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**A History of the Internet and the
Digital Future tells the story of the
development of the Internet from the**

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1950s to the present and examines how the balance of power has shifted between the individual and the state in the areas of censorship, copyright infringement, intellectual freedom, and terrorism and warfare. Johnny Ryan explains how the Internet has revolutionized political campaigns; how

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the development of the World Wide Web enfranchised a new online population of assertive, niche consumers; and how the dot-com bust taught smarter firms to capitalize on the power of digital artisans. From the government-controlled systems of the Cold War to today's move towards

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cloud computing, user-driven content, and the new global commons, this book reveals the trends that are shaping the businesses, politics, and media of the digital future.

Suzanne Karr Schmidt's 'Interactive and Sculptural Printmaking in the Renaissance' tells the story of a hands-

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on genre of prints: how innovative paper engineering redefined the relationship of early modern viewers to art, humanism, and science. Interactive and sculptural prints pervaded the European reading market of the sixteenth and seventeenth centuries. Single sheets and book illustrations

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featured movable flaps and dials, and functioned as kits to build three-dimensional scientific instruments. These hybrid constructions - part text, part image, and part sculpture - engaged readers; so did the polemical, satirical, and, occasionally, erotic content. By manipulating dials and

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flaps, or building and using the instruments, viewers learned to think through images as well as words, interacting visually with desires, social critique, and knowledge itself.

Does Silicon Valley deserve all the credit for digital creativity and social media? Joy Rankin questions this

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triumphalism by revisiting a pre-PC time when schools were not the last stop for mature consumer technologies but flourishing sites of innovative collaboration—when users taught computers and visionaries dreamed of networked access for all.

'A fascinating exposé of the world

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**behind your screen. Timely, often
disturbing, and so important' Caroline
Criado Perez, author of Invisible
Women 'Takes us beyond Zuckerberg,
Bezos et al to a murkier world where we
discover how everything online works
and who benefits from it. Fascinating,
engaging and important' Observer**

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**'Could not be more timely' Spectator
The internet is a network of physical
cables and connections, a web of wires
enmeshing the world, linking huge data
centres to one another and eventually to
us. All are owned by someone, financed
by someone, regulated by someone. We
refer to the internet as abstract from**

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reality. By doing so, we obscure where the real power lies. In this powerful and necessary book, James Ball sets out on a global journey into the inner workings of the system. From the computer scientists to the cable guys, the billionaire investors to the ad men, the intelligence agencies to the regulators,

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these are the real-life figures powering the internet and pulling the strings of our society. Ball brilliantly shows how an invention once hailed as a democratising force has concentrated power in places it already existed – that the system, in other words, remains the same as it did before.

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Cyberpunk

Microserfs

CUCKOO'S EGG

**The Original Design and Ultimate
Destiny of the World Wide Web by Its
Inventor**

A Romance on Three Legs

A People's History of Computing in the

Read Online Where Wizards
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United States

**The Rebirth of Silicon Valley and the
Rise of Web 2.0**

The definitive history of
America's greatest incubator
of innovation and the
birthplace of some of the
20th century's most

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influential technologies
"Filled with colorful
characters and inspiring
lessons . . . The Idea
Factory explores one of the
most critical issues of our
time: What causes
innovation?" –Walter

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Isaacson, The New York Times
Book Review "Compelling . .
. Gertner's book offers
fascinating evidence for
those seeking to understand
how a society should best
invest its research
resources." —The Wall Street

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Journal From its beginnings in the 1920s until its demise in the 1980s, Bell Labs-officially, the research and development wing of AT&T-was the biggest, and arguably the best, laboratory for new

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ideas in the world. From the transistor to the laser, from digital communications to cellular telephony, it's hard to find an aspect of modern life that hasn't been touched by Bell Labs. In *The Idea Factory*, Jon Gertner

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traces the origins of some of the twentieth century's most important inventions and delivers a riveting and heretofore untold chapter of American history. At its heart this is a story about the life and work of a small

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group of brilliant and eccentric men—Mervin Kelly, Bill Shockley, Claude Shannon, John Pierce, and Bill Baker—who spent their careers at Bell Labs. Today, when the drive to invent has become a mantra, Bell Labs

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offers us a way to enrich our understanding of the challenges and solutions to technological innovation. Here, after all, was where the foundational ideas on the management of innovation were born.

