environmental Science for a Changing World captivates students with real-world stories while exploring the science concepts in context. Engaging stories plus vivid photos and infographics make the content relevant and visually enticing. The result is a text that emphasizes environmental, scientific, and information literacies in a way that engages students.

This edited volume focuses on big data implications for computational social science and humanities from management to usage. The first part of the book covers geographic data, text corpus data, and social media data, and exemplifies their concrete applications in a wide range of fields including anthropology, economics, finance, geography, history, linguistics, political science, psychology, public health, and mass communications. The second part of the book provides a panoramic view of the development of big data in the fields of computational social sciences and humanities. The following questions are addressed: why is there a need for novel data governance for this new type of data?, why is big data important for social scientists?, and how will it revolutionize the way social scientists conduct research? With the advent of the information age and technologies such as Web 2.0, ubiquitous computing, wearable devices, and the Internet of Things, digital society has fundamentally changed what we now know as "data", the very use of this data, and what we now call "knowledge". Big data has become the standard in social sciences, and has made these sciences more computational. Big Data in Computational Social Science and Humanities will appeal to graduate students and researchers working in the many subfields of the social sciences and humanities.

If you've ever made a secure purchase with your credit card over the Internet, then you have seen cryptography, or "crypto", in action. From Stephen Levy—the author who made "hackers" a household word—comes this account of a revolution that is already affecting every citizen in the twenty-first century. Crypto tells the inside story of how a group of "crypto rebels"—nerds and visionaries turned freedom fighters—teamed up with corporate interests to beat Big Brother and ensure our privacy on the Internet. Levy's history of one of the most controversial and important topics of the digital age reads like the best futuristic fiction.

Big Data in Computational Social Science and Humanities

Source and Channel Coding

How the Code Rebels Beat the Government--Saving Privacy in the Digital Age

Exploring Digital Communication

An Intermedia and Global Perspective

Books in Our Digital Age

Teaching the Canon in 21st Century Classrooms

This book provides an accessible introduction to, and overview of, the digital humanities, one of the fastest growing areas of literary studies. Lane takes a unique approach by focusing on the technologies and the new environment in which the digital humanities largely takes place: the digital laboratory. The book provides a brief history of DH, explores and explains the methodologies of past and current DH projects, and offers resources such as detailed case studies and bibliographies. Further, the focus on the digital laboratory space reveals affiliations with the types of research that have traditionally taken place in the sciences, as well as convergences with other fast-growing research spaces, namely innovation labs, fabrication labs, maker spaces, digital media labs, and change labs. The volume highlights the profound transformation of literary studies that is underway, one in which the adoption of powerful technology – and concomitantly being situated within a laboratory environment – is leading to an important re-engagement in the arts and humanities, and a renewed understanding of literary studies in the digital age, as well as a return to large-scale financial investment in humanistic research. It will be useful to students and teachers, as well as administrators and managers in charge of research infrastructure and funding decisions who need an accessible overview of this technological transformation in the humanities. Combining useful detail and an overview of the field, the book will offers accessible entry into this rapidly growing field.

Digital multimedia is a new form of literacy and a powerful tool of creative expression available to nearly everyone. Introduction to Digital Multimedia presents the concepts needed to fully understand multimedia as well as create it. Throughout the text, the authors encourage readers to think critically about the nature of the tools and media they use in order to be more effective, efficient, and creative in their own project development. The text also provides a clear introduction to all the basic concepts and tools of digital multimedia, including the fundamentals of digital data and computer hardware and software, making it appropriate for a first course in computing as well as courses in specific multimedia topics. A multimedia timeline as well as a historical overview of the evolution of multimedia thought and technologies provide background on early visions and possible future innovations. Introduction to Digital Multimedia is the ideal text for those interested in delving into the vast world of multimedia computing.

By the Consortium for Mathematics and Its Applications.

A comprehensive introduction to the fundamentals of design and applications of wireless communications Wireless Communications Systems starts by explaining the fundamentals needed to understand, design, and deploy wireless communications systems. The author, a noted expert on the topic, explores the basic concepts of signals, modulation, antennas, and propagation with a MATLAB emphasis. The book emphasizes practical applications and concepts needed by wireless engineers. The author introduces applications of wireless communications and includes information on satellite communications, radio frequency identification, and offers an overview with practical insights into the topic of multiple input multiple output (MIMO). The book also explains the security and health effects of wireless systems concerns on users and designers. Designed as a practical resource, the text contains a range of examples and pictures that illustrate many different aspects of wireless technology. The book relies on MATLAB for most of the computations and graphics. This important text: Reviews the basic information needed to understand and design wireless communications systems Covers topics such as MIMO systems, adaptive antennas, direction finding, wireless security, internet of things (IoT), radio frequency identification (RFID), and software defined radio (SDR) Provides examples with a MATLAB emphasis to aid comprehension Includes an online solutions manual and video lectures on selected topics Written for students of engineering and physics and practicing engineers and scientists, Wireless Communications Systems covers the fundamentals of wireless engineering in a clear and concise manner and contains many illustrative examples.

