

Mass Effect Morality Guide

The first general theory of the influence of norms—moral, legal and social—on genocide and mass atrocity. How can we explain—and prevent—such large-scale atrocities as the Holocaust? In *Unconscionable Crimes*, Paul Morrow presents the first general theory of the influence of norms on genocide and mass atrocity. After offering a clear overview of norms and norm transformation, rooted in recent work in moral and political philosophy, Morrow examines numerous twentieth-century cases of mass atrocity, drawing on documentary and testimonial sources to illustrate the influence of norms before, during, and after such crimes. Morrow considers such key explanatory pathways as the erosion of moral norms through brutalization and demoralization, the exploitation of legal norms to legitimize persecution and deny violence, and the enduring influence of gender-based social norms on targets and perpetrators of atrocities. Key constraints on atrocities would include the revision of moral norms that have traditionally guided the conduct of soldiers and humanitarian aid workers, the strengthening of legal prohibitions on large-scale crimes through statutory and institutional reform, and the elimination of social norms prescribing silence about personal experience of atrocities. Throughout, Morrow emphasizes the differences among moral, legal, and social norms, which stand in different relations to real or perceived social practices, and exhibit different patterns of creation, modification, and elimination. Ultimately, he argues, norms of each kind are integral to the explanation and the prevention of mass atrocities.

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed *Level Up!* is for you! Written by leading video game expert Scott Rogers, who has designed the hits *Pac Man World*, *Maximo* and *SpongeBob Squarepants*, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. *Level Up! 2nd Edition* has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems – including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples *Level Up! 2nd Edition* is includes all-new content, an introduction by David “God of War” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom. Grab your copy of *Level*

Up! 2nd Edition and let's make a game!

What is your conscience? Is it, as Peter Cajka asks in this provocative book, "A small, still voice? A cricket perched on your shoulder? An angel and devil who compete for your attention?" Going back at least to the thirteenth century, Catholics viewed their personal conscience as a powerful and meaningful guide to align their conduct with worldly laws. But, as Cajka shows in *Follow Your Conscience*, during the national cultural tumult of the 1960s, the divide between the demands of conscience and the demands of the law, society, and even the church itself grew increasingly perilous. As growing numbers of Catholics started to consider formerly stout institutions to be morally hollow—especially in light of the Vietnam War and the church's refusal to sanction birth control—they increasingly turned to their own consciences as guides for action and belief. This abandonment of higher authority had radical effects on American society, influencing not only the broader world of Christianity, but also such disparate arenas as government, law, health care, and the very vocabulary of American culture. As this book astutely reveals, today's debates over political power, religious freedom, gay rights, and more are all deeply infused by the language and concepts outlined by these pioneers of personal conscience.

Includes section "Reviews and notices of books".

An Annotated Bibliography

Considerations on the Holiness of the Church

Toward a Sociology of Algorithms

Mass Effect

What Hannibal Lecter, Stephen King, and Vampires Reveal about America

Growing up, we didn't have the Internet, our friends didn't cut themselves and text messaging wasn't even on the radar. Today's young people are bombarded by media of all kinds, and have instant access to any subject and any topic of their choosing. Their media-saturated lives are inescapably inundated by chat rooms, movies, instant messaging and their ipods. How do we help guide our children to live Godly lives amidst this kind of cultural climate? Brett Ullman discusses, from a parent's perspective, sensitive topics affecting today's young people including cutting, suicide, substance abuse, sex and violence. Bringing hope and an awareness to today's parents, Brett sheds light on how with increased knowledge of youth trends, adults can be more discerning in their parenting strategies and better able to anticipate the needs of their children as they navigate the often challenging waters of adolescence. We commonly think of society as made of and by humans, but with the proliferation of machine learning and AI technologies, this is clearly no longer the case. Billions of automated systems tacitly contribute to the social construction of reality by drawing algorithmic distinctions between the visible and the invisible, the relevant and the irrelevant, the likely and the unlikely – on and beyond platforms. Drawing on the work of Pierre Bourdieu, this book develops an original sociology of algorithms as social agents, actively participating in social life. Through a wide range of examples, Massimo Airoidi shows how society shapes algorithmic code, and how this culture in the code guides the practical behaviour of the code in the culture, shaping society in turn. The 'machine habitus' is the generative mechanism at work throughout myriads of feedback loops linking humans with artificial social agents, in the context of digital infrastructures and pre-digital social structures. Machine Habitus will be of great interest to

students and scholars in sociology, media and cultural studies, science and technology studies and information technology, and to anyone interested in the growing role of algorithms and AI in our social and cultural life.

