

Minecraft Mojang Costruiamo Tutti Al Luna Park

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The Secret History of Tom Trueheart - Ian Beck 2008-04-22

Will Tom ever have a story of his own? Tom Trueheart's six older brothers are famous. They go on exciting quests in the Land of Stories to complete tales the Story Bureau assigns them. Tom stays at home with his mother. But when his brothers fail to return from their latest adventures in time for Tom's twelfth birthday, a letter from the Story Bureau arrives . . . addressed to Tom. Only he can venture into the Land of Stories to find out why his brothers haven't completed their missions. Tom packs his bags and kisses his mother good-bye. He's about to discover a tale of his own. . . . How will it end?

The History of the Jews in Early Modern Italy - Marina Caffiero 2022
"Challenging traditional historiographical approaches, this book offers a new history of Italian Jews in the Early Modern age. The fortunes of the Jewish communities of Italy in their various aspects- demographic, social, economic,

cultural, and religious-can only be understood if these communities are integrated into the picture of a broader European, or better still, global, system of Jewish communities and populations; and, secondly, that this history should be analyzed from within the dense web of relationships with the non-Jewish surroundings that enveloped the Italian communities. The book presents new approaches on such essential issues as ghettoization, antisemitism, the Inquisition, the history of conversion and Jewish-Christian relations. It sheds light on the autonomous culture of the Jews in Italy, focusing on case studies of intellectual and cultural life using a micro-historical perspective. First published in Italy in 2014 by one of the leading scholars on Italian Jewish history. This book will appeal to students and scholars alike studying and researching Jewish History, Early Modern Italy, Early Modern Jewish and Italian culture, and Early Modern society"--
The Origin of Man and of His

Superstitions - Carveth Read

2022-05-28

The study explains a hypothesis that the human race has descended from some ape-like stock by a series of changes which began and, until recently, were maintained by the practice of hunting in pack for animal food, instead of being content with the fruits and other nutritious products of the tropical forest.

Minecraft: Guide to the Nether & the End - Mojang Ab 2017-10-17

Survival is difficult in the perilous Nether and End dimensions, and you'll need to up your game if you want to make it back to the Overworld. The official Minecraft: Guide to the Nether & the End will teach you how to navigate the alien terrain, battle the native mobs and find rare blocks and items. With insider info and tips from the experts at Mojang, this is the definitive guide to the Nether and the End in Minecraft. This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners *100% Unofficial Fortnite Pro Guide* - becker&mayer! 2019-07-16

Know Fortnite: Battle Royale well, but want to play like a real pro? Look no further. The 100% Unofficial Fortnite Pro Guide will help you take your building to the next level. And if you want to look great on the battlefield, this book

includes a showcase of some of the best skins available, and plenty of emotes to pair with them. There's even a rundown of some of the cutest pets available in the game, for that extra fancy back bling. With colorful graphics and awesome pro tips, this is the definitive guide to Fortnite. First, gain in-depth knowledge on how to best to play on mobile devices. Then, discover methods to play your way to pro-level status with better weapons to pick up, new items to score, tactical traps to trick enemies, and faster—and more creative—builds that go way beyond the basics. If your noob days are over and you're ready to level up, this guide will show you all the ways you can master multiple areas of game-play. Personalizing your game is key as a Fortnite pro, and this guide helps you express yourself in fun new ways. New emotes that go way beyond the Floss? Cool new skins that will frighten and delight? 100% Unofficial Fortnite Pro Guide details them all to show you the best way to throw shade, show excitement, and even distract competitors with cosmic cosmetics to boost your game. You can even bring pet bling to the battlefield! This backpack companion offers great company as you venture into battle. Next, learn to play your way and add finesse to your game-play style with Limited-Time Modes that prove there's more to game types than Squads and Solo play. From what not to do to teamwork tips, it's all in a day's work as a Fortnite pro and now you can become an expert in how to be faster, stronger, and smarter on the battlefield. Finally, see how the Fortnite landscape has evolved and changed with an all-new map and a countdown of the top 10 most epic moments in the game so far. So fire up your PC, Mac, Xbox, PS4, Nintendo Switch, or iOS device, lock 'n' load and prepare to battle like the

pros...in style!