Essentials for Computer Scientists and Electrical Engineers

Beyond the Screen

The Routledge Handbook of English Language and Digital Humanities

An Introduction to Digital Multimedia

Code Red

Principles of Life

Loose-leaf Version for Environmental Science for a Changing World (Canadian Edition)

Communications technologies increasingly pervade our everyday lives, yet the underlying principles are a mystery to most. Even among engineers and technicians, understanding of this complex subject remains limited.

However, there is undeniably a growing need for all technology disciplines to gain intimate awareness of how their fields are affected by a more densely networked world. The computer science field in particular is profoundly affected by the growing dominance of communications, and computer scientists must increasingly engage with electrical engineering concepts. Yet communications technology is often perceived as a challenging subject with a steep learning curve. To address this need, the authors have transformed classroom-tested materials into this accessible textbook to give readers an intimate understanding of fundamental communications concepts.

Readers are introduced to the key essentials, and each selected topic is discussed in detail to promote mastery. Engineers and computer scientists will gain an understanding of concepts that can be readily applied to their respective fields, as well as provide the foundation for more advanced study of communications. Provides a thorough grounding in the basics by focusing on select key concepts Clarifies comprehension of the subject via detailed explanation and illustration Helps develop an intuitive sense of both digital and analog principles Introduces key broadcasting, wireless and wired systems Helps bridge the knowledge gap between software and electrical engineering Requires only basic calculus and trigonometry skills Classroom tested in undergraduate CS and EE programs Communications Engineering by Lee, Chiu, and Lin will give advanced undergraduates in computer science and beginning students of electrical engineering a rounded understanding of communications technologies. The book also serves as a key introduction to specialists in industry, or anyone who desires a working understanding of communications technologies.

In the context of the postdigital age, where technology is increasingly part of our social and political world, Avatars, Activism and Postdigital Performance traces how identity can be created, developed, hijacked, manipulated, sabotaged and explored through performance in postdigital cultures. Considering how technology is reshaping performance, this timely collection reveals how we engage in performance practices through expanded notions of intermediality, knotted networks and layering. This book examines the artist as activist and producer of avatars, and how digital doubles, artificial intelligence and semi-automated politics are problematizing and expanding our discussions of identity. Using a range of examples in theatre, film and internet-based performance practices, chapters examine the uncertain boundaries of networked 'informational selves' in mediatized cultures, the impacts of machine algorithms, apps and the consequences of digital legacies. Case studies include James Cameron's Avatar, Blast Theory's Karen, Ontroerend Goed's A Game of You, Randy Rainbow's online videos, Sisters Grimm's Calpurnia Descending, Dead Centre's Lippy and Chekhov's First Play and Jo Scott's practice-as-research in 'place-mixing'. This is an incisive study for scholars, students and practitioners interested in the wider conversations around identity-formation in postdigital cultures.

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship.

A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities

Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities

Gain the skills and knowledge needed to create effective data security systems This book updates readers with all the tools, techniques, and concepts needed to understand and implement data security systems. It presents a wide range of topics for a thorough understanding of the factors that affect the efficiency of secrecy, authentication, and digital signature schema. Most importantly, readers gain hands-on experience in cryptanalysis and learn how to create effective cryptographic systems. The author contributed to the design and analysis of the Data Encryption Standard (DES), a widely used symmetric-key encryption algorithm. His recommendations are based on firsthand experience of what does and does not work. Thorough in its coverage, the book starts with a discussion of the history of cryptography, including a description of the basic encryption systems and many of the cipher systems used in the twentieth century. The author then discusses the theory of symmetric- and public-key cryptography. Readers not only discover what cryptography can do to protect sensitive data, but also learn the practical limitations of the technology. The book ends with two chapters that explore a wide range of cryptography applications. Three basic types of chapters are featured to facilitate learning: Chapters that develop technical skills Chapters that describe a cryptosystem and present a method of analysis Chapters that describe a cryptosystem, present a method of analysis, and provide problems to test your grasp of the material and your ability to implement practical solutions With consumers becoming increasingly wary of identity theft and companies struggling to develop safe, secure systems, this book is essential reading for professionals in e-commerce and information technology. Written by a professor who teaches cryptography, it is also ideal for students.