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Throughout history a number of writers have given utterance to their own extreme experiences of mental breakdown and madness. In a chronological study that ranges in time and place from medieval

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England and renaissance
Italy to nineteenth-century
France, George MacLennan
examines the work of eight
such writers, poets, or
autobiographers, both well
known and obscure: Thomas
Hoccleve, Torquato Tasso,

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James Carlesse, John Bunyan,
George Trosse, William
Cowper, John Clare, and
Gerard de Nerval. Michael
Foucault once asked the
tantilizing (sic) question,
"How can language apply a
single and identical

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discourse to poetry and
madness?" Lucid Interval
concerns itself with this
question, broaching it in
its cultural and historical
dimensions and broadening
its terms of reference to
include the relationship

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between subjective writing,
literature, and madness.

While it is primarily
concerned with modes of
literary writing, this study
draws on a growing body of
research into the history of
madness and its treatment,

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addressing topics in the fields of psychoanalytic theory as well as religious, social, and medical history. In recent years the topic of madness has received an increasing amount of attention from critics and

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historians. As one historian has complained, however, the experience of madness itself remains exiled to the margins of knowledge. No less importantly, no study yet seriously addressed the phenomenon to which Foucault

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drew attention in the early 1960s, namely the emergence in Western culture of a subjective literature of madness. This study seeks to comprehend the voices of those exponents of inner crisis and of madness who

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have expressed themselves in writing. It further considers the cultural conditions under which their discourses, in certain significant instances, acquire the status of "literature." MacLennan

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approaches the eight writers from a broadly sociohistorical viewpoint and takes into account relevant biographical and medical evidence, where available, examining their situations as revealed or

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mediated by their writings.
Through a series of detailed
analyses, he argues that
these writings bear witness
to a progressively
increasing degree of
psychological inwardness in
Western culture. This is a

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process that affects both how madness is experienced by the individual and how it is expressed in subjective writing. By the late eighteenth century, madness becomes, for a significant number of writers and

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artists, an intimately interiorized condition, one which implicates their entire affective life. It is this subjectivized and "existential" madness that, in the Romantic period and subsequently, has been taken

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to express an "inner truth" in an increasingly secularized and alienating state of society. In taking these developments into account, Lucid Interval is able to arrive at a fresh understanding of the

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appearance in the modern
period of such figures as
Clare and de Nerval--writers
who suffer madness as an
inner, subjective
catastrophe but who, in the
midst of that experience,
are able to explore it

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creatively, so producing a
"literature of madness,"
which is a new phenomenon in
itself and which sets a
troubling precedent for
modern culture.

Barely fifty years ago a
computer was a gargantuan,

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vastly expensive thing that only a handful of scientists had ever seen. The world's brightest engineers were stymied in their quest to make these machines small and affordable until the solution finally came from

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two ingenious young Americans. Jack Kilby and Robert Noyce hit upon the stunning discovery that would make possible the silicon microchip, a work that would ultimately earn Kilby the Nobel Prize for

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physics in 2000. In this completely revised and updated edition of *The Chip*, T.R. Reid tells the gripping adventure story of their invention and of its growth into a global information industry. This is the story

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of how the digital age
began.

A history of the Internet
and the story of the
scientists behind its
creation describes the 1960s
effort funded by the Defense
Department and the

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technologies that
contributed to its
monumental growth

The Origins Of The Internet
Fire in the Valley
A Memoir

Once You're Lucky, Twice
You're Good

Read Online Where Wizards Stay Up Late The Origins Of The Internet Hackers

Weaving the Web

The dream machine

A companion book to the PBS television series chronicles the thirty-year development of the Internet from its beginnings as a cold war effort to build a network of government

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computers in order to save money
This 25th anniversary edition of
Steven Levy's classic book traces the
exploits of the computer revolution's
original hackers -- those brilliant and
eccentric nerds from the late 1950s
through the early '80s who took risks,
bent the rules, and pushed the world in

