DOWNLOAD THE GAME JAM SURVIVAL GUIDE KAITILA CHRISTER FREE

The Game Jam Survival Guide

The Game Jam Survival Guide is an insider view of game jams packed full of expert advice; leading with tips and tricks on how to build a great game with just 48 hours; but clearly defining what should be avoided at all costs during Game Jam mayhem. The reader is led through each half-day phase; from the beginning of your quest in hours 1-12 to breaking through \"the wall\" on day two and finally reaching the finishing line in hours 37-48. Although the book is intended for beginners and experts alike, the reader will already know how to program (in any language). He or she will love games and want to learn how to best make their own game in a wild and crazy 48-hour period.

Game Jams – History, Technology, and Organisation

This book will provide a comprehensive guide to creating and managing a game jam. The book will also provide an overview of how and where game jams have been held, the type of game jams, the tools and technologies used in organising and participating in game jams.

Beginning Java Game Development with LibGDX

Design and create video games using Java, with the LibGDX software library. By reading Beginning Java Game Development with LibGDX, you will learn how to design video game programs and how to build them in Java. You will be able to create your own 2D games, using various hardware for input (keyboard/mouse, gamepad controllers, or touchscreen), and create executable versions of your games. The LibGDX library facilitates the game development process by providing pre-built functionality for common tasks. It is a free, open source library that includes full cross-platform compatibility, so programs written using this library can be compiled to run on desktop computers (Windows/MacOS), web browsers, and smartphones/tablets (both Android and iOS). Beginning Java Game Development with LibGDX teaches by example with many game case study projects that you will build throughout the book. This ensures that you will see all of the APIs that are encountered in the book in action and learn to incorporate them into your own projects. The book also focuses on teaching core Java programming concepts and applying them to game development. What You Will Learn How to use the LibGDX framework to create a host of 2D arcade game case studies How to compile your game to run on multiple platforms, such as iOS, Android, Windows, and MacOS How to incorporate different control schemes, such as touchscreen, gamepad, and keyboard Who This Book Is ForReaders should have an introductory level knowledge of basic Java programming. In particular, you should be familiar with: variables, conditional statements, loops, and be able to write methods and classes to accomplish simple tasks. This background is equivalent to having taken a first-semester college course in Java programming.

Game Development with Construct 2

Design and create video games using Construct 2. No prior experience is required.Game Development with Construct 2 teaches you to create 12 different game projects from a variety of genres, including car racing and tower defense to platformer and action-adventure. The software is user friendly and powerful, and the games you create can be exported to run on the web, desktop computers, and smartphones. What You'll

Learn Create complete functional games using the Construct 2 game engine Understand general logical structures underlying video game programs Use practical game design advice (such as visual feedback and gameplay balancing) Understand programming concepts useful throughout computer science Who This Book Is For Middle school and high school students with no prior programming knowledge, and only minimal mathematical knowledge (graphing (x,y) coordinates, measuring angles, and applying formulas)

Adobe Edge Quickstart Guide

Adobe Edge Quickstart Guide is a practical guide on creating engaging content for the Web with Adobe's newest HTML5 tool. By taking a chapter-by-chapter look at each major aspect of Adobe Edge, the book lets you digest the available features in small, easily understandable chunks, allowing you to start using Adobe Edge for your web design needs immediately. If you are interested in creating engaging motion and interactive compositions using web standards with professional tooling, then this book is for you. Those with a background in Flash Professional wanting to get started quickly with Adobe Edge will also find this book useful.