Software Design and the Cultural Politics of Music Production

Interactive General Chemistry Achieve, 1-term Access Code

The Big Humanities

A New Companion to Digital Humanities

Code and Mediation in the Digital Age

An Algorithmic Approach

A Suggested 2-year Post High School Curriculum

This book is a critical introduction to code and software that develops an understanding of its social and philosophical implications in the digital age. Written specifically for people interested in the subject from a non-technical background, the book provides a lively and interesting analysis of these new media forms.

For sample chapters, a video interview with David Hillis, and more information, visit www.whfreeman.com/hillispreview. Sinauer Associates and W.H. Freeman are proud to introduce Principles of Life. Written in the spirit of the reform movement that is reinvigorating the introductory majors course, Principles of Life cuts through the thicket of excessive detail and factual minutiae to focus on what matters most in the study of biology today. Students explore the most essential biological ideas and information in the context of the field's defining experiments, and are actively engaged in analyzing research data. The result is a textbook that is hundreds of pages shorter (and significantly less expensive) than the current majors introductory books.

oW should coded communication be approached? Is it about prob H ability theorems and bounds, or about algorithms and structures? The traditional course in information theory and coding teaches these together in one course in which the Shannon theory, a probabilistic theory of information, dominates. The theory's predictions and bounds to performance are valuable to the coding engineer, but coding today is mostly about structures and algorithms and their size, speed and error performance. While coding has a theoretical basis, it has a practical side as well, an engineering side in which costs and benefits matter. It is safe to say that most of the recent advances in information theory and coding are in the engineering of coding. These thoughts motivate the present text book: A coded communication book based on methods and algorithms, with information theory in a

necessary but supporting role. There has been much recent progress in coding, both in the theory and the practice, and these pages report many new advances. Chapter 2 covers traditional source coding, but also the coding of real one-dimensional sources like speech and new techniques like vector quantization. Chapter 4 is a unified treatment of trellis codes, beginning with binary convolutional codes and passing to the new trellis modulation codes.

This companion is a cutting-edge primer to critical forms of the posthumanities and the feminist posthumanities, aimed at students and researchers who want to catch up with the recent theoretical developments in various fields in the humanities, such as new media studies, gender studies, cultural studies, science and technology studies, human animal studies, postcolonial critique, philosophy and environmental humanities. It contains a collection of nineteen new and original short chapters introducing influential concepts, ideas and approaches that have shaped and developed new materialism, inhuman theory, critical posthumanism, feminist materialism, and posthuman philosophy. A resource for students and teachers, this comprehensive volume brings together established international scholars and emerging theorists, for timely and astute definitions of a moving target – posthuman humanities and feminist posthumanities.

Units 3 and 4

Object-Oriented Approaches to Wireless Systems Engineering

How Progressives and Moderates Can Unite to Save Our Country

Reach for the Stars

Wireless Communications Systems

The Philosophy of Software

Innovative Automatic Identification and Location-Based Services: From Bar Codes to Chip Implants

From Emmy-nominated science TV star and host of Netflix's hit series *Emily's Wonder Lab* Emily Calandrelli comes an inspirational message of love and positivity. From the moment we are born, we reach out. We reach out for our loved ones, for new knowledge and experiences, and for our dreams! Whether celebrating life's joyous milestones, sharing words of encouragement, or observing the wonder of the world around us, this uplifting book will inspire readers of every age. A celebration of love and shared discovery, this book will encourage readers to reach for the stars!

Print Is Dead Books in Our Digital Age Macmillan

The Sociolinguistics of Digital Englishes introduces core areas of sociolinguistics and explores how each one has been transformed by the current era of digital communication and the Internet. Addressing the changing dynamics of English(es) in the digital age, this ground-breaking book: discusses the spread of English and its current status as a global language; demonstrates how key concepts such as language change, speech communities, gender construction and code-switching are affected by digital communications; analyzes examples of the interaction of Englishes and social media such as Facebook, Twitter and Urban Dictionary; and provides questions for discussion and further reading with each chapter. Accessible and innovative, this book will be key reading for all students studying sociolinguistics and digital communication or with an interest in language in the globalized multimedia world.

This book explores the lifespan by combining research with a practicing psychologist's understanding of human development from infancy to old age.

Software Radio Architecture

Technical Education Program Series

Learning and Research in Virtual Worlds

Precarious Intermedial Identities

Digital Signal Processing in Communications Systems

Technical Education Program Series No.6. Instrumentation Technology

"This book emphasizes the convergence and trajectory of automatic identification and location-based services toward chip implants and real-time positioning capabilities"--Provided by publisher.