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a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs

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who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world,

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from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Glenn Gould was famous for his obsessions: the scarves, sweaters and fingerless gloves that he wore even on the hottest summer days; his deep

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fear of germs and illness; the odd wooden "pygmy" chair that he carried with him wherever he performed; and his sudden withdrawal from the public stage at the peak of his career. But perhaps Gould's greatest obsession of all was for a particular piano, a Steinway concert grand known as

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CD318 (C, meaning for the use of Steinway Concert Artists only, and D, denoting it as the largest that Steinway built). A Romance on Three Legs is the story of Gould's love for this piano, from the first moment of discovery, in a Toronto dept. store, to the tragic moment when the piano was dropped

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and seriously damaged while being transported from a concert overseas. Hafner also introduces us to the world and art of piano tuning, including a central character in Gould's life, the blind tuner Verne Edquist, who lovingly attended to CD318 for more than two decades. We learn how a concert

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grand is built, and the fascinating story of how Steinway & Sons weathered the war years by supplying materials for the military effort. Indeed, CD318 came very close to ending up as a series of glider parts or, worse, a casket. The book has already been lauded by Kevin Bazzana, author of

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the definitive Gould biography, who notes that Hafner "has clarified some old mysteries and turned up many fresh details."

Their story takes us through a maze of dead ends and exhilarating breakthroughs as they and their colleagues wrestle not only with the

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abstraction of code but with the unpredictability of human behavior, especially their own. Along the way, we encounter black holes, turtles, snakes, dragons, axe-sharpening, and yak-shaving—and take a guided tour through the theories and methods, both brilliant and misguided, that litter

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the history of software development, from the famous “mythical man-month” to Extreme Programming. Not just for technophiles but for anyone captivated by the drama of invention, *Dreaming in Code* offers a window into both the information age and the workings of the human mind.

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Bell Labs and the Great Age of
American Innovation

Two Dozen Programmers, Three
Years, 4,732 Bugs, and One Quest for
Transcendent Software

Law and Disorder on the Electronic
Frontier

A History of the Internet and the Digital

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Future

Moore's Law

Interactive and Sculptural Printmaking
in the Renaissance

Subjective Writing and Madness in
History

**Ask consumers and users what names
they associate with the multibillion**

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dollar personal computer market, and they will answer IBM, Apple, Tandy, or Lotus. The more knowledgable of them will add the likes of Microsoft, Ashton-Tate, Compaq, and Borland. But no one will say Xerox. Fifteen years after it invented personal computing, Xerox still means "copy." Fumbling the

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Future tells how one of America's leading corporations invented the technology for one of the fastest-growing products of recent times, then miscalculated and mishandled the opportunity to fully exploit it. It is a classic story of how innovation can fare within large corporate structures, the

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real-life odyssey of what can happen to an idea as it travels from inspiration to implementation. More than anything, Fumbling the Future is a tale of human beings whose talents, hopes, fears, habits, and prejudices determine the fate of our largest organizations and of our best ideas. In an era in which

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technological creativity and economic change are so critical to the competitiveness of the American economy, Fumbling the Future is a parable for our times.

No company of the twentieth century achieved greater success and engendered more admiration, respect,

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envy, fear, and hatred than IBM.

Building IBM tells the story of that company—how it was formed, how it grew, and how it shaped and dominated the information processing industry.

Emerson Pugh presents substantial new material about the company in the period before 1945 as well as a new

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interpretation of the postwar era.

Granted unrestricted access to IBM's archival records and with no constraints on the way he chose to treat the information they contained, Pugh dispels many widely held myths about IBM and its leaders and provides new insights on the origins and development

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of the computer industry. Pugh begins the story with Herman Hollerith's invention of punched-card machines used for tabulating the U.S. Census of 1890, showing how Hollerith's inventions and the business he established provided the primary basis for IBM. He tells why Hollerith merged

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his company in 1911 with two other companies to create the Computing-Tabulating-Recording Company, which changed its name in 1924 to International Business Machines. Thomas J. Watson, who was hired in 1914 to manage the merged companies, exhibited remarkable technological

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insight and leadership—in addition to his widely heralded salesmanship—to build Hollerith's business into a virtual monopoly of the rapidly growing punched-card equipment business. The fascinating inside story of the transfer of authority from the senior Watson to his older son, Thomas J. Watson Jr.,

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and the company's rapid domination of the computer industry occupy the latter half of the book. In two final chapters, Pugh examines conditions and events of the 1970s and 1980s and identifies the underlying causes of the severe problems IBM experienced in the 1990s.