Home of the Brave - Arthur Laurents
1973

"Home of the Brave is an honest play by an honest playwright on an honest theme. Arthur Laurents, American, and now a G.I. out of uniform, walks right up and faces the predicament of a lad who is a soldier and a Jew, but above all is a human being, sensitive to the shock of prejudice. I am convinced that Coney's position in or out of Home of the Brave is none too comfortable, that the Coneys of the whole world respond as Arthur Laurents has made his Coney respond to the prejudices around him. His is more than a soldier's problem; it is the problem of people everywhere."--
The author.

You - Austin Grossman 2013-04-25
YOU determine the story! YOU choose your own destiny! When Russell gets a job at Black Arts games, he reunites with the people who were once his closest friends: the people who he spent hours designing, playing and discussing games with. He soon realises that all is not well at Black Arts. There's a software glitch threatening the next revolutionary product launch - and in order to find it and save his job Russell has to follow it back through twenty years of real and virtual worlds, boardrooms, computer camps, rivalry and loss. You is a story of facing dangers, realising that the most obvious path isn't always the best one to follow, and learning that playing a game can sometimes save your life.

Minecraft: Guide to PVP Minigames -
Mojang Ab 2018-07-03

The official Minecraft: Guide to PVP Minigames contains some of the best games for you to re-create and play with friends in your own world. When it comes to making your own fun in Minecraft, the player-versus-player minigame options are endless, and the

only limit is your imagination. With insider info and tips from the experts at Mojang, this is the definitive guide to building and playing PVP minigames in Minecraft. This ebook is best viewed on a color device with a larger screen. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners Alaska's Land - Joint Federal-State Land Use Planning Commission for Alaska 1977

Legend of Zelda: Breath of the Wild - The Complete Official - 2017-03-03

Minecraft: Guide to Exploration (2017 Edition) - Mojang Ab 2017

Introduces the game, outlines basic features, and describes such elements as hostile mobs, naturally generated structures, and biomes.

The Legend of Final Fantasy VII -
Nicolas Courcier 2019-02-19

What gamer hasn't tried Final Fantasy VII? The game, released in 1997, is now the standard-bearer of a whole generation, and it's also the one which catapulted Sony's PlayStation onto center stage. To celebrate this mythic video game's 15th anniversary, Third Editions wanted to throw itself back into this unbelievable universe. This carefully crafted publication takes a look back at all the titles that helped forge Final Fantasy VII's mythology (including the Compilation of FF VII), and deciphers their

content through examination and original analysis. This book was written by Nicolas Courcier and Mehdi El Kanafi, former authors and now publishers. The first print was release in 2011. An essential book to (re) discover the universe of the mythical series Final Fantasy!

EXTRACT To celebrate one of the most important RPGs in the history of video games, Third Editions has decided to publish a tribute book: a heartfelt edition, but also one that truly analyzes the games that revolve around this legendary RPG. Indeed, the subject of this book is not only Final Fantasy VII, but the entire Compilation of Final Fantasy VII, from Advent Children to Before Crisis, including Crisis Core and Dirge of Cerberus, without forgetting Last Order. To get this journey off on the right foot and refresh your memory, we begin by summarizing the Final Fantasy VII saga. For the first time ever, the full story will be told in chronological order: from the Planet's origins to the awakening of Genesis, as depicted in the secret ending of Dirge of Cerberus. Once the entire saga has been told, we will take you behind the scenes so that you can discover how the video game compilation was created. You will learn about the people whose unexpected decisions changed the game's design. We will also provide a number of anecdotes pertaining to the game's overall development. A complete interpretation will then be offered for each title, paving the way for numerous reflections. ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, Console Syndrome, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a

publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid. Hideo Kojima's Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together: Third. Grégoire Hellot is a French freelance journalist who specializes in video games. He began his career in the field more than twenty years ago when he joined Joypad magazine. As a pioneer dealing in Japanese video games, he has contributed to the French public's acceptance of these unique titles. Today, he contributes to the Gamekult website and is also the Managing Director of Kurokawa Editions, created in 2005 by the publishing house Univers Poche. Grégoire is also known for his role as the Silver Mousquetaire in the TV series France Five.