The Routledge Handbook of English Language and Digital Humanities serves as a reference point for key developments related to the ways in which the digital turn has shaped the study of the English language and of how the resulting methodological approaches have permeated other disciplines. It draws on modern linguistics and discourse analysis for its analytical methods and applies these approaches to the exploration and theorisation of issues within the humanities. Divided into three sections, this handbook covers: sources and corpora; analytical approaches; English language at the interface with other areas of research in the digital humanities. In covering these areas, more traditional approaches and methodologies in the humanities are recast and research challenges are re-framed through the lens of the digital. The essays in this volume highlight the opportunities for new questions to be asked and long-standing questions to be reconsidered when drawing on the digital in humanities research. This is a ground-breaking collection of essays offering incisive and essential reading for anyone with an interest in the English language and digital humanities.

How did digital media happen? Through a unique approach to digital documents, and detailed intricate histories of illicit internet piracy networks, *The Digital Culture Industry* goes beyond the Napster creation myth and illuminates the unseen individuals, code and events behind the turn to digital media.

From the punch card calculating machine to the personal computer to the iPhone and more, this in-depth text offers a comprehensive introduction to digital media history for students and scholars across media and communication studies, providing an overview of the main turning points in digital media and highlighting the interactions between political, business, technical, social, and cultural elements throughout history. With a global scope and an intermedia focus, this book enables students and scholars alike to deepen their critical understanding of digital communication, adding an understudied historical layer to the examination of digital media and societies. Discussion questions, a timeline, and previously unpublished tables and maps are included to guide readers as they learn to contextualize and critically analyze the digital technologies we use every day.

The Sociolinguistics of Digital Englishes

From Bar Codes to Chip Implants

A History of Digital Distribution

Concurrent Error-detection in Digital Filters Using Convolutional Codes

Experiencing the Lifespan

A Feminist Companion to the Posthumanities

VCE Accounting

This is an excellent textbook... Teachers can use (it) with confidence that their students will gain a good understanding of the concepts... I would have no hesitation in recommending (it) to teachers and commend Neville Box for his valuable contribution to the teaching of Accounting". *Compak, Issue 3 2006* This market leading textbook assists students acquire the skills and knowledge needed for success in VCE Accounting. The text is practical, easy to read and use. The clear and student-friendly

Routledge Introductions to Applied Linguistics is a series of introductory level textbooks covering the core topics in Applied Linguistics, primarily designed for those beginning postgraduate studies or taking an introductory MA course, as well as advanced undergraduates. Titles in the series are also ideal for language professionals returning to academic study. The books take an innovative 'practice to theory' approach, with a 'back-to-front' structure. This leads the reader from real-world problems and issues, through a discussion of intervention and how to engage with these concerns, before finally relating these practical issues to theoretical foundations. *Exploring Digital Communication* aims to discuss real-world issues pertaining to digital communication, and to explore how linguistic research addresses these challenges. The text is divided into three sections (Problems and practices; Interventions; and Theory), each of which is further divided into two subsections which reflect linguistic issues relating to digital communication. The author seeks to demystify any perceived divide between online and offline communication, arguing that issues raised in relation to digital communication throw light on language use and practices in general, and thus linguistic interventions in this area have implications not only for users of digital communication but for linguists' general understanding of language and society. Including relevant research examples, tasks and a glossary, this textbook is an invaluable resource for postgraduate and upper undergraduate students taking New Media or Communication Studies modules within Applied Linguistics and English Language courses.

A stunning, in-depth look at the power and poetry of one of the most consequential rappers of our time. Kendrick Lamar is one of the most influential rappers, songwriters and record producers of his generation. Widely known for his incredible lyrics and powerful music, he is regarded as one of the greatest rappers of all time. In *Promise That You Will Sing About Me*, pop culture critic and music journalist Miles Marshall Lewis explores Kendrick Lamar's life, his roots, his music, his lyrics, and how he has shaped the musical landscape. With incredible graphic design, quotes, lyrics and commentary from Ta-Nehisi Coates, Alicia Garza and more, this book provides an in-depth look at how Kendrick came to be the powerhouse he is today and how he has revolutionized the industry from the inside.

An engineer's introduction to concepts, algorithms, and advancements in Digital Signal Processing. This lucidly written resource makes extensive use of real-world examples as it covers all the important design and engineering references.