Tracy Kidder's "riveting" (Washington

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Post) story of one company's efforts to bring a new microcomputer to market won both the Pulitzer Prize and the National Book Award and has become essential reading for understanding the history of the American tech industry. Computers have changed since 1981, when The Soul of a New Machine first

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examined the culture of the computer revolution. What has not changed is the feverish pace of the high-tech industry, the go-for-broke approach to business that has caused so many computer companies to win big (or go belly up), and the cult of pursuing mind-bending technological innovations. The Soul of a

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New Machine is an essential chapter in the history of the machine that revolutionized the world in the twentieth century. "Fascinating...A surprisingly gripping account of people at work." --Wall Street Journal
The Newsweek technology writer chronicles the rise of the Mac, a

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**machine that revolutionized the
computer industry and American
society. Original.**

**Heroes of the Computer Revolution -
25th Anniversary Edition**

**J.C.R. Licklider and the revolution that
made computing personal**

An Interdisciplinary Survey of Its

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Manifestations and Origins

A History of the Information Machine

The Big Score

Where Wizards Stay Up Late

Xerox PARC and the Dawn of the

Computer Age

*“A rollicking history of
the telephone system and*

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*the hackers who exploited
its flaws.” –Kirkus
Reviews, starred review
Before smartphones, back
even before the Internet
and personal computers, a
misfit group of*

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technophiles, blind teenagers, hippies, and outlaws figured out how to hack the world's largest machine: the telephone system. Starting with Alexander Graham Bell's

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revolutionary "harmonic telegraph," by the middle of the twentieth century the phone system had grown into something extraordinary, a web of cutting-edge switching

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*machines and human
operators that linked
together millions of
people like never before.
But the network had a
billion-dollar flaw, and
once people discovered it,*

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things would never be the same. Exploding the Phone tells this story in full for the first time. It traces the birth of long-distance communication and the telephone, the rise of

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*AT&T's monopoly, the
creation of the
sophisticated machines
that made it all work, and
the discovery of Ma Bell's
Achilles' heel. Phil
Lapsley expertly weaves*

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*together the clandestine
underground of “phone
phreaks” who turned the
network into their
electronic playground, the
mobsters who exploited its
flaws to avoid the feds,*

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*the explosion of telephone
hacking in the
counterculture, and the
war between the phreaks,
the phone company, and the
FBI. The product of
extensive original*

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*research, Exploding the
Phone is a groundbreaking,
captivating book that
“does for the phone
phreaks what Steven Levy’s
Hackers did for computer
pioneers” (Boing Boing).*

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*“An authoritative, jaunty
and enjoyable account of
their sometimes comical,
sometimes impressive and
sometimes disquieting
misdeeds.” –The Wall
Street Journal*

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“Brilliantly researched.”

*—The Atlantic “A
fantastically fun romp
through the world of early
phone hackers, who sought
free long distance, and in
the end helped launch the*

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*computer era.” –The
Seattle Times*

*Before the Internet became
widely known as a global
tool for terrorists, one
perceptive U.S. citizen
recognized its ominous*

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*potential. Armed with
clear evidence of computer
espionage, he began a
highly personal quest to
expose a hidden network of
spies that threatened
national security. But*

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*would the authorities back
him up? Cliff Stoll's
dramatic firsthand account
is "a computer-age
detective story, instantly
fascinating [and]
astonishingly gripping"*

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(Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an

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*unauthorized user on his
system. The hacker's code
name was "Hunter"—a
mysterious invader who
managed to break into U.S.
computer systems and steal
sensitive military and*

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security information.