Disciple IV - Abingdon Press 2005-05
DISCIPLE IV UNDER THE TREE OF LIFE is the final study in the four-phase DISCIPLE program and is prepared for those who have completed BECOMING DISCIPLES THROUGH BIBLE STUDY. The study concentrates on the Writings (Old Testament books not in the Torah or the Prophets), the Gospel of John, and Revelation. Emphasis on the Psalms as Israel's hymnbook and prayer book leads natural to an emphasis on worship in the study. Present through the entire study is the sense of living toward completion - toward the climax of the message and the promise, extravagantly pictured in Revelation. The image of

the tree and the color gold emphasize the prod and promise in the Scriptures for DISCIPLE IV: UNDER THE TREE OF LIFE. The word under in the title is meant to convey invitation, welcome, sheltering, security, and rest - home at last. Commitment and Time Involved 32 week study Three and one-half to four hours of independent study each week (40 minutes daily for leaders and 30 minutes daily for group members) in preparation for weekly group meetings. Attendance at weekly 2.5 hour meetings. DVD Set Four of the five videos in this set contain video segments of approximately ten minutes each that serve as the starting point for discussion in weekly study sessions. The fifth video is the unique component that guides an interactive worship experience of the book of Revelation. Under the Tree of Life Scriptures lend themselves to videos with spoken word, art, dance, music, and drama. Set decorations differs from segment to segment depending on the related Scripture and its time period. Set decoration for video segments related to the Writings generally has a Persian theme. Set decoration for the New Testament video segments emphasizes the simpler life of New Testament times.

The Heroic Age - Hector Munro Chadwick 2019-03-07

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America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Impossible Odds - Jessica Buchanan 2014-08-19

An account of the aid worker co-author's dramatic January 2012 rescue from kidnappers in Somalia by members of a Navy SEAL Team Six unit offers insight into the effective use of targeted U.S. military missions.

Game On! - Beth Gallaway 2009
Presents information to help in the selection of video game choices in libraries, covering history, format and genre; developmental, educational, and technical benefits; controversies; selection and circulation of titles and equipment; policy and management; and other related topics.

Little Camp of Horrors - R.L. Stine 2008-12-18

From R.L. Stine, master horror author of the Goosebumps series and the Fear Street trilogy—now streaming on Netflix—comes another spooky tale! This summer Max is going to Camp Snake Lake—where he will have to swim in a lake filled with poisonous snakes . . . where a Headless Ghost roams the fields . . . where he and his mostly ghostly friends Nicky and Tara will continue the dangerous search for Nicky and Tara's parents. But first Max will have to face the

evil spirit Phears again. Can Max learn the secret that will destroy this most terrifying ghoul for good?
Minecraft: the Island - Max Brooks
2017-07-13

In the tradition of iconic stories like Robinson Crusoe and Treasure Island, *Minecraft: The Island* will tell the story of a new hero stranded in the world of Minecraft, who must survive the harsh, unfamiliar environment and unravel the secrets of the island. *Minecraft: The Island* by Max Brooks, bestselling author of *World War Z*, is the first official Minecraft novel.

Color this Book: New York City - Abbi Jacobson
2013-04-23

From co-star and co-creator of Comedy Central's *Broad City*, Abbi Jacobson! Featuring over 30 illustrations by artist and comedienne Abbi Jacobson, this coloring book captures the charm and personality of bustling New York City—from cultural attractions and historic sites to quirky shops and everyday street scenes. A great keepsake for visitors and NY natives of all ages, *Color this Book* offers hours of coloring fun. Includes Artichoke Pizza, Brooklyn Bridge, Central Park, City Bakery, Greenwich Village, the High Line, the Statue of Liberty, and more!