Emerging Cinema and Engaging Audiences

Language in Action

For All Practical Purposes

Communications Engineering

Computer Security and Cryptography

Promise That You Will Sing About Me

Challenging Genres

Digital Food Activism is a new edited volume that investigates how digital media technologies are transforming food activism and consumers' engagements with food, eating, and food systems. Bringing together critical food studies, economic anthropology, digital sociology, and science and technology studies, *Digital Food Activism* offers innovative multi-disciplinary analyses of food activist practices on social media, mobile apps, and hybrid online and offline alternative spaces. With chapters that focus on diverse digital platforms, food-related issues, and geographic locales, this volume reveals how platforms, programmers, and consumers are becoming key mediators of the mandate of food corporations and official governing actors. *Digital Food Activism* thereby suggests that emerging forms of activism in the digital era hold the potential to reshape the ethics, aesthetics, and patterns of food consumption.

Citing the impact of the digital revolution on newspaper circulation and music album purchases, an analysis of potential widespread reductions in physical book printings explains how writers, publishers, and readers can be at the forefront of digital book creation. Reprint.

Teaching the Canon in 21st Century Classrooms offers pedagogical applications and conceptualizations of canonical texts for 21st century students and classrooms through a variety of critical literacy perspectives.

Push: Software Design and the Cultural Politics of Music Production shows how changes in the design of music software in the first decades of the twenty-first century shaped the production techniques and performance practices of artists working across media, from hip-hop and electronic dance music to video games and mobile apps. Emerging alongside developments in digital music distribution such as peer-to-peer file sharing and the MP3 format, digital audio workstations like FL Studio and Ableton Live introduced design affordances that encouraged rapid music creation workflows through flashy, user-friendly interfaces. Meanwhile, software such as Avid's Pro Tools attempted to protect its status as the industry standard, professional DAW of choice by incorporating design elements from pre-digital music technologies. Other software, like Cycling 74's Max, asserted its alterity to commercial DAWs by presenting users with nothing but a blank screen. These are more than just aesthetic design choices. *Push* examines the social, cultural, and political values designed into music software, and how those values become embodied by musical communities through production and performance. It reveals ties between the maximalist design of FL Studio, skeuomorphic design in Pro Tools, and gender inequity in the music products industry. It connects the computational thinking required by Max, as well as iZotope's innovations in artificial intelligence, with the cultural politics of Silicon Valley's design thinking. Finally, it thinks through what happens when software becomes hardware, and users externalize their screens through the use of MIDI controllers, mobile media, and video game controllers. Amidst the perpetual upgrade culture of music technology, *Push* provides a model for understanding software as a microcosm for the increasing convergence of globalization, neoliberal capitalism, and techno-utopianism that has come to define our digital lives.

Avatars, Activism and Postdigital Performance

Digital Food Activism

Abnormal Psychology

The Routledge Handbook of Digital Consumption

Mathematical Literacy in Today's World

A History of Digital Media

Interactive General Chemistry meets students where they are...with a general chemistry program designed for the way students learn. *Achieve* provides a new platform for Interactive General Chemistry, thoughtfully developed to engage students for better outcomes. Powerful data and analytics provide instructors with actionable insights on a platform that allows flexibility to align with a broad variety of teaching and learning styles and the exciting Interactive General Chemistry program! Whether a student's learning path starts with problem solving or with reading, Interactive General Chemistry delivers the learning experience he or she needs to succeed in general chemistry. Built from the ground up as a digital learning program, Interactive General Chemistry combines the Sapling Learning homework platform with a robust e-book with seamlessly embedded, multimedia-rich learning resources. This flexible learning environment helps students effectively and efficiently tackle chemistry concepts and problem solving. Student-centered development In addition to Macmillan's standard rigorous peer review process, student involvement was critical to the development and design of Interactive General Chemistry. Using extensive research on student study behavior and data collection on the resources and tools that most effectively promote understanding, we crafted this complete course solution to intentionally embrace the way that students learn. Digital-first experience Interactive General Chemistry was built from the ground up to take full advantage of the digital learning environment. High-quality multimedia resources--including Sapling interactives, PhET simulations, and new whiteboard videos by Tyler DeWitt--are seamlessly integrated into a streamlined, uncluttered e-book. Embedded links provide easy and efficient navigation, enabling students to link to review material and definitions as needed. Problems drive purposeful study Our research into students' study behavior showed that students learn best by doing--so with Interactive General Chemistry, homework problems are designed to be a front door for learning. Expanding upon the acclaimed Sapling homework--where every problem contains hints, targeted feedback, and detailed step-by-step solutions--embedded resources link problems directly to the multimedia-rich e-book, providing just-in-time support at the section and chapter level.