*Stoll began a one-man hunt
of his own: spying on the
spy. It was a dangerous
game of deception, broken
codes, satellites, and
missile bases—a one-man*

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*sting operation that
finally gained the
attention of the CIA . . .
and ultimately trapped an
international spy ring
fueled by cash, cocaine,
and the KGB.*

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A young actress draws a sinister spotlight in this spooky installment in R.L. Stine's bestselling Fear Street series—now with a fresh new look! Selena has it all. She just scored

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the lead in her high school play, and everyone adores her. So when she starts receiving dead flowers from a secret "admirer" named The Sun, she just assumes it's a

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harmless fan. But Selena soon realizes that The Sun is serious...dead serious. First, her understudy is injured in a suspicious accident. Then, a speeding car almost kills her!

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*Selena doesn't know what
this psycho wants. All she
knows is that her number-
one fan has become her
number-one nightmare.
Most histories of the
personal computer industry*

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*focus on technology or
business. John Markoff's
landmark book is about the
culture and consciousness
behind the first PCs—the
culture being counter- and
the consciousness*

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*expanded, sometimes
chemically. It's a
brilliant evocation of
Stanford, California, in
the 1960s and '70s, where
a group of visionaries set
out to turn computers into*

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*a means for freeing minds
and information. In these
pages one encounters Ken
Keseey and the phone hacker
Cap'n Crunch, est and LSD,
The Whole Earth Catalog
and the Homebrew Computer*

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*Lab. What the Dormouse
Said is a poignant, funny,
and inspiring book by one
of the smartest technology
writers around.*

The Hacker Crackdown

How Xerox Invented, then

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Ignored, the First

Personal Computer

The System

Who Owns the Internet, and

How It Owns Us

Dreaming in Code

Insanely Great

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*The Life of Gordon Moore,
Silicon Valley's Quiet
Revolutionary*

Computer: A History of the
Information Machine traces the
history of the computer and shows
how business and government were
the first to explore its unlimited,

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information-processing potential. Old-fashioned entrepreneurship combined with scientific know-how inspired now famous computer engineers to create the technology that became IBM. Wartime needs drove the giant ENIAC, the first fully electronic computer. Later, the PC

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enabled modes of computing that liberated people from room-sized, mainframe computers. This third edition provides updated analysis on software and computer networking, including new material on the programming profession, social networking, and mobile computing.

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It expands its focus on the IT industry with fresh discussion on the rise of Google and Facebook as well as how powerful applications are changing the way we work, consume, learn, and socialize. Computer is an insightful look at the pace of technological advancement and the

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seamless way computers are integrated into the modern world. Through comprehensive history and accessible writing, Computer is perfect for courses on computer history, technology history, and information and society, as well as a range of courses in the fields of

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computer science, communications,
sociology, and management.

This book explains hardware,
software and communications,
precisely and carefully but in terms
that anyone can understand, no
matter what their experience and
knowledge of technology.

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At a time when Steve Jobs was only a teenager and Mark Zuckerberg wasn't even born, a group of visionary engineers and designers—some of them only high school students—in the late 1960s and 1970s created a computer system called PLATO, which was

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light-years ahead in experimenting with how people would learn, engage, communicate, and play through connected computers. Not only did PLATO engineers make significant hardware breakthroughs with plasma displays and touch screens but PLATO programmers

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also came up with a long list of software innovations: chat rooms, instant messaging, message boards, screen savers, multiplayer games, online newspapers, interactive fiction, and emoticons. Together, the PLATO community pioneered what we now collectively engage in as

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cyberculture. They were among the first to identify and also realize the potential and scope of the social interconnectivity of computers, well before the creation of the internet. PLATO was the foundational model for every online community that was to follow in its footsteps. The

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Friendly Orange Glow is the first history to recount in fascinating detail the remarkable accomplishments and inspiring personal stories of the PLATO community. The addictive nature of PLATO both ruined many a college career and launched pathbreaking

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multimillion-dollar software products. Its development, impact, and eventual disappearance provides an instructive case study of technological innovation and disruption, project management, and missed opportunities. Above all, The Friendly Orange Glow at last reveals

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new perspectives on the origins of social computing and our internet-infatuated world.