The Legend of Final Fantasy VIII - Rémi Lopez
2019-02-19

The eighth episode of the incredible story of Final Fantasy. A legendary episode of the Japanese RPG, Final Fantasy VIII is fully decoded in this book. Discover a complete analysis of one of the most famous saga of the world of video games, embellished with a reflection on the report of the fans to the series. To read as soon as possible! EXTRACT "The work on Final Fantasy VIII began in 1997, just after Final Fantasy VII was completed, and the game's development ran concurrently with that of Parasite Eve. Although Final Fantasy

VII marked a genuine turning point in the series, the designers were hardly lackadaisical when it came to the eighth episode's production and staging. In fact, they worked doubly hard to avoid disappointing fans after their adventure with Cloud. First, the decision was made to use the same console: the Sony PlayStation. Since the seventh episode was a smashing success, the major personalities who had presided over its creation were reassembled to create the new game. Thus, the team consisted of the renowned Hironobu Sakaguchi, Yoshinori Kitase (as director), Kazushige Nojima (as scriptwriter), Yûsuke Naora (as artistic director), and Tetsuya Nomura (as character designer). And, of course, the distinguished composer Nobuo Uematsu was once again chosen to create the episode's magnificent soundtrack in its entirety."

Minecraft: Blockopedia - Alex Wiltshire
2015

A guide to the very stuff of Minecraft: the blocks.

The Life and Death of Sophie Stark - Anna North
2015-05-19

Winner of the 2016 Lambda Literary Award for Bisexual Fiction "I read *The Life and Death of Sophie Stark* with my heart in my mouth. Not only a dissection of genius and the havoc it can wreak, but also a thunderously good story."—Emma Donoghue, *New York Times* bestselling author of *Room* "This novel is perceptive, subtle, funny and lingers in unexpected ways. The analysis of a woman who puts her art above all else is equal parts inspiration and warning story. Anna North makes prose look easy."—Lena Dunham Gripping and provocative, *The Life and Death of Sophie Stark* is a haunting story of fame, love, and legacy told through the propulsive rise of an iconoclastic artist. Sophie Stark begins her filmmaking career by creating a documentary

about her obsession, Daniel, a college basketball star. But when she becomes too invasive, she finds herself the victim of a cruel retribution. The humiliation doesn't stop her. Visionary and unapologetic, Sophie begins to use stories from the lives of those around her to create movies, and as she gains critical recognition and acclaim, she risks betraying the one she loves most. Told in a chorus of voices belonging to those who knew Sophie best, *The Life and Death of Sophie Stark* is an intimate portrait of an elusive woman whose monumental talent and relentless pursuit of truth reveal the cost of producing great art. It is "not only a dissection of genius and the havoc it can wreak, but also a thunderously good story" (Emma Donoghue).

Carry This Book - Abbi Jacobson
2016-10-25

NEW YORK TIMES BESTSELLER From the mind of *Broad City*'s Abbi Jacobson, author of *I Might Regret This*, a wonderfully weird and weirdly wonderful illustrated look at the world around us—all through the framework of what we carry. "Jacobson's art is warm, textured, and carefully composed, a little bit Maira Kalman and a little bit Roz Chast. It's also genuinely funny." —Vox With bright, quirky, and colorful line drawings, Jacobson brings to life actual and imagined items found in the pockets and purses, bags and glove compartments of real and fantastical people—whether it's the contents of Oprah's favorite purse, Amelia Earhart's pencil case, or Bernie Madoff's suitcase. How many self-tanning lotions are in Donald Trump's weekender? What's inside Martha Stewart's hand-knit fanny pack? What kind of protein bars does Michelle Obama hide in her tiny clutch at the White House Correspondents' Dinner?

An instant New York Times bestseller, *Carry This Book* provides a humorous and insightful look into how the things we carry around every day make up who we are.

Two Prisoners - Lajos Zilahy 1999
Miette lives with her retired father and meets the handsome but wilful Peter who falls passionately in love with her. Tormented by jealousy he pursues her and they marry. Their idyll is destroyed by the onset of war, when Peter joins the army and ends up a prisoner of war of the Russians.

Heroes of the Valley - Jonathan Stroud 2009-01-01

Listen then, and I'll tell you again of the Battle of the Rock. But none of your usual wriggling, or I'll stop before I've begun . . . Halli loves the old stories from when the valley was a wild and dangerous place - when the twelve legendary heroes stood together to defeat the ancient enemy, the bloodthirsty Trows. Halli longs for adventure but these days the most dangerous thing in the valley is boredom. He tries to liven things up by playing practical jokes. But when one of his jokes goes too far, he reawakens an old blood feud and finds himself on a hero's quest after all. Along the way he meets a ruthless thief, a murderous rival, and a girl who may just be as fearless as he is . . . Jonathan Stroud has created an epic saga with a funny, unique spin, and an unforgettable anti-hero.

The Sea of Bath - Bob Logan
2010-10-01

The Captain was asleep at his boat...when the tide came in... A sleepy old seafarer navigates a mysterious sea! Join him as he explores the curious sites on his voyage... Ducks that squeak instead of quack... A school of wind up goldfish... An eager whale hoping to play fetch... And a odd vessel by the name of Soap! Will the Captain ever

learn what sea he sails in?
Gamers...in the Library?! - Eli Neiburger 2007-07-16

Imagine: Teen and pre-teen boys, twenty-somethings, parents, and even younger kids streaming into the library. It's your library's monthly videogame tournament! Step boldly into a new arena of library programming with lifetime gamer and Ann Arbor's library technology manager, Eli Neiburger. As a leading expert on producing videogame tournaments and events, Neiburger explains why videogame programming holds huge potential for libraries. He offers the complete toolkit. Follow these practical and proven guidelines to get answers to all your questions - from convincing the skeptics to getting audience feedback through your blog. Learn how to serve this underserved audience and: gain familiarity with the basics of gaming culture, software, and hardware; understand how videogaming events fit into the library; learn what works and what doesn't from the experiences of the nation's leading expert; conduct a tournament in your library - including how to plan, set up, and run any size event; market the events, build an audience, and get feedback. Don't miss out on an entire generation of library users. With game-savvy librarians and this must-have resource, you'll soon be building a brand new audience of library-loyal videogame fans.

All New Official Minecraft Redstone Handbook - Mojang AB 2022-11-24
Minecraft is a multi-platform block-based gaming sensation available on Xbox, PlayStation, PC and mobile devices. Whether you're in Creative, Survival or Hardcore Mode, the Minecraft books contain all the advice you need to survive and thrive!

Urban Narratives and the Spaces of Rome - Gregory Smith 2023-05

This book foregrounds the works of Pier Paolo Pasolini to study the Roman periphery and examine the relevance of Pasolini's vision in the construction of subaltern identity and experience. It analyses the contemporary Italian society to understand the problem of social exclusion of marginal communities.
Public Space Acupuncture - Helena Casanova 2014

"Analyzes nine case studies realized in eight European cities by different designers in collaboration with different stakeholders. Based on this analysis, nine strategies of public space acupuncture have been defined, which are grouped into three general categories: time-based strategies, citizen participation and re-placemaking. The characteristics of the different strategies and how they work are illustrated using 21 projects or test-cases developed by Casanova+Hernandez in collaboration with a number of municipalities, public and private clients, as well as universities and cultural institutions. In this way, the theoretical investigation is complemented with examples of its implementation in the fields of urban planning and landscape architecture, as well as with the diffusion of the built knowledge through educational activities and thematic lectures held at several universities and cultural institutions worldwide. . . . The strategies included in the book . . . experiment with a wide variety of topics, including flexible strategies, bottom-up strategies, temporary interventions, citizen participation, low-cost interventions, self-building, transformable structures and nomadic interventions"--Page [13].

Soldier Dog - Sam Angus 2012-07-05
Stanley's dad hasn't been the same since his wife died and his eldest son went off to fight in the war. Now

Stanley is either invisible to his dad or the object of one of his rages, and his only friend is his dad's prizewinning greyhound, Rocket. But one day Rocket escapes, and the result is a litter of non-thoroughbred puppies that Da says will all have to be drowned, even Stanley's favourite puppy, Solider. Stanley is so angry with his father that he runs away and enlists in the army to train as a messenger dog handler, and despite being far too young he's soon heading to France with a great Dane called Bones by his side. As the fighting escalates and Stanley experiences the horrors of war, he comes to realise that the loyalty of his dog is the one thing he can rely on. But his father hasn't given up on him, and extraordinary circumstances will bring them together once more . . .

Film Theory - Thomas Elsaesser
2015-03-12

What is the relationship between cinema and spectator? This is the key question for film theory, and one that Thomas Elsaesser and Malte Hagener put at the center of their insightful and engaging book, now revised from its popular first edition. Every kind of cinema (and every film theory) first imagines an ideal spectator, and then maps certain dynamic interactions between the screen and the spectator's mind, body and senses. Using seven distinctive configurations of spectator and screen that move progressively from 'exterior' to 'interior' relationships, the authors retrace the most important stages of film theory from its beginnings to the present—from neo-realist and modernist theories to psychoanalytic, 'apparatus,' phenomenological and cognitivist theories, and including recent cross-overs with philosophy and neurology. This new and updated edition of *Film Theory: An*

Introduction through the Senses has been extensively revised and rewritten throughout, incorporating discussion of contemporary films like *Her* and *Gravity*, and including a greatly expanded final chapter, which brings film theory fully into the digital age.

[Color this Book: San Francisco](#) - Abbi Jacobson 2013-04-16

From co-star and co-creator of Comedy Central's *Broad City*, Abbi Jacobson! A fun keepsake for visitors and SF natives of all ages, this coloring book includes over 30 unique illustrations of San Francisco sites by artist and comedienne Abbi Jacobson. From architectural landmarks and cultural attractions to must-see neighborhoods and everyday street scenes, *Color this Book* captures the beauty and personality of San Francisco. Includes the Castro, the Ferry Building, the Golden Gate Bridge, the Mission, North Beach, Union Square, and more!

The Atlas of the Human Body - Peter H. Abrahams 2002

Detailed colour illustrations and photographs included. Each section examines the bones, muscles, nerves and internal organs in detail and explains how they work.

Britsoft - Anthony Caulfield 2018-05

Minecraft Mojang. Costruiamo! Tutti al Luna Park - Stephanie Milton 2019

The History of Nintendo - Florent Gorges 2012-11-20

This highly detailed publication delves into the rich and varied (and often forgotten) 120-year history of the world's leading video game company. For the very first time, Nintendo's historical product portfolio is catalogued in painstaking and loving detail, with over 500 card games, tabletop games, toys, electronic, and arcade games, all compiled into one superbly

crafted book. This book details Nintendo's humble beginnings as a playing card manufacturer, charting progress through the entire range of toys and games, including such legendary products as Love Tester, Ten Billion, Ultra Hand, Custom Gunman, and hundreds more, progressing up to the first video arcade games, home consoles, and Game & Watch series.

Minecraft - Craig Jelley 2021

"Discover the uses of redstone components, learn how to make working circuits, then create clever builds using your new skills. With insider info and tips from the experts at Mojang, this is the definitive guide to engineering in Minecraft." -- page [4] of cover

Minecraft Guide Collection - Mojang AB (Firm) 2017-10-05

COMPUTER GAME GUIDES (CHILDREN'S / TEENAGE). Four Minecraft Guides in one slipcase! The Guide to Exploration will teach you how to thrive in the Overworld in Survival mode. The Guide to Creative will teach you how to build amazing constructions. The Guide to Redstone will teach you how to use this amazing substance to create circuits. The Guide to the Nether and the End will teach you how to survive in each of these dangerous dimensions. Age 9+

The Trace Factory - Yves Jeanneret 2020-06-03

The collection and treatment of traces which reveal who we are and what we do naturally piques our interest when it pertains to others, and anxiety when it concerns ourselves. Do we truly know what a trace is? And if knowledge is power, how vulnerable are we in the public sphere? The demonstrability of a trace hides the complexity of the process that allows it to be produced, interpreted and used. This book proposes a reasoned approach to the analysis of the trace as an object and as a sign. By following such an approach, the reader will understand how the media participates in the creation and deployment of traces, and the issues raised by what can be traced on social media. The Trace Factory offers a historical perspective, returning to the founding theories of collecting and producing traces linked to knowledge and power in society. Observing technology and information through the prism of these theories, a large number of devices and their uses are evaluated. This book offers itself as a tool of thought and work for researchers, professionals and social actors of all kinds who are confronted with the existence, treatment and interpretation of the traces of society and culture.