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Shadows of the New Sun Making Stars Physical Science Fiction and
Fantasy Literature, 1975-1991 Sun, Moon, and Stars The Essential
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Education The Essentials of Knowledge Management Astrodynamics
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Design: The Social Study of Information Systems Globalization,
Technological Change, and Public Education Data Ethics of Power Roger
Ebert's Movie Yearbook 2005 Studies in Popular Culture

With the first online discussions of SPACE 1999 starting in January 1993,
this book celebrates the 25th anniversary of Online Alpha. It is edited
and told from the perspective of trying to present different types of
discussions over the years by focusing on humour, insight, surprise and
shared community. There is also a focus on how the discussions have
changed and how they continue to change. The book is written on an

idealistic basis. It is sold at the lowest price the publisher was willing to
accept. A free e-book version can be downloaded at www.lulu.com. This
book reviews the field of Knowledge Management, taking a holistic
approach that includes both "soft" and "hard" aspects. It provides a
broad perspective on the field, rather than one based on a single
viewpoints from Computer Science or Organizational Learning, offering a
comprehensive and integrated conception of Knowledge Management.
The chapters represent the best Knowledge Management articles
published in the 21st century in Knowledge Management Research &
Practice and the European Journal of Information Systems, with
contributors including Ikujiro Nonaka, Frada Burstein, and David
Schwartz. Most of the chapters contribute significantly to practise as
well as theory. The OR Essentials series presents a unique cross-section
of high quality research work fundamental to understanding
contemporary issues and research across a range of Operational
Research topics. It brings together some of the best research papers
from the highly respected journals of the Operational Research Society,
also published by Palgrave Macmillan. Film and cinema. American
Science Fiction Film and Television presents a critical history of late
20th Century SF together with an analysis of the cultural and thematic
concerns of this popular genre. Science fiction film and television were
initially inspired by the classic literature of H.G. Wells and Jules Verne.
The potential and fears born with the Atomic age fuelled the popularity
of the genre, upping the stakes for both technology and apocalypse.
From the Cold War through to America's current War on Terror, science
fiction has proved a subtle vehicle for the hopes, fears and
preoccupations of a nation at war. The definitive introduction to American

science fiction, this book is also the first study to analyze SF across both film and TV. Throughout, the discussion is illustrated with critical case studies of key films and television series, including *The Day the Earth Stood Still*, *Planet of the Apes*, *Star Trek: The Next Generation*, *The X-Files*, and *Battlestar Galactica*. *Voice First* offers writers and teachers of writing an opportunity not only to engage their voices but to understand and experience how developing their range of voices strengthens their writing. *Star Trek* has transcended science fiction through its use of elements that have crucial roles in classical utopian tradition. New technologies change a civilization, a miniature society unfolds on a spaceship, and an android teaches humanity. *Star Trek* has been answering many questions about our own world for 50+ years, and since the days of Captain Kirk, the franchise has become one of the world's best-known cultural phenomena. This book documents what the *Star Trek* franchise has in common with classic utopias. Chapters analyze how technology changes society and how the Federation embodies utopian ideals. Also explored are the political relations among alien species that reflect past and present conflicts in our real world and how the Borg resembles an anti-utopian society. *Thinking Infrastructures* brings together interdisciplinary research on informational infrastructures to show how thinking, thought, and cognition as in ideas/rationalities and the practice/activity of thinking are inseparable from infrastructures. This engaging thematic unit includes songs, pocket-chart poems, word-wall activities, mini-books, hands-on math and science activities, easy-to-make manipulatives, literature links, and more, which are all related to the sun, the moon, and the stars. Includes a big, colorful poster. Illustrations. Energy risk and security have become topical matters in Western and international policy discussions; ranging from international climate change mitigation to investment in energy infrastructures to support economic growth and more sustainable energy provisions. As such, ensuring the resilience of more sustainable energy infrastructures against disruptions has become a growing concern for high-level policy makers. Drawing on interviews, participant observation, policy analysis, and survey research, this book unpacks the work of the authorities,