International specialists from law, media, film and virtual studies address the jurist in the era of digital transmission. From the cinema of the early 20th century to social media, this volume explores the multiple intersections of these visual technologies and the law.

As Commander Shepard of the SSV Normandy, take your elite recon squad across a galaxy in turmoil in a desperate race to stop the return of an enemy without mercy. Your only imperative is to preserve the safety of civilized life in the galaxy – at any cost. The guide for Mass Effect 1 Legendary Edition features all there is to see and do including a walkthrough containing coverage of all Assignments, detailed breakdown of all the important choices, class builds and much more! - Full coverage of all the Main Missions. - Every Assignment covered. - In-depth look at the major choices and consequences of each. - Full details on how to romance Ashley, Kaiden or Liara - Class builds to get the most out of your chosen class. - Details on every Talent. - How to spec your squad. - Breakdown of all Paragon and Renegade opportunities. - Trophy/Achievement guide.

Congressional Record

Mass Effect: Revelation

A Theological Analysis

Mass Effect 3 Legendary Edition - Strategy Guide

Level Up! The Guide to Great Video Game Design

The Modern Review

'Succinct annotations...clear research strategies... Surprisingly for a bibliography, the book as a whole gives a very clear picture of the intellectual freedom issues that provide Americans...Its use in library school curricula would be of great benefit to our profession.'--JOYS

This essential new text is designed for courses in contemporary moral issues, applied ethics, and leadership. Emphasizing personal choice in the study of ethics, the authors take the reader on a journey of self-discovery rather than a mere academic survey of the field of ethics. A Practical Guide to Ethics: Living and Leading with Integrity helps students develop their skills in ethical decision-making and put those decisions into effective practice. Its unique focus on leadership, especially the moral dimensions of understanding one's own values, teaches students to understand and, through dialog and negotiation, communicate their own beliefs as a step to building coalitions with those who may hold different views. It is also distinctive in combining ethical theory with both multicultural ethics (Confucianism, Hinduism, Islam, feminism) and a practical orientation to moral decision-making and leadership.

What does pleasure have to do with morality? What role, if any, should intuition have in the formation of moral theory? If something is [simulated], can it be immoral? This accessible and wide-ranging textbook explores these questions and many more. Key ideas in the fields of normative ethics, metaethics and applied ethics are explained rigorously and systematically, with a vivid writing style that enlivens the topics with energy and wit. Individual theories are discussed in detail in the first part of the book, before these positions are applied to a wide range of contemporary situations including business ethics, sexual ethics, and the acceptability of eating animals. A wealth of real-life examples, set out with depth and care, illuminate the complexities of different ethical approaches while conveying their modern-day relevance. This concise and highly engaging resource is tailored to the Ethics components of AQA Philosophy and OCR Religious Studies, with a clear and practical layout that includes end-of-chapter summaries, key terms, and common mistakes to avoid. It should also be of practical use for those teaching Philosophy as part of the International Baccalaureate. Ethics for A-Level is of

particular value to students and teachers, but Fisher and Dimmock's precise and scholarly approach will appeal to anyone seeking a rigorous and lively introduction to the challenging subject of ethics. Tailored to the Ethics components of AQA Philosophy and OCR Religious Studies.

Based on the conviction that only translators who write poetry themselves can properly recreate the celebrated and timeless tragedies of Aeschylus, Sophocles, and Euripides, the Greek Tragedy in New Translations series offers new translations that go beyond the literal meaning of the Greek in order to evoke the poetry of the originals. The series seeks to recover the entire extant corpus of Greek tragedy, quite as though the ancient tragedians wrote in the English of our own time. Under the editorship of Peter Burian and Alan Shapiro, each of these volumes includes a critical introduction, commentary on the text, full stage directions, and a glossary of the mythical and geographical references in the plays. This finely-tuned translation of Sophocles' *Antigone* by Richard Emil Braun, both a distinguished poet and a professional scholar-critic, offers, in lean, sinewy verse and lyrics of unusual intensity, an interpretation informed by exemplary scholarship and critical insight. Braun presents an *Antigone* not marred by excessive sentimentality or pietistic attitudes. His translation underscores the extraordinary structural symmetry and beauty of Sophocles' design by focusing on the balanced and harmonious view of tragically opposed wills that makes the play so moving. Unlike the traditionally gentle and pious protagonist opposed to a brutal and villainous Creon, Braun's *Antigone* emerges as a true Sophoclean heroine--with all the harshness and even hubris, as well as pathos and beauty, that Sophoclean heroism requires. Braun also reveals a Creon as stubbornly "principled" as *Antigone*, instead of simply the arrogant tyrant of conventional interpretations.