Games and Gamification in Academic Libraries

\"Games of all kinds, from breakouts and escape rooms to traditional board game collections, are often featured in academic library instruction, programming, and outreach initiatives, where their natural ability to foster interaction and communication is especially valuable. Games and gamification can be used to help students engage with the thresholds of the ACRL Framework for Information Literacy for Higher Education; locate resources and identify misinformation and disinformation; and build connections with faculty and librarians, in one-shots and for-credit courses. In four sections--An Overview of Games and Gamification, Adding and Maintaining a Circulating Game Collection to your Library, Games and Gamification in Information Literacy Instruction, and Programming and Outreach through Games--Games and Gamification in Academic Libraries explores incorporating games into first-year experience programs, using games to help students engage with special collections, making games accessible, and ideas for game nights and events. Games and gamification function best not as something separate, but as one tool in an academic library's approach to their goals and initiatives. Games and Gamification offers encouragement, strategies, and proven practices for developing and using accessible, welcoming gamification as a flexible tool to meet their institutions' missions and their students' learning needs.\"--

Java Game Development with LibGDX

Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

Robin's Laws of Good Game Mastering

Fantasirollespil.

Tetris

For fans of Tetris on Apple TV+, read the true story of Henk Rogers, Alexey Pajitnov, and the perfect game. Simple yet addictive, Tetris delivers an irresistible, unending puzzle that has players hooked. Play it long enough and you'll see those brightly colored geometric shapes everywhere. You'll see them in your dreams. Alexey Pajitnov had big ideas about games. In 1984, he created Tetris in his spare time while developing software for the Soviet government. Once Tetris emerged from behind the Iron Curtain, it was an instant hit. Nintendo, Atari, Sega—game developers big and small all wanted Tetris. A bidding war was sparked, followed by clandestine trips to Moscow, backroom deals, innumerable miscommunications, and outright theft. In this graphic novel, New York Times–bestselling author Box Brown untangles this complex history and delves deep into the role games play in art, culture, and commerce. For the first time and in unparalleled detail, Tetris: The Games People Play tells the true story of the world's most popular video game.

Connected Gaming

How making and sharing video games offer educational benefits for coding, collaboration, and creativity. Over the last decade, video games designed to teach academic content have multiplied. Students can learn about Newtonian physics from a game or prep for entry into the army. An emphasis on the instructionist approach to gaming, however, has overshadowed the constructionist approach, in which students learn by designing their own games themselves. In this book, Yasmin Kafai and Quinn Burke discuss the educational benefits of constructionist gaming—coding, collaboration, and creativity—and the move from "computational thinking" toward "computational participation." Kafai and Burke point to recent developments that support a shift to game making from game playing, including the game industry's acceptance, and even promotion, of "modding" and the growth of a DIY culture. Kafai and Burke show that student-designed games teach not only such technical skills as programming but also academic subjects. Making games also teaches collaboration, as students frequently work in teams to produce content and then share their games with in class or with others online. Yet Kafai and Burke don't advocate abandoning instructionist for constructionist approaches. Rather, they argue for a more comprehensive, inclusive idea of connected gaming in which both making and gaming play a part.

Mobile Media Learning: amazing uses of mobile devices for learning

Mobile Media Learning shares innovative uses of mobile technology for learning in a variety of settings. From camps to classrooms, parks to playgrounds, libraries to landmarks, Mobile Media Learning shows that exciting learning can happen anywhere educators can imagine. Join these educator/designers as they share their efforts to amplify spaces as learning tools by engaging learners with challenges, quests, stories, and tools for investigating those spaces.

Introductory Readings in Ancient Greek and Roman Philosophy

This concise anthology of primary sources designed for use in an ancient philosophy survey ranges from the Presocratics to Plato, Aristotle, the Hellenistic philosophers, and the Neoplatonists. The Second Edition features an amplified selection of Presocratic fragments in newly revised translations by Richard D. McKirahan. Also included is an expansion of the Hellenistic unit, featuring new selections from Lucretius and Sextus Empiricus as well as a new translation, by Peter J. Anderson, of most of Seneca's De Providentia. The selections from Plotinus have also been expanded.

Multimedia Forensics and Security

As information technology is rapidly progressing, an enormous amount of media can be easily exchanged through Internet and other communication networks. Increasing amounts of digital image, video, and music have created numerous information security issues and is now taken as one of the top research and development agendas for researchers, organizations, and governments worldwide. \"\"Multimedia Forensics and Security\"\" provides an in-depth treatment of advancements in the emerging field of multimedia forensics and security by tackling challenging issues such as digital watermarking for copyright protection, digital fingerprinting for transaction tracking, and digital camera source identification.

Vintage Games

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development, predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

Consuming Space

An examination of the relationship between space, place and consumption offers important insights into some of the most powerful forces constructing contemporary societies. Space and place are made and remade through consumption. Yet how do cultures of consumption discover space, and how do they construct place? This book addresses these questions by exploring the implications of conceptualizing consumption as a spatial, increasingly global, yet intensely localized activity. The work develops integrative approaches that articulate the processes involved in the production and consumption of space and place. The result is a varied, engaging, and innovative study of consumption and its role in structuring contemporary capitalist political economies.

Ormond, Or, The Secret Witness

As it tells the story of Constantia Dudley, from her family's financial collapse to her encounters with a series of cosmopolitan revolutionaries and reactionaries, Charles Brockden Brown's Ormond; or The Secret Witness (1799) develops a sustained meditation on late-Enlightenment debates concerning political liberty, women's rights, conventions of sex-gender, and their relation to the reshaping of an Atlantic world in the throes of transformation. This edition of Ormond includes Brown's Alcuin (1798), an important dialogue on women's rights and marriage, as well as his key essays on history and literature, along with selections from contemporary writings on women's education and revolution debates that figure in the novel's background and in the charged atmosphere of the late 1790s.

How to Get Planning Permission - An Insider's Secrets

Every year, thousands of homeowners apply for planning permission and come away battered and bruised. As a council case officer, Martin Gaine was part of the problem, continuously rejecting applications from poorly prepared applicants. Seeing that they were getting a raw deal, he founded Just Planning, a consultancy dedicated to helping homeowners to beat the planners. How to Get Planning Permission is a lively and accessible guide for homeowners. Full of practical detail and real-life case studies, its 6-step programme explains how to: - choose the right designer - exploit Permitted Development rights (where permission is not required at all) - understand how planning decisions are really made - apply tactically and effectively - deal with a refusal - avoid the agony of enforcement Martin explains how to decide, in the first instance, what

kind of extension you really need (size isn't everything) and how to get the best professional advice. He describes the planning decision making process – how to understand, apply and overcome planning policies, how to manage neighbour objections and how to build rapport with your case officer. A refusal of planning permission is not the end of the road – this book shows that it can be a constructive part of the planning journey and some permissions will only ever be secured at appeal. Planning is not a fair fight, but with the professional insight, advice and strategies Martin lays out in How to Get Planning Permission you can stack the odds in your favour.

Deductive Logic

This text provides a straightforward, lively but rigorous, introduction to truth-functional and predicate logic, complete with lucid examples and incisive exercises, for which Warren Goldfarb is renowned.

Elastix Unified Communications Server Cookbook

This book is aimed at those who want to learn how to set up an Elastix Unified Communications Server without losing ground on Unified Communications and Voice over IP.

Supply Chain Strategies and the Engineer-to-Order Approach

With the rise of global competitiveness among industries, it has become increasingly vital to develop novel strategies to assist in optimizing value-chain networks, thus helping to secure economic success. By employing engineer-to-order practices, many enterprises have improved their manufacturing processes. Supply Chain Strategies and the Engineer-to-Order Approach evaluates innovative processes and original operational models, frameworks, and architectures in the topic areas of industrial engineering and management science. Featuring optimized enterprise chain management strategies and emergent research within the field, this book is an essential reference source for professional, academics, and researchers specializing in enterprise operations and engineer-to-order procedures.

Classical Latin

Extensively field-tested and fine-tuned over many years, and designed specifically for a one-year course, JC McKeown's Classical Latin: An Introductory Course offers a thorough, fascinating, and playful grounding in Latin that combines the traditional grammatical method with the reading approach. In addition to grammar, paradigms, and readings, each chapter includes a variety of extraordinarily well-crafted exercises that reinforce the grammar and morphology while encouraging the joy of linguistic and cultural discovery.

Rewriting Narratives in Egyptian Theatre

This study of Egyptian theatre and its narrative construction explores the ways representations of Egypt are created of and within theatrical means, from the 19th century to the present day. Essays address the narratives that structure theatrical, textual, and performative representations and the ways the rewriting process has varied in different contexts and at different times. Drawing on concepts from Theatre and Performance Studies, Translation Studies, Cultural Studies, Postcolonial Studies, and Diaspora Studies, scholars and practitioners from Egypt and the West enter into dialogue with one another, expanding understanding of the different fields. The articles focus on the ways theatre texts and performances change (are rewritten) when crossing borders between different worlds. The concept of rewriting is seen to include translation, transformation, and reconstruction, and the different borders may be cultural and national, between languages and dramaturgies, or borders that are present in people's everyday lives. Essays consider how rewritings and performances cross borders from one culture, nation, country, and language to another. They also study the process of rewriting, the resulting representations of foreign plays on stage, and representations of the

Egyptian revolution on stage and in Tahrir Square. This assessment of the relationship between theatre practices, exchanges, and rewritings in Egyptian theatre brings vital coverage to an undervisited area and will be of interest to developments in theatre translation and beyond.

The Ultimate Guide to Video Game Writing and Design

• Authors are top game designers • Aspiring game writers and designers must have this complete bible There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, there's complete information on how to present a visionary new idea to developers and publishers. Got game? Get The Ultimate Guide to Video Game Writing and Design. From the Trade Paperback edition.

Mathematical Programming and Game Theory for Decision Making

This edited book presents recent developments and state-of-the-art review in various areas of mathematical programming and game theory. It is a peer-reviewed research monograph under the ISI Platinum Jubilee Series on Statistical Science and Interdisciplinary Research. This volume provides a panoramic view of theory and the applications of the methods of mathematical programming to problems in statistics, finance, games and electrical networks. It also provides an important as well as timely overview of research trends and focuses on the exciting areas like support vector machines, bilevel programming, interior point method for convex quadratic programming, cooperative games, non-cooperative games and stochastic games. Researchers, professionals and advanced graduates will find the book an essential resource for current work in mathematical programming, game theory and their applications. Sample Chapter(s). Foreword (45 KB). Chapter 1: Mathematical Programming and its Applications in Finance (177 KB). Contents: Mathematical Programming and Its Applications in Finance (L C Thomas); Anti-Stalling Pivot Rule for Linear Programs with Totally Unimodular Coefficient Matrix (S N Kabadi & A P Punnen); A New Practically Efficient Interior Point Method for Convex Quadratic Programming (K G Murty); A General Framework for the Analysis of Sets of Constraints (R Caron & T Traynor), Tolerance-Based Algorithms for the Traveling Salesman Problem (D Ghosh et al.); On the Membership Problem of the Pedigree Polytope (T S Arthanari); Exact Algorithms for a One-Defective Vertex Colouring Problem (N Achuthan et al.); Complementarity Problem Involving a Vertical Block Matrix and Its Solution Using Neural Network Model (S K Neogy et al.); Fuzzy Twin Support Vector Machines for Pattern Classification (R Khemchandani et al.); An Overview of the Minimum Sum of Absolute Errors Regression (S C Narula & J F Wellington); Hedging Against the Market with No Short Selling (S A Clark & C Srinivasan); Mathematical Programming and Electrical Network Analysis II: Computational Linear Algebra Through Network Analysis (H Narayanan); Dynamic Optimal Control Policy in Price and Quality for High Technology Product (A K Bardhan & U Chanda); Forecasting for Supply Chain and Portfolio Management (K G Murty); Variational Analysis in Bilevel Programming (S Dempe et al.); Game Engineering (R J Aumann); Games of Connectivity (P Dubey & R Garg); A Robust Feedback Nash Equilibrium in a Climate Change Policy Game (M Hennlock); De Facto Delegation and Proposer Rules (H Imai & K Yonezaki); The Bargaining Set in Effectivity Function (D Razafimahatolotra); Dynamic Oligopoly as a Mixed Large Game OCo Toy Market (A Wiszniewska-Matyszkiel); On Some Classes of Balanced Games (R B Bapat); Market Equilibrium for Combinatorial Auctions and the Matching Core of Nonnegative TU Games (S Lahiri); Continuity, Manifolds, and Arrow"s Social Choice Problem (K Saukkonen); On a Mixture Class of Stochastic Games with Ordered Field Property (S K Neogy). Readership: Researchers, professionals and advanced students in mathematical programming, game theory, management sciences and computational mathematics.

Responsive Web Design with HTML5 and CSS3

This book will lead you, step by step and with illustrative screenshots, through a real example. Are you writing two websites - one for mobile and one for larger displays? Or perhaps you've heard of Responsive Design but are unsure how to bring HTML5, CSS3, or responsive design all together. If so, this book provides everything you need to take your web pages to the next level - before all your competitors do!

Html5 Graphing and Data Visualization Cookbook

This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.

Soft Skills

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. Soft Skills: The Software Developer's Life Manual is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A \"Taking Action\" section at the end of each chapter tells you how to get quick results. Soft Skills will help make you a better programmer, a more valuable employee, and a happier, healthier person.

Creativity Without Frontiers

Code-Choice and Identity Construction on Stage challenges the general assumption that language is only one of the codes employed in a theatrical performance; Sirkku Aaltonen changes the perspective to the audience, foregrounding the chosen language variety as a trigger for their reactions. Theatre is 'the most public of arts', closely interwoven with contemporary society, and language is a crucial tool for establishing order. In this book, Aaltonen explores the ways in which chosen languages on stage can lead to rejection or tolerance in diglossic situations, where one language is considered unequal to another. Through a selection of carefully chosen case studies, the socio-political rather than artistic motivation behind code-choice emerges. By identifying common features of these contexts and the implications of theatre in the wider world, this book sheds light on high versus low culture, the role of translation, and the significance of traditional and emerging theatrical conventions. This intriguing study encompassing Ireland, Scotland, Quebec, Finland and Egypt, cleverly employs the perspective of familiarising the foreign and is invaluable reading for those interested in theatre and performance, translation, and the connection between language and society.

Code-Choice and Identity Construction on Stage

\"MATLAB Graphics and Data Visualization Cookbook\" will serve as your handbook in recipe format with ample screenshots. Each independent recipe will help you in achieving target-oriented solutions to your problems with concise explanation. For those who are already using MATLAB for their computational needs but need to also harness its powerful visualization capabilities.

MATLAB Graphics and Data Visualization Cookbook

Written by an expert HornetQ developer this guide develops an applicable example to accompany practical

tutorials and screenshots. Readers will have no trouble applying what they've learnt to their own messaging needs,This book is intended both for first time users and readers who are already using the JBoss messaging system. Advanced features are explained and every chapter suggests further improvement, so the willing reader is challenged by increasing their knowledge in a practical and productive way.

HornetQ Messaging Developer's Guide

Updated and upgraded to the latest libraries and most modern thinking, Machine Learning with R, Second Edition provides you with a rigorous introduction to this essential skill of professional data science. Without shying away from technical theory, it is written to provide focused and practical knowledge to get you building algorithms and crunching your data, with minimal previous experience. With this book, you'll discover all the analytical tools you need to gain insights from complex data and learn how to choose the correct algorithm for your specific needs. Through full engagement with the sort of real-world problems data-wranglers face, you'll learn to apply machine learning methods to deal with common tasks, including classification, prediction, forecasting, market analysis, and clustering.

Machine Learning with R

\"HTML5 Boilerplate Web Development\" is a practical guide rich with information on getting the best out of the boilerplate. Readers follow the expert author through a project of building a music festival site; the tutorials and lessons learned are easily applicable to any website project,This book is for all developers who are familiar with creating web projects using HTML, CSS, and JavaScript, however, no deep knowledge is necessary. Some knowledge of what a web server is and how it can be configured is good to have. You should also not be afraid to use the command line (fear not! There are links within that should make you less afraid). There is no expectation that you know HTML5 Boilerplate.

HTML5 Boilerplate Web Development

The cookbook style is a series of practical recipes which represent solutions to problems and popular activities in a concise but detailed manner. Portal Developers will need an introductory understanding of portals and portlets, and how they work together to create pages of cohesive content as ECMs, to make the most of this book. Some Java experience is assumed.

GateIn Cookbook

Over the course of the American Occupation of Japan, the U.S. attitude toward the Japanese Communist Party (JCP) gradually shifted from one of friendly cooperation to one of mutual opposition. This new study examines the initial approach toward communism in Japan; internal and external factors that affected American attitudes; the various phases of the relationship; and how Japan ultimately became a democratic nation. Oinas-Kukkonen investigates American information gathering techniques used at the time to determine possible links with the Soviet Union. He also discusses the possibility that Nosaka Sanzo, one of the main leaders of the JCP, was an American spy. Using previously secret records of General MacArthur's intelligence staff and plentiful archival materials on the Occupation, this study explores how the United States originally sought to utilize the JCP to assist in the democratization process. It identifies the perceived threat of a revolution in March 1947 as a key turning point in U.S. attitudes. Involved in a delicate balancing act with multiple Japanese interests, some American officials feared that elements of the extreme left might even evolve into extreme right-wing terrorists. In this comprehensive account, Oinas-Kukkonen includes information on the indirect role of the Europeans in this affair, as well as the roles of outsider groups such as the outcaste burakumin and the Koreans residing in Japan.

Tolerance, Suspicion, and Hostility

A Plato Reader offers eight of Plato's best-known works--Euthyphro, Apology, Crito, Meno, Phaedo, Symposium, Phaedrus, and Republic--unabridged, expertly introduced and annotated, and in widely admired translations by C. D. C. Reeve, G. M. A. Grube, Alexander Nehamas, and Paul Woodruff. The collection features Socrates as its central character and a model of the examined life. Its range allows us to see him in action in very different settings and philosophical modes: from the elenctic Socrates of the Meno and the dialogues concerning his trial and death, to the erotic Socrates of the Symposium and Phaedrus, to the dialectician of the Republic. Of Reeve's translation of this final masterpiece, Lloyd P. Gerson writes, \"Taking full advantage of S. R. Slings' new Greek text of the Republic, Reeve has given us a translation both accurate and limpid. Loving attention to detail and deep familiarity with Plato's thought are evident on every page. Reeve's brilliant decision to cast the dialogue into direct speech produces a compelling impression of immediacy unmatched by other English translations currently available.\"

A Plato Reader

We are living in, what I consider to be, the most exciting time of all times. Despite the constant flow of negative news, the world seems to be doing better than ever: fewer wars, lowest poverty rate, highest literacy rate, lowest child mortality rate, and most people live under the banner of freedom. Globalisation and technology have seen the world grow to a standard never achieved before. However, we could do much better...Wealth is distributed unevenly and this is one of the biggest, if not the biggest, threat the world faces. As world history has shown, a huge discrepancy between rich and poor is neither acceptable nor sustainable. With new technologies set to possibly further this ever-widening wealth gap, the world needs great leaders, now more than ever, to guide us through a population of 10 billion, where the 'elite' 1% own 50% of all wealth. Every major positive progression in world history, political or business-wise, has been driven by a great leader. We need great political leaders who can provide productive policies capable of decreasing the wealth gap. We need great business leaders who harness new technologies, not merely to provide profit for a few but to have a positive impact on greater society. We need to get rid of all the ego-centric, incompetent company managers as well as corrupt politicians; they simply block progress between real leaders and doers. With new technologies such as Blockchain and Artificial Intelligence (AI), we are provided with opportunities as well as threats on a scale unimaginable. Blockchain alone will transform business and how we live, maybe more drastically than the Internet did, and we must ensure this technology becomes part of the solution, rather than it accelerating the problem. We must re-think and re-design wealth distribution policies, the social responsibilities of businesses, as well as education to be fit for a technology-driven world. And maybe, most importantly, we must ask ourselves why humankind is punching below its potential, with ignorant and destructive people taking the lead in too many places.This book will not provide profound statistics or scientific solutions. The book mostly describes my own humble life experiences and resulting views, which I will bluntly share. It's written to inspire people to start having the right conversations and act on them, to think like leaders. Post Covid-19 and the next ten years can be the best the world has ever seen, if each of us steps up and lives our full potential.

Leadership, Assholes, Blockchain and YOU

This edited volume builds on the previously published Self-Initiated Expatriation: Individual, Organizational, and National Perspectives, which served to give in-depth insights into the concept and the processes of self-initiated expatriation and presented different groups undertaking self-initiated foreign career moves. While more than a hundred articles on self-initiated expatriation (SIE) have been published in the meanwhile, an examination of the research questions and samples of SIEs in published SIE research shows that the role of context and its impact on SIEs' career-related decisions and behaviors has not been explored sufficiently. This raises the question in how far existing research results are comparable. The aim of this follow-up volume is to deepen the understanding of SIEs' careers, focusing on the contextual influences of space, time, and institutions on the heterogeneous SIE population. More specifically, the editors aim to shed light on

spatial conditions in terms of the home and host country conditions on the self-initiated expatriation experience and examine developments over time in terms of temporality of conditions and SIEs' life-course. Moreover, the influence of the institutional context in terms of occupational, organisational, and societal specificities will be analysed. All chapters are based on strong theoretical foundations that serve to conceptualise \"context\" and are written by both established and emerging global academics and researchers. Self-Initiated Expatriates in Context contributes to conceptual clarity in the burgeoning field of SIE research by drawing attention to the importance of exploring context and, thus, boundary conditions to careers. It offers specific guidance for an improvement of future SIE-related research in order to enhance the validity of future empirical studies as well as for an improvement of managerial practice. It will be of interest to researchers, academics, practitioners, and students in the fields of international business, human resource management, organisational studies, and strategic management. Chapters 1, 4, and 12 of this book are freely available as downloadable Open Access PDFs at http://www.taylorfrancis.com under a Creative Commons Attribution-Non Commercial-No Derivatives (CC-BY-NC-ND) 4.0 license.

Self-Initiated Expatriates in Context

\"Scott Nicholson ... shows how gaming programs can be successfully implemented in school, academic, and public libraries, covering all types of games for all age groups.\"--Back cover.

Everyone Plays at the Library

Build the Right Thing is a fresh new approach to starting digital ventures that both entrepreneurs and managers are adopting globally. Most new digital ventures struggle. They do so because they did not get the business strategy, teams, or technology (or all of them) right and ran out of capital before becoming profitable. It need not be this way. There is a way to share your excitement for the future of your venture in a clear, compelling, and energising way. Based on over two decades of global experience spanning technology, startups in London and Singapore, and senior leadership roles in multibillion-dollar corporations, Haja Deen has created a blueprint to help you reach clarity on questions that anyone starting a new digital venture should be asking: Where do you compete? How do you define your target customer market and carve out a unique niche for yourself? How do you compete? How do you develop a customer-centric business strategy? How do you design a product that customers rave about? What teams and technology do you need to win and grow? How do you use the visual blueprint to attract the startup team and capital to launch and grow? How do you demystify and choose the right technology to keep growing? Build the Right Thing is an easy to grasp, step-by-step guide that shows the exact way to create a clear and concise plan to launch your venture within weeks.

Build the Right Thing