electricity companies, and lay persons that keeps energy systems from failing and helps them to recover from disruptions if they occur. The book explores a number of important issues: the historical security policy of energy infrastructures; control rooms where electricity is traded and maintained in real time; and electricity consumers in their homes. Presenting case studies from Finland and Scandinavia, with comparisons to the United States, the United Kingdom, and the European Union at large, *Making Electricity Resilient* offers a detailed and innovative analysis of long-term priorities and short-term dynamics in energy risk and resilience. This book will be of great interest to students and scholars of energy policy and security, and science and technology studies. This in-depth look at the psychological effects of being a former child star includes an examination of the life of Dana Plato, and includes interviews with former child actors who appeared on various television shows. Color and bandw photos. *The Cat in the Hat* takes readers on an out of this world reading adventure through outer space! *The Cat in the Hat's Learning Library* is a nonfiction picture book series that introduces beginning readers ages 5-8 to important basic concepts. Learn about the solar system, planets, the constellations, and astronauts, and explore the wonders of space with the help of everyone's favorite *Cat in the Hat*! Perfect for aspiring astronauts, or any kid who loves learning and science. The universe is a mysterious place. We are only just learning what happens in space. Featuring beloved characters from Dr. Seuss's *The Cat in the Hat*, the *Learning Library* are unjacketed hardcover picture books that explore a range of nonfiction topics about the world we live in and include an index, glossary, and suggestions for further reading. "Gene Wolfe is one of America's most acclaimed fantasy and science fiction writers, This collection celebrates Wolfe's forty-year writing career by bringing together all of the major interviews Wolfe gave between 1973 and 2003 and publishing for the first time his series of essays on the art of writing, the future of libraries and the practicalities of reviewing fiction."--BOOK JACKET. Considering sustainability in its economic, environmental and social contexts, the contributors take stock of previous research on large technical systems

and discuss their sustainability from three main perspectives: uses, cities, and rules and institutions. The inventive concept art behind Star Trek: Deep Space Nine's titular space station, U.S.S. Defiant and dozens more ships comes to life on the page! Deep Space Nine is considered by many Star Trek fans to be the best of all the Trek shows in the franchise's illustrious 55-year history, and Star Trek Designing Starships puts the spotlight on the show's space-faring vessels. The fifth entry in Hero Collector's ongoing series of Star Trek Designing Starships, Deep Space Nine and Beyond delivers original production art and extensive interviews with the award-winning artists who created the ships and helped bring them to the screen over the course of the show's seven-year run (1993-1999) and its 176 episodes. "This book offers a new look at the latest research and critical issues within the field of information systems by creating solid theoretical frameworks and the latest empirical findings of social developments"-- The first Asia-Pacific Conference on Few-Body Problems in Physics took place from August 23 to August 28, 1999, at the Noda campus of the Science University of Tokyo in Noda-city and Sawayaka Chiba Kenmin Plaza in Kashiwa-city, a suburb of Tokyo close to the Narita-Tokyo International Air port, with the Frontier Research Center for Computation Sciences (FRCCS) of the Science University of Tokyo as the host institute. The High Energy Accelerator Research Organization (KEK), the Institute of Physical and Chemical Research (RIKEN), the Research Center for Nuclear Physics (RCNP)-Osaka University, the Physical Society of Japan, and the Association of Asia Pacific Physical Societies (AAPPS) supported this conference. The conference was initiated in the Asia Pacific area as a counterpart to the successful European Conference on Few-Body Problems in Physics (APFB99), in addition to the International Few-Body Conference Series and the Few Body Gordon Conference series in North America. The Physics of Few-Body Problems covers, as is well known, systems with finite numbers of particles in contrast to many-body systems with very large numbers of particles. Therefore, it covers such wide fields as mesoscopic, atom-molecular, exotic atom, nucleon, hyperon, and quark-gluon physics, plus their applications. A Hugo award-winning Novel!

"Vinge is one of the best visionary writers of SF today." —David Brin
Thirty-Thousand years before A Fire Upon the Deep, humans stand on the verge of first contact with an alien race. Two human groups: the Qeng Ho, a culture of free traders, and the Emergents, a ruthless society based on the technological enslavement of minds. The group that opens trade with the aliens will reap unimaginable riches. But first, both groups must wait at the aliens' very doorstep for their strange star to relight and for their planet to reawaken, as it does every two hundred and fifty years. More than just a great science fiction adventure, A Deepness in the Sky is a universal drama of courage, self-discovery, and the redemptive power of love. Tor books by Vernor Vinge Realtime/Bobble Series The Peace War Marooned in Realtime Other Novels The Witling Tatja Grimm's World Rainbows End Collections Collected Stories of Vernor Vinge True Names At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. When the space drama Battlestar Galactica debuted on ABC in 1978, it was expected to be the most popular new program of the year. Instead, it was attacked as a Star Wars rip-off and canceled after a mere 17 stories. The author acknowledges the show was full of dramatic clichés and scientific inaccuracies, but despite these shortcomings, Battlestar Galactica was a dramatically resonant series full of unique and individual characters, such as Commander Adama (Lorne Greene) and ace warrior Captain Apollo (Richard Hatch). The author contends that Battlestar Galactica was a memorable attempt to make science fiction accessible to mainstream television audiences. The brilliant work of artist John Dykstra brought a new world of special effects to network television. Battlestar Galactica also skillfully exploited legends and names from both the Bible and ancient mythology, which added a layer of depth and maturity to the weekly drama. As the twentieth century closed, Fred Adams and Greg Laughlin captured the attention of the world by identifying the five ages of time. In The Five Ages of the Universe, Adams and Laughlin demonstrate that we can now understand the complete life story of the cosmos from beginning to end. Adams and Laughlin have been hailed as the creators of the definitive long-term projection of the

evolution of the universe. Their achievement is awesome in its scale and profound in its scientific breadth. But *The Five Ages of the Universe* is more than a handbook of the physical processes that guided our past and will shape our future; it is a truly epic story. Without leaving earth, here is a fantastic voyage to the physics of eternity. It is the only biography of the universe you will ever need. *Making Stars Physical* offers the first extensive look at the astronomical career of John Herschel, son of William Herschel and one of the leading scientific figures in Britain throughout much of the nineteenth century. Herschel's astronomical career is usually relegated to a continuation of his father, William's, sweeps for nebulae. However, as Stephen Case argues, John Herschel was pivotal in establishing the sidereal revolution his father had begun: a shift of attention from the planetary system to the study of nebulous regions in the heavens and speculations on the nature of the Milky Way and the sun's position within it. Through John Herschel's astronomical career—in particular his work on constellation reform, double stars, and variable stars—the study of stellar objects became part of mainstream astronomy. He leveraged his mathematical expertise and his position within the scientific community to make sidereal astronomy accessible even to casual observers, allowing amateurs to make useful observations that could contribute to theories on the nature of stars. With this book, Case shows how Herschel's work made the stars physical and laid the foundations for modern astrophysics. Exploring early hits such as *The Twilight Zone* and *Star Trek*, as well as more recent successes such as *Battlestar Galactica* and *Lost*, *The Essential Science Fiction Television Reader* illuminates the history, narrative approaches, and themes of the genre. The book discusses science fiction television from its early years when shows attempted to recreate the allure of science fiction cinema, to its current status as a sophisticated genre with a popularity all its own. J. P. Telotte has assembled a wideranging volume rich in theoretical scholarship yet fully accessible to science fiction fans. The book supplies readers with valuable historical context, analyses of essential science fiction series, and an understanding of the key issues in science fiction television. Today's media, cinema and TV screens are host to new

manifestations of myth, their modes of storytelling radically transformed from those of ancient Greece. They present us with narratives of contemporary customs and belief systems: our modern-day myths. This book argues that the tools of transmedia merchandising and promotional material shape viewers' experiences of the hit television series *Star Trek*, to reinforce the mythology of the gargantuan franchise. Media marketing utilises the show's method of recycling the narratives of classical heritage, yet it also looks forward to the future. In this way, it reminds consumers of the *Star Trek* story's ongoing centrality within popular culture, whether in the form of the original 1960s series, the later additions such as *Voyager* and *Discovery* or J. J. Abrams' 'reboot' films. Chapters examine how oral and literary traditions have influenced the series structure and its commercial image, how the cosmological role of humanity and the Earth are explored in title sequences across various *Star Trek* media platforms, and the multi-faceted way in which Internet, video game and event spin-offs create rituals to consolidate the space opera's fan base. Fusing key theory from film, TV, media and folklore studies, as well as anthropology and other specialisms, *To Boldly Go* is an authoritative guide to the function of myth across the whole *Star Trek* enterprise. A guide to collecting the television magazine which includes fifty years of national and regional covers, a history of television programming, a publication history of the guide, and a table of the current market value for each issue. *Data Ethics of Power* takes a reflective and fresh look at the ethical implications of transforming everyday life and the world through the effortless, costless, and seamless accumulation of extra layers of data. By shedding light on the constant tensions that exist between ethical principles and the interests invested in this socio-technical transformation, the book bridges the theory and practice divide in the study of the power dynamics that underpin these processes of the digitalization of the world. Surveying the vast expanse of politically-charged science fiction, this book posits that the defining dilemma for these tales rests in whether identity and meaning germinate from progressive linear changes or progress, or from a continuous return to primitive realities of war, death and the competition for survival.

Starring internationally renowned actors Martin Landau, Barbara Bain, Barry Morse and Catherine Schell, the British-made *Space: 1999* was the only truly original space adventure of the mid-1970s. Sandwiched between the demise of the original *Star Trek* and the opening of the *Stars Wars* series on the big screen, *Space: 1999* featured a richly-visualized world where space was terrifying and mysterious, where not all problems were solvable by technology and the space travelers were very human. From the science fiction show's conception in 1973 to its cancellation in 1977, this reference work covers each of the 48 episodes in depth, including a full plot synopsis, writer, director, guest star credits, and critical commentary that examines both the episode and other shows that have used similar plotlines. The popularity of *Space: 1999* memorabilia and its many fan clubs are fully discussed, along with the possibility of a future movie or reunion show that would tie up the loose ends caused by the show's abrupt cancellation. A collection of every movie review the popular, Pulitzer Prize-winning movie critic has done from January 2002 to mid-June 2004 includes the past year's interviews and essays, as well as reviews from all the major film festivals, his biweekly "Questions for the Movie Answer Man," profiles of leading actors, and more. Original. 50,000 first printing.

Globalization, Technological Change, and Public Education documents the dramatic changes taking place in public education through the incorporation of new information technologies. These additions to the public school environment have generally been seen as enabling tools to help students and nations compete in the global marketplace. Yet a closer look at the interplay of technological change and organizational restructuring suggests the emergence of new, less promising power relations. Through detailed ethnographic research and interviews in the Los Angeles public school system, Torin Monahan reveals how, with few exceptions, these changes to the educational process are forcing both students and workers to adapt to systems that are ever more rigid and controlling. Drawing on the field of cultural historical psychology and the sociologies of skill and labour process, *Contested Learning in Welfare Work* offers a detailed account of the learning lives of state welfare workers in Canada

as they cope, accommodate, resist and flounder in times of heightened austerity. Documented through in-depth qualitative and quantitative analysis, Peter Sawchuk shows how the labour process changes workers, and how workers change the labour process, under the pressures of intensified economic conditions, new technologies, changing relations of space and time, and a high-tech version of Taylorism. Sawchuk traces these experiences over a seven-year period that includes major work reorganisation and the recent economic downturn. His analysis examines the dynamics between notions of de-skilling, re-skilling and up-skilling, as workers negotiate occupational learning and changing identities. Since its founding in 1993 by the late Pace Foods heiress Linda Pace, Artpace has become one of the premiere foundations for contemporary art. An artist residency program based in San Antonio, Texas, Artpace's goal is to give artists time and space to imagine new ways to work. Each year, nine artists (three from Texas, three from other areas of the United States, and three from abroad) are invited to the foundation to create new work. Selected by guest curators like Robert Storr and Okwui Enwezor, the artists who have undertaken residencies is impressive, prescient, and diverse, including Felix Gonzalez-Torres, Annette Messager, Tracey Moffatt, Xu Bing, Nancy Rubins, Cornelia Parker, Inigo Manglano-Ovalle, Glenn Ligon, Kendell Geers, Carolee Schneemann, Mona Hatoum, Isaac Julien, Arturo Herrera, and Christian Jankowski. *Dreaming Red* includes images of all the works created at Artpace since its inception; an essay by art historian Eleanor Heartney; short essays on selected artists by guest curators, including Cuauhtémoc Medina, Lynne Cooke, Chrissie Iles, and Judith Russi Kirshner; and a lengthy essay on the personal history of the foundation and its founder. Science fiction constitutes one of the largest and most widely read genres in literature, and this reference provides bibliographical data on some 20,000 science fiction, fantasy, and horror fiction books, as well as nonfiction monographs about the literature. A companion to Reginald's *Science Fiction and Fantasy Literature, 1700-1974* (Gale, 1979), the present volume is alphabetically arranged by approximately 10,000 author names. The entry for each individual work includes title, publisher, date

and place published, number of pages, hardbound or paperback format, and type of book (novel, anthology, etc.). Where appropriate, entries also provide translation notes, series information, pseudonyms, and remarks on special features (such as celebrity introductions). Includes indexes of titles, series, awards, and "doubles" (for locating volumes containing two novels). Annotation copyright by Book News, Inc., Portland, OR. The music for science fiction television programs, like music for science fiction films, is often highly distinctive, introducing cutting-edge electronic music and soundscapes. There is a highly particular role for sound and music in science fiction, because it regularly has to expand the vistas and imagination of the shows and plays a crucial role in setting up the time and place. Notable for its adoption of electronic instruments and integration of music and effects, science fiction programs explore sonic capabilities offered through the evolution of sound technology and design, which has allowed for the precise control and creation of unique and otherworldly sounds. This collection of essays analyzes the style and context of music and sound design in Science Fiction television. It provides a wide range of in-depth analyses of seminal live-action series such as Doctor Who, The Twilight Zone, and Lost, as well as animated series, such as The Jetsons. With thirteen essays from prominent contributors in the field of music and screen media, this anthology will appeal to students of Music and Media, as well as fans of science fiction television.

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