Counsel to Parents on the Moral Education of Their Children

Light

A History of Evil in Popular Culture: What Hannibal Lecter, Stephen King, and Vampires Reveal About America [2 volumes]

Proceedings and Debates of the ... Congress

Harvard Law Review

The Spectator

Kenneth W. Thompson admits that moral pronouncements and human conduct are often widely separated, particularly in international events. In order to balance harmony and disharmony, world and self-interests, nations observe moral principles less rigidly than do smaller communities. To understand how the separation between pronouncements and conduct widens in matters of foreign policy, Thompson candidly faces such issues as the harsh decisions that countries must make, the need for hypocrisy, and the resulting self-righteousness. *Morality and Foreign Policy* looks at the assumptions and principles that underlie historic debates about the ethics of foreign policy. Tracing decisions in policy from the 1800s to the present, Thompson views his subject from an American perspective but also concentrates on diverse international contexts in which decisions are made. Thompson cautiously maintains his balance on the fine wire between speaking up for America and embarking on an ideological crusade. He provides such examples from current events as the Bay of Pigs in Cuba and the East-West Cold War to show how easily one can fall on one side or the other. He contrasts the problem of order in America and the Third World and shows how the latter's is weighted by a special urgency,

protest, and antithesis to the democratic process. For Kenneth Thompson, American moral reasoning is "a practical alternative to abstract moralism or hopeless cynicism," and he holds up this principle as a challenge, not only to other countries but also to America itself.

"This book brings together the diverse and growing community of voices on ethics in gaming and begins to define the field, identify its primary challenges and questions, and establish the current state of the discipline"--Provided by publisher.

Employing a thematic approach and drawing on disciplines ranging from neurobiology to philosophy, *Film and Morality* examines how morality is presented in films and how films serve as a source of moral values. While the role of censorship in upholding moral standards has been considered comprehensively, the presence of moral dilemmas in films has not attracted the same level of interest. Film-makers may address moral concerns explicitly, but moral dilemmas can serve as plot devices, creating dramatic tension by providing pivotal moments when characters are called upon to make life-changing decisions. Drawing on a range of well-known and neglected films mainly from Britain and America, this book provides numerous examples of how film-makers make use of morality and how audiences are invited to explore moral issues by following characters who live with the consequences of their choices. *Film and Morality* introduces philosophical debates on such topics as free will, conscience and the place of moral codes in everyday life, showing the relevance of film to these issues. The book presents a distinct approach to how films might be analysed.

Currently Updating for Legendary Edition ☐For years, a lone soldier has told tales of the Reapers, of their return, of these sentient machines reaching out across the vastness of space, to harvest all sentient life. But the warnings were all for nothing. Until now. The Reapers have at last come to Earth and these warnings can no longer be ignored. You are Commander Shepard, the first human spectre and elite soldier of the Alliance, tasked with uniting the galaxy in the fight to stop the Reapers destroying everything you hold dear. In your hands lies the fate of the entire Milky Way but luckily, this time, you are no longer alone. - Strategies guaranteed to get you through this epic story in one piece. - All side missions completed. - Fool-proof boss tactics. - Find every single weapon mod tucked away in the game. - The location of every war collectible, solar system, hidden fuel station and war asset uncovered in detail. - Full coverage of all three DLC packs Leviathan, Omega and Citadel.

The Moral Landscape

Deception

Health Care Ethics

A Practical Guide to Ethics

The Catholic Church and the Spirit of the Sixties

Designing Games for Ethics: Models, Techniques and Frameworks

Searching for a way to stop the invasion of sentient machines called Reapers, who harvest all organic lifeforms, with the help of a young woman with extraordinary abilities, Navy admiral David Anderson and his partner, Kehlee Sanders, unwittingly

expose a secretive paramilitary organization. Original.

Mass Effect 2 Legendary Edition - Strategy GuideGamer Guides

Evil isn't simply an abstract theological or philosophical talking point. In our society, the idea of evil feeds entertainment, manifests in all sorts of media, and is a root concept in our collective psyche. This accessible and appealing book examines what evil means to us. • Includes the insights of scholars from widely different academic fields to inspect evil from various points of view, giving readers a broader perspective on the topic • Compiles expert opinions from American, American expatriate, European, Asian, and Middle Eastern contributors • Covers the portrayal of evil in many different forms of media—film, television, music, art, video games, literature, poetry—as well as in politics, current events, and the legal arena

A Professional Gamers Guide to Mass Effect: Andromeda from Unconscionable Crimes

Mass Effect 2 Legendary Edition - Strategy Guide

Focus On: 100 Most Popular Unreal Engine Games

Integrity and Agreement

The Illinois Medical Journal

The Official Organ of the Illinois State Medical Society

Mass Effect is a Science Fiction/Action Role Playing/Third Person Shooter video game series that takes place in the year 2183, in which the player assumes control of Commander Shepard. Players can choose to customize the character based on his/her gender, appearance, sexual orientation, background origin and occupation. The choices that show up in the game are also based on how the player wants their version of Shepard to interact with other characters and allows players some leeway to shape their own narrative. The series also discusses and acknowledges issues of race, gender, subjecthood and sovereignty, politics and sexual orientation within its narrative. This analysis focuses on the text of the series and its implications concerning hegemonic reinforcement and/or resistance in terms of race, gender, sexual orientation, politics, and warfare tactics. The main research questions are as follows: What are the possible textual outcomes and interpretations regarding gender, race, class, sexuality, intersectionality, and militarism? Do players have opportunities to address such issues in counter-hegemonic ways via their choices in the game? What are the biases in how the series is marketed, and how might the gaming industry become more diverse in creating options for players and in marketing their products? In order to answer these questions, I created four different versions of Commander Shepard and changed their morality codes, appearances, sexual orientations and gender with each play-through of the narrative and used textual and observational analysis via feminist and other critical theory. The thesis's findings suggest that for the most part, the series does allow players to take opportunities to resist hegemony and create their own narratives. However, not all options are available to them and there are still many biases in video game marketing that favor the white, 14-35, heterosexual, male demographic. Also, there are many textual outcomes concerning race, sexuality, gender, class, intersectionality and militarism that privilege

hegemonic ideologies but can sometimes also be counter-hegemonic, depending on the morality code that a player chooses.

Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series! The thrilling prequel to the award-winning video game from BioWare Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars; the newest interstellar species, struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station; smoking ruins littered with bodies and unanswered questions. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base--hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy . . . one he won't live to tell about. Or so the enemy thinks. BONUS: This edition includes an excerpt from Drew Karpshyn's Mass Effect: Ascension.

With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland; BioWare in Edmonton, Alberta, and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications (modding) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

The "Shepard" Will Guide Us

Economics When Principles Also Matter

A Textual Analysis of Hegemonic Reinforcement and Resistance in the Mass

Effect Video Game Series

media.faith.culture: Parents 101

Models, Techniques and Frameworks

Mass Effect: Andromeda - Strategy Guide

The Congressional Record is the official record of the proceedings and debates of the United States Congress. It is published daily when Congress is in session. The Congressional Record began publication in 1873. Debates for sessions prior to 1873 are recorded in The Debates and Proceedings in the Congress of the United States (1789-1824), the Register of Debates in Congress (1824-1837), and the Congressional Globe (1833-1873)

With his insightful and wide-ranging theory of recognition, Axel Honneth has decisively reshaped the Frankfurt School tradition of critical social theory. Combining insights from philosophy, sociology, psychology, history, political economy, and cultural critique, Honneth's work proposes nothing less than an account of the moral infrastructure of human sociality and its relation to the perils and promise of contemporary social life. This book provides an accessible overview of Honneth's main contributions across a variety of fields, assessing the strengths and weaknesses of his thought. Christopher Zurn clearly explains Honneth's multi-faceted theory of recognition and its relation to diverse topics: individual identity, morality, activist movements, progress, social pathologies, capitalism, justice, freedom, and critique. In so doing, he places Honneth's theory in a broad intellectual context, encompassing classic social theorists such as Kant, Hegel, Marx, Freud, Dewey, Adorno and Habermas, as well as contemporary trends in social theory and political philosophy. Treating the full range of Honneth's corpus, including his major new work on social freedom and democratic ethical life, this book is the most up-to-date guide available. Axel Honneth will be invaluable to students and scholars working across the humanities and social sciences, as well as anyone seeking a clear guide to the work of one of the most influential theorists writing today.

Modern medicine has unprecedented power to heal human beings of physical and mental disease, to keep them healthy, and even to improve the human race. This power can be used to humanize life or to dehumanize and destroy it. It can be used justly to benefit all, or it can be used to benefit the few at the expense of the many. How to use such power is a question of values and, therefore, of individual and group decisions which are not merely technical but ethical. Two reasons have induced us to add to the already extensive literature on medical-ethical and bioethical topics. First, too much of this literature focuses on a few controversial but sometimes minor topics, while neglecting the broader and major issues affecting

human health and the health care professions. Second, we want to assist Christian, and especially Catholic, health care professionals and health care facilities faced with the difficult and often puzzling responsibility of giving witness to a long tradition of humanistic health care, while working with other professionals and government agencies committed to diverse value systems. -from Introduction. Calls for an end to religion's role in dictating morality, demonstrating how the scientific community's understandings about the human brain may enable the establishment of secular codes of behavior.

The Literary Guide and Rationalist Review

Illinois Medical Journal

How Norms Explain and Constrain Mass Atrocities

A History of Bethesda, BioWare, and CD Projekt Red

Film and Morality

Follow Your Conscience

**Currently Updating for Legendary Edition* This guide for Mass Effect 2 Legendary Edition features all there is to see and do including a walkthrough containing coverage of all the main campaign Missions, Assignments, as well as a detailed breakdown of all the important choices, class builds and much more! Featuring (July 2021 update): - A complete walkthrough for the entire main campaign, including all recruitment/loyalty Missions, as well as details on weapons, resources and research projects found during each Mission. - Every Assignment covered. - Updated media and formatting for the Legendary Edition. - In-depth look at the major choices and consequences - long term and short term - of each. - Full details on all possible Romances. - In-depth class builds for Shepard with an emphasis on Insanity difficulty strategies. - Details on every Power. - Builds for all squad mates. - Trophy/Achievement guide.*

A weekly review of politics, literature, theology, and art.

"Two impressive features of this book are its clarity of purpose and the breadth of disciplinary resources to which it appeals."

---Geoffrey Brennan, Professor of Economics, Australian National University "Facing massive evidence that people do not act generally as self-regarding payoff maximizers, economists have become increasingly interested in issues of cooperation, altruism, identity, and morality. Lance Minkler's contribution is particularly important because of his powerful argument that the evidence of cooperation cannot be explained adequately by a more complicated preference function. A disposition for honesty is not simply a matter of preference---it is an issue of personal integrity, identity, and commitment. This has major implications. In particular we have to reconstruct the theory of the firm from first principles. No economist committed to the pursuit of truth should ignore this volume." ---Geoffrey Hodgson, Research Professor in Business Studies, University of Hertfordshire, United Kingdom, and Editor in Chief of the Journal of Institutional Economics "This is an interesting account of the role of integrity---preference-integrity and

commitment-integrity---on economic behavior. While drawing knowledge from traditional subfields of economics, it also includes insights gleaned from psychology and philosophy, showing their effects in varied areas such as political behavior, the employment relation, religion, and human rights. In this exciting volume Lanse Minkler does an excellent job of incorporating various newer concepts of fairness and integrity into economic analysis." ---Ernst Fehr, Professor and Head of the Chair of Microeconomics and Experimental Economic Research and Director of the Institute for Empirical Research in Economics, University of Zurich Social scientists who treat humans as rational beings driven exclusively by self-interest ignore a key factor shaping human behavior: the influence of moral principles. Starting with the elementary principle "lying is wrong," economic theorist Lanse Minkler examines the ways in which a sense of morality guides real-life decision making. Whether one feels committed to specific or general moral principles, Minkler explains, integrity demands consistently acting on that commitment. Because truthfulness is the most basic moral principle, integrity means honesty. And honesty extends beyond truth-telling. It requires good faith when entering an agreement and then standing by one's word. From this premise, Minkler explores the implications of integrity for contracts between buyers and sellers and understandings between employers and employees. He also finds a role for integrity in an individual's religious vows, an elected official's accountability to constituents, and a community's obligation to human rights. Integrity and Agreement reintroduces morality as a factor for economists, sociologists, psychologists, and political scientists to consider in their efforts to comprehend human behavior. Lanse Minkler is Associate Professor of Economics at the University of Connecticut. This teaching activities manual works with both the first and second edition of The Catholic Faith Handbook for Youth The Teaching Activities Manual for "The Catholic Faith Handbook for Youth" is designed not as a curriculum but as a collection of activities to help teachers make their current curriculum more meaningful and effective. Each chapter coincides with a chapter in The Catholic Faith Handbook for Youth and includes several activities that address the chapter's themes. Themes include: the Creed liturgy and sacraments Christian morality Christian prayer Two appendices help teachers use the The Catholic Faith Handbook for Youth with their class. "Additional Resources" lists books, movies, and songs to use in class. "Prayer Experiences" is a collection of ten prayer services on themes present in theThe Catholic Faith Handbook for Youth. The prayer services require minimal supplies and are designed to take 10 to 20 minutes.

World Apart Series - Book 2

The Digital Role-Playing Game and Technical Communication

West of Everything

Morality and Foreign Policy

Intellectual Freedom and Censorship

Ethics for A-Level