Profiles computer hackers who overstep ethical boundaries and break the law to penetrate society's most sensitive computer networks.

Nerds 2.0.1

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Outlaws and Hackers on the
Computer Frontier, Revised
The Untold Story of the Rise of
Cyberculture
The Birth and Death of the Personal
Computer
The Chip
Glenn Gould's Obsessive Quest for

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The Inte
the Perfect Piano

What a Well-informed Person Should
Know About Computers and
Communications

**An investigative, behind-
the-scenes report on the
semiconductor/computer**

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industry traces the
history of Silicon Valley
and the electronics
industry, and the
entrepreneurs,
innovations, industrial
espionage, drug scene, and

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other realities of Silicon
Valle

In the bestselling
tradition of *The Soul of a
New Machine*, *Dealers of
Lightning* is a fascinating
journey of intellectual

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creation. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses, a group of computer eccentrics dubbed PARC. This brilliant group

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created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one

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of the main precursors of the Internet), only to see these breakthroughs rejected by the corporation. Yet, instead of giving up, these determined inventors

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turned their ideas into
empires that radically
altered contemporary life
and changed the world.
Based on extensive
interviews with the
scientists, engineers,

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administrators, and
executives who lived the
story, this riveting
chronicle details PARC's
humble beginnings through
its triumph as a hothouse
for ideas, and shows why

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Xerox was never able to grasp, and ultimately exploit, the cutting-edge innovations PARC delivered. Dealers of Lightning offers an unprecedented look at the

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ideas, the inventions, and
the individuals that
propelled Xerox PARC to
the frontier of
technohistoiy--and the
corporate machinations
that almost prevented it

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from achieving greatness.
Janet Abbate recounts the
key players and
technologies that allowed
the Internet to develop;
but her main focus is
always on the social and

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cultural factors that influenced the Internet's design and use. Since the late 1960s the Internet has grown from a single experimental network serving a dozen sites in

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the United States to a
network of networks
linking millions of
computers worldwide. In
Inventing the Internet,
Janet Abbate recounts the
key players and

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technologies that allowed
the Internet to develop;
but her main focus is
always on the social and
cultural factors that
influenced the Internets
design and use. The story

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she unfolds is an often
twisting tale of
collaboration and conflict
among a remarkable variety
of players, including
government and military
agencies, computer

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scientists in academia and
industry, graduate
students,
telecommunications
companies, standards
organizations, and network
users. The story starts

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with the early networking breakthroughs formulated in Cold War think tanks and realized in the Defense Department's creation of the ARPANET. It ends with the emergence

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of the Internet and its rapid and seemingly chaotic growth. Abbate looks at how academic and military influences and attitudes shaped both networks; how the usual

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lines between producer and user of a technology were crossed with interesting and unique results; and how later users invented their own very successful applications, such as

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electronic mail and the
World Wide Web. She
concludes that such
applications continue the
trend of decentralized,
user-driven development
that has characterized the

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Internet's entire history
and that the key to the
Internet's success has
been a commitment to
flexibility and diversity,
both in technical design
and in organizational

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culture.

A Library Journal Best
Book of the Year Tech-guru
Brian McCullough delivers
a rollicking history of
the internet, why it
exploded, and how it

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changed everything. The internet was never intended for you, opines Brian McCullough in this lively narrative of an era that utterly transformed everything we thought we

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knew about technology. In
How the Internet Happened,
he chronicles the whole
fascinating story for the
first time, beginning in a
dusty Illinois basement in
1993, when a group of

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college kids set off a
once-in-an-epoch
revolution with what would
become the first “dotcom.”
Depicting the lives of now-
famous innovators like
Netscape’s Marc Andreessen

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and Facebook's Mark

Zuckerberg, McCullough
also reveals surprising
quirks and unknown tales
as he tracks both the
technology and the culture
around the internet's

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rise. Cinematic in detail
and unprecedented in
scope, the result both
enlightens and informs as
it draws back the curtain
on the new rhythm of
disruption and innovation

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the internet fostered, and helps to redefine an era that changed every part of our lives.

The Untold Story of the Teenagers and Outlaws who Hacked Ma Bell

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The Cult of the Serpent

A Brief History of the
Internet

Mother Daughter Me

A Novel

A Story of Modern Germany

The Idea Factory

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They are Microserfs—six code-crunching computer whizzes who spend upward of sixteen hours a day "coding" and eating "flat" foods (food which, like Kraft singles, can be passed underneath closed

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doors) as they fearfully scan
company e-mail to learn
whether the great Bill is going
to "flame" one of them. But
now there's a chance to
become innovators instead of
cogs in the gargantuan

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Microsoft machine. The
intrepid Microserfs are
striking out on their
own—living together in a
shared digital flophouse as
they desperately try to
cultivate well-rounded lives

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and find love amid the
dislocated, subhuman whir and
buzz of their computer-driven
world.

The complex, deeply binding
relationship between mothers
and daughters is brought

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vividly to life in Katie Hafner's remarkable memoir, an exploration of the year she and her mother, Helen, spent working through, and triumphing over, a lifetime of unresolved emotions.

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Dreaming of a “year in
Provence” with her mother,
Katie urges Helen to move to
San Francisco to live with her
and Zoë, Katie’s teenage
daughter. Katie and Zoë had
become a mother-daughter

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team, strong enough, Katie thought, to absorb the arrival of a seventy-seven-year-old woman set in her ways. Filled with fairy-tale hope that she and her mother would become friends, and that Helen would

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grow close to her exceptional granddaughter, Katie embarked on an experiment in intergenerational living that she would soon discover was filled with land mines: memories of her parents'

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painful divorce, of her mother's drinking, of dislocating moves back and forth across the country, and of Katie's own widowhood and bumpy recovery. Helen, for her part, was also holding

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difficult issues at bay. How these three women from such different generations learn to navigate their challenging, turbulent, and ultimately healing journey together makes for riveting reading. By

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turns heartbreaking and
funny—and always
insightful—Katie Hafner's
brave and loving book answers
questions about the universal
truths of family that are
central to the lives of so many.

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Praise for Mother Daughter
Me “The most raw, honest and
engaging memoir I’ve read in
a long time.”—KJ Dell’Antonia,
The New York Times “A
brilliant, funny, poignant, and
wrenching story of three

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generations under one roof,
unlike anything I have ever
read.”—Abraham Verghese,
author of Cutting for Stone
“Weaving past with present,
anecdote with analysis, [Katie]
Hafner’s riveting account of

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multigenerational living and mother-daughter frictions, of love and forgiveness, is devoid of self-pity and unafraid of self-blame. . . . [Hafner is] a bright—and appealing—heroine.”—Cathi

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Hanauer, Elle “[A] frank and searching account . . .

Currents of grief, guilt, longing and forgiveness flow through the compelling narrative.”—Steven Winn, San Francisco Chronicle “A

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touching saga that shines . . .

We see how years-old
unresolved emotions
manifest.”—Lindsay Deutsch,
USA Today “[Hafner’s] memoir
shines a light on nurturing
deficits repeated through

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generations and will lead many readers to relive their own struggles with forgiveness.”—Erica Jong, People “An unusually graceful story, one that balances honesty and tact . . . Hafner

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narrates the events so adeptly
that they feel
enlightening.”—Harper’s
“Heartbreakingly honest, yet
not without hope and flashes
of wry humor.”—Kirkus
Reviews “[An] emotionally raw

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memoir examining the delicate, inevitable shift from dependence to independence and back again.”—O: The Oprah Magazine (Ten Titles to Pick Up Now) “Scrap any romantic ideas about what

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goes on when a 40-something woman invites her mother to live with her and her teenage daughter for a year. As Hafner hilariously and touchingly tells it, being the center of a family sandwich is, well,

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complicated.”—Parade

The bestselling cyberpunk author “has produced by far the most stylish report from the computer outlaw culture since Steven Levy’s Hackers” (Publishers Weekly). Bruce

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Sterling delves into the world of high-tech crime and punishment in one of the first books to explore the cyberspace breaches that threaten national security. From the crash of AT&T's long-

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distance switching system to corