

Johan Ingram Players Guide

Realising REDD+

REDD+ must be transformational. REDD+ requires broad institutional and governance reforms, such as tenure, decentralisation, and corruption control. These reforms will enable departures from business as usual, and involve communities and forest users in making and implementing policies that affect them. Policies must go beyond forestry. REDD+ strategies must include policies outside the forestry sector narrowly defined, such as agriculture and energy, and better coordinate across sectors to deal with non-forest drivers of deforestation and degradation. Performance-based payments are key, yet limited. Payments based on performance directly incentivise and compensate forest owners and users. But schemes such as payments for environmental services (PES) depend on conditions, such as secure tenure, solid carbon data and transparent governance, that are often lacking and take time to change. This constraint reinforces the need for broad institutional and policy reforms. We must learn from the past. Many approaches to REDD+ now being considered are similar to previous efforts to conserve and better manage forests, often with limited success. Taking on board lessons learned from past experience will improve the prospects of REDD+ effectiveness. National circumstances and uncertainty must be factored in. Different country contexts will create a variety of REDD+ models with different institutional and policy mixes. Uncertainties about the shape of the future global REDD+ system, national readiness and political consensus require flexibility and a phased approach to REDD+ implementation.

Rerolling Boardgames

Despite the advent and explosion of videogames, boardgames--from fast-paced party games to intensely strategic titles--have in recent years become more numerous and more diverse in terms of genre, ethos and content. The growth of gaming events and conventions such as Essen Spiel, Gen Con and the UK Games EXPO, as well as crowdfunding through sites like Kickstarter, has diversified the evolution of game development, which is increasingly driven by fans, and boardgames provide an important glue to geek culture. In academia, boardgames are used in a practical sense to teach elements of design and game mechanics.

Game studies is also recognizing the importance of expanding its focus beyond the digital. As yet, however, no collected work has explored the many different approaches emerging around the critical challenges that boardgaming represents. In this collection, game theorists analyze boardgame play and player behavior, and explore the complex interactions between the sociality, conflict, competition and cooperation that boardgames foster. Game designers discuss the opportunities boardgame system designs offer for narrative and social play. Cultural theorists discuss boardgames' complex history as both beautiful physical artifacts and special places within cultural experiences of play.

Handbook of Research on Effective Electronic Gaming in Education

"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

Encyclopedia of Sport Management

Bringing together preeminent international researchers, emerging scholars and practitioners, Paul M. Pedersen presents the comprehensive Encyclopedia of Sport Management, offering detailed entries for the critical concepts and topics in the field.

A History of Political Economy

With Tests and One Day Internationals now joined by Twenty20 games, there is more international cricket than ever before. These games captivate a television audience of tens of millions throughout the year and throughout the world. But how do you keep track of all the players? The Wisden Guide to International Cricket (formerly known as The ESPN Cricinfo Guide to International Cricket) is the answer. The 2012 edition of this already popular annual paperback will contain crisply written profiles of everyone expected to appear in a Test match in 2012. Published in November 2011, at the beginning of international cricket's busiest time of year, this is the only guide that tells you HOW they play as well as what they've achieved. The 200 players featured in the book all get full-page treatment, with a photograph alongside a career summary in words, facts and

figures. And to back up the profiles, there are quick-fire records for every country, and up-to-date statistics from www.cricinfo.com, the world's biggest cricket website. The Wisden Guide to International Cricket is the essential companion for every cricket lover, and the ideal complement to the long-standing Spring bestsellers Wisden Cricketers' Almanack and Playfair.

The Wisden Guide to International Cricket 2012

This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

The Guide to Challenging and Enforcing Arbitration Awards

The popular image of Scotland is dominated by widely recognized elements of Celtic culture. But a significant non-Celtic influence on Scotland's history has been largely ignored for centuries? This book argues that much of Scotland's history and culture from 1100 forward is Jewish. The authors provide evidence that many of the national heroes, villains, rulers, nobles, traders, merchants, bishops, guild members, burgesses, and ministers of Scotland were of Jewish descent, their ancestors originating in France and Spain. Much of the traditional historical account of Scotland, it is proposed, rests on fundamental interpretive errors, perpetuated in order to affirm Scotland's identity as a Celtic, Christian society. A more accurate and profound understanding of Scottish history has thus been buried. The authors' wide-ranging research includes examination of census records, archaeological artifacts, castle carvings, cemetery inscriptions, religious seals, coinage, burgess and guild member rolls, noble genealogies, family crests, portraiture, and geographic place names.

Artificial Intelligence and Games

In this book Miles Aldridge delves into his Polaroid archive -- venturing back through twenty years of enhancing, modifying, reassembling and discarding. Many of these Polaroids were intentionally annotated or accidentally damaged while working on different shoots. Liberated from their original context, the images take on a life of their own by evolving into surreal and cinematic narratives. By enlarging and manipulating the Polaroids in unpredictable ways, Aldridge devotes himself to each Polaroid as an independent image while simultaneously learning to appreciate the importance of flaws and imperfections. This book provides us with a rare insight into a photographer's odyssey; an unfolding journey of the imagination in parallel to his working process.

Making Sense of Turbulent Contexts

Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengekseskusan ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan,

kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan

emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di

berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup

When Scotland Was Jewish

Development Research in Practice leads the reader through a complete empirical research project, providing links to continuously updated resources on the DIME Wiki as well as illustrative examples from the Demand for Safe Spaces study. The handbook is intended to train users of development data how to handle data effectively, efficiently, and ethically. “In the DIME Analytics Data Handbook, the DIME team has produced an extraordinary public good: a detailed,

comprehensive, yet easy-to-read manual for how to manage a data-oriented research project from beginning to end. It offers everything from big-picture guidance on the determinants of high-quality empirical research, to specific practical guidance on how to implement specific workflows—and includes computer code! I think it will prove durably useful to a broad range of researchers in international development and beyond, and I learned new practices that I plan on adopting in my own research group.†? —Marshall Burke, Associate Professor, Department of Earth System Science, and Deputy Director, Center on Food Security and the Environment, Stanford University “Data are the essential ingredient in any research or evaluation project, yet there has been too little attention to standardized practices to ensure high-quality data collection, handling, documentation, and exchange. *Development Research in Practice: The DIME Analytics Data Handbook* seeks to fill that gap with practical guidance and tools, grounded in ethics and efficiency, for data management at every stage in a research project. This excellent resource sets a new standard for the field and is an essential reference for all empirical researchers.†? —Ruth E. Levine, PhD, CEO, IDinsight “*Development Research in Practice: The DIME Analytics Data Handbook* is an important resource and a must-read for all development economists, empirical social scientists, and public policy analysts. Based on decades of pioneering work at the World Bank on data collection, measurement, and analysis, the handbook provides valuable tools to allow research teams to more efficiently and transparently manage their work flows—yielding more credible analytical conclusions as a result.†? —Edward Miguel, Oxfam Professor in Environmental and Resource Economics and Faculty Director of the Center for Effective Global Action, University of California, Berkeley “The *DIME Analytics Data Handbook* is a must-read for any data-driven researcher looking to create credible research outcomes and policy advice. By meticulously describing detailed steps, from project planning via ethical and responsible code and data practices to the publication of research papers and associated replication packages, the *DIME* handbook makes the complexities of transparent and credible research easier.†? —Lars Vilhuber, Data Editor, American Economic Association, and Executive Director, Labor Dynamics Institute, Cornell University

Please Return Polaroid

Constructive critique. This book provides a critical, evidence-based analysis of REDD+ implementation so far, without losing sight of the urgent need to reduce forest-based emissions to prevent catastrophic climate change. REDD+ as envisioned

Sprint (Republish)

The Oxford Handbook of the Welfare State is the authoritative and definitive guide to the contemporary welfare state. In a volume consisting of nearly fifty newly-written chapters, a broad range of the world's leading scholars offer a comprehensive account of everything one needs to know about the modern welfare state. The book is divided into eight sections. It opens with three chapters that evaluate the philosophical case for (and against) the welfare state. Surveys of the welfare state's history and of the approaches taken to its study are followed by four extended sections, running to some thirty-five chapters in all, which offer a comprehensive and in-depth survey of our current state of knowledge across the whole range of issues that the welfare state embraces. The first of these sections looks at inputs and actors (including the roles of parties, unions, and employers), the impact of gender and religion, patterns of migration and a changing public opinion, the role of international organisations and the impact of globalisation. The next two sections cover policy inputs (in areas such as pensions, health care, disability, care of the elderly, unemployment, and labour market activation) and their outcomes (in terms of inequality and poverty, macroeconomic performance, and retrenchment). The seventh section consists of seven chapters which survey welfare state experience around the globe (and not just within the OECD). Two final chapters consider questions about the global future of the welfare state. The individual chapters of the Handbook are written in an informed but accessible way by leading researchers in their respective fields giving the reader an excellent and truly up-to-date knowledge of the area under discussion. Taken together, they constitute a comprehensive compendium of all that is best in contemporary welfare state research and a unique guide to what is happening now in this most crucial and contested area of social and political development.

Development Research in Practice

The second edition of the bestselling The SAGE Handbook of Organizational Institutionalism has been thoroughly revised with new chapters added, bringing together extensive coverage of aspects of Institutional Theory.

Transforming REDD+

In its 65th year in print, this guide is the NHL's own publication. The book continues to provide fans, players, coaches, and the media with the final word on

professional hockey. 100 photos.

The Oxford Handbook of the Welfare State

Living a positive lifestyle requires our mindset, we have to have a positive mindset, humanity is still a perishable commodity. As a perishable commodity, we are bound by time, this means we have a timeframe, time to be born and time to die, in between we have a time to be productive and affect the society. We have the ability to satisfy a need or a want in society. Always remember, once you start satisfying a need or a want in the society, you attract commercial value. Your commercial value will evolve into wealth

The SAGE Handbook of Organizational Institutionalism

A groundbreaking look at marriage, one of the most basic and universal of all human institutions, which reveals the emotional, physical, economic, and sexual benefits that marriage brings to individuals and society as a whole. *The Case for Marriage* is a critically important intervention in the national debate about the future of family. Based on the authoritative research of family sociologist Linda J. Waite, journalist Maggie Gallagher, and a number of other scholars, this book's findings dramatically contradict the anti-marriage myths that have become the common sense of most Americans. Today a broad consensus holds that marriage is a bad deal for women, that divorce is better for children when parents are unhappy, and that marriage is essentially a private choice, not a public institution. Waite and Gallagher flatly contradict these assumptions, arguing instead that by a broad range of indices, marriage is actually better for you than being single or divorced—physically, materially, and spiritually. They contend that married people live longer, have better health, earn more money, accumulate more wealth, feel more fulfillment in their lives, enjoy more satisfying sexual relationships, and have happier and more successful children than those who remain single, cohabit, or get divorced. *The Case for Marriage* combines clearheaded analysis, penetrating cultural criticism, and practical advice for strengthening the institution of marriage, and provides clear, essential guidelines for reestablishing marriage as the foundation for a healthy and happy society. "A compelling defense of a sacred union. *The Case for Marriage* is well written and well argued, empirically rigorous and learned, practical and commonsensical." -- William J. Bennett, author of *The Book of Virtues* "Makes the absolutely critical point that marriage has been misrepresented and misunderstood." -- *The Wall Street Journal* www.broadwaybooks.com

ITG Journal

A perfect and irresistible idea: A cookbook filled with delicious, healthful recipes created for everyone on a tight budget. While studying food policy as a master's candidate at NYU, Leanne Brown asked a simple yet critical question: How well can a person eat on the \$4 a day given by SNAP, the U.S. government's Supplemental Nutrition Assistance Program informally known as food stamps? The answer is surprisingly well: Broiled Tilapia with Lime, Spicy Pulled Pork, Green Chile and Cheddar Quesadillas, Vegetable Jambalaya, Beet and Chickpea Salad—even desserts like Coconut Chocolate Cookies and Peach Coffee Cake. In addition to creating nutritious recipes that maximize every ingredient and use economical cooking methods, Ms. Brown gives tips on shopping; on creating pantry basics; on mastering certain staples—pizza dough, flour tortillas—and saucy extras that make everything taste better, like spice oil and tzatziki; and how to make fundamentally smart, healthful food choices. The idea for Good and Cheap is already proving itself. The author launched a Kickstarter campaign to self-publish and fund the buy one/give one model. Hundreds of thousands of viewers watched her video and donated \$145,000, and national media are paying attention. Even high-profile chefs and food writers have taken note—like Mark Bittman, who retweeted the link to the campaign; Francis Lam, who called it “Terrific!”; and Michael Pollan, who cited it as a “cool kickstarter.” In the same way that TOMS turned inexpensive, stylish shoes into a larger do-good movement, Good and Cheap is poised to become a cookbook that every food lover with a conscience will embrace.

NHL Official Guide and Record Book, 1996-97

The Good Research Guide has been a bestselling introduction to the basics of social research since it was first published in 1998. This new second edition of the book offers the same clear guidance on how to conduct successful small-scale research projects and adds even more value by including new sections on internet research, phenomenology, grounded theory and image-based methods. The book provides: a clear summary of the relevant strategies, methods and approaches to data analysis a jargon-free coverage of the key issues an attractive layout and user-friendly presentation checklists to guide good practice. Practical and comprehensive, The Good Research Guide is an invaluable tool for students of education, health studies, business studies and other social sciences, who need to conduct small-scale research projects as part of undergraduate, postgraduate or professional studies.

The Perfect Attitude

Loosely based on the Odyssey, this landmark of modern literature follows ordinary Dubliners in 1904. Capturing a single day in the life of Dubliner Leopold Bloom, his friends Buck Mulligan and Stephen Dedalus, his wife Molly, and a scintillating cast of supporting characters, Joyce pushes Celtic lyricism and vulgarity to splendid extremes. Captivating experimental techniques range from interior monologues to exuberant wordplay and earthy humor. A major achievement in 20th century literature.

The NHL Official Guide and Record Book 1995-1996

The East India Company at Home, 1757-1857 explores how empire in Asia shaped British country houses, their interiors and the lives of their residents. It includes chapters from researchers based in a wide range of settings such as archives and libraries, museums, heritage organisations, the community of family historians and universities. It moves beyond conventional academic narratives and makes an important contribution to ongoing debates around how empire impacted Britain. The volume focuses on the propertied families of the East India Company at the height of Company rule. From the Battle of Plassey in 1757 to the outbreak of the Indian Uprising in 1857, objects, people and wealth flowed to Britain from Asia. As men in Company service increasingly shifted their activities from trade to military expansion and political administration, a new population of civil servants, army officers, surveyors and surgeons journeyed to India to make their fortunes. These Company men and their families acquired wealth, tastes and identities in India, which travelled home with them to Britain. Their stories, the biographies of their Indian possessions and the narratives of the stately homes in Britain that came to house them, frame our explorations of imperial culture and its British legacies.

The Case for Marriage

This book examines the conditions of the original performances in seventeenth-century indoor theatres.

American Book-plates

An analysis of the tank battle that took place at Villers-Bocage in 1944, when the 7th Armoured Division, or Desert Rats, took on German panzers and were heavily

defeated. The text bases its arguments on photographs taken in the aftermath and the testimony of German tank ace Michael Wittmann.

Good and Cheap

"This book provides accessible treatment to state-of-the-art approaches to analyzing longitudinal studies. Comprehensive coverage of the most popular analysis tools allows readers to pick and choose the techniques that best fit their research. The analyses are illustrated with examples from 12 major longitudinal data sets including practical information about their content and design. Illustrations from popular software packages offer tips on how to interpret the results. Each chapter features suggested readings for further study and a list of articles that further illustrate how to implement the analysis and report the results. An accompanying website provides syntax examples for several software packages for each of the chapter examples. Although many of the examples address health or social science questions related to aging, readers from other disciplines will find the analyses relevant to their work. In addition to demonstrating statistical analysis of longitudinal data, the book shows how to interpret and analyze the results within the context of the research design. Although most chapters emphasize the use of large studies collected over long term periods, much of the book is also relevant to researchers who analyze data collected in shorter time periods. The book opens with issues related to using publicly available data sets including a description of the goals, designs, and measures of the data. The next 10 chapters provide non-technical, practical introductions to the concepts and issues relevant to longitudinal analysis, including: weighting samples and adjusting designs for longitudinal studies; missing data and attrition; measurement issues related to longitudinal research; the use of ANOVA and regression for averaging change over time; mediation analysis for analyzing causal processes; growth curve models using multilevel regression; longitudinal hypotheses using structural equation modeling (SEM); latent growth curve models for evaluating individual trajectories of change; dynamic SEM models of change; and survival (event) analysis. Examples from longitudinal data sets such as the Health and Retirement Study, the Longitudinal Study of Aging, and Established Populations for Epidemiologic Studies of the Elderly as well as international data sets such as the Canadian National Population Health Survey and the English Longitudinal Study of Aging, illustrate key concepts. An ideal supplement for graduate level courses on data analysis and/or longitudinal modeling taught in psychology, gerontology, human development, family studies, medicine, sociology, social work, and other behavioral, social, and health sciences, this multidisciplinary book will also appeal to researchers in these fields."

The Athenaeum

This book explores Socialist economic and military cooperation by presenting a complete branch, the military industry, from the perspective of a smaller member nation, Hungary. It demonstrates that military industry cooperation played a prominent role in the development of economic cooperation within the Soviet Bloc, and it was in this sector that the strongest, most efficient integration was established.

The Athenæum

The author presents a collection of ways to reap the proven human and corporate benefits of humor at work, organized by core business skill and founded on his own work as a business speaker and coach with the consulting company, Humor That Works.

Good Research Guide

Unforgettable Stories For Children From The Masterly Pen Of R.K. Narayan After The Stupendous Success Of Malgudi Schooldays, R.K. Narayan S Chronicle Of The Escapades Of Swami And His Friends, Comes Malgudi Adventures, Which Contains More Delightful Stories Of Children S Adventures In The Magical South Indian Small Town Of Malgudi. There Are The Memorable Stories Of Babu, Who, In Trying To Set Up The Lights For His Sisters Navaratri Display, Manages To Plunge The Entire Household Into Darkness; Of A Snake Charmer Boy Who Grows Up With A Monkey Named Rama As His Companion; And Of Raju, Who Decides To Become A Guide When A Train Station Is Built At Malgudi. Also Included Are The Fascinating Stories Of Balu, Who Dumps His Father S Accounts Ledger In The Gutter; Of A Little Boy Who Finds Himself Lost On The Streets Of Malgudi Late One Night; Of Chandran, Who Falls Head Over Heels In Love On The Banks Of The Sarayu One Evening; And Of The Hilarious Sequence Of Events That Unfolds When Raja The Tiger Decides To Seek Refuge In The Local School.

Ulysses

Bibliographic Guide to Dance, 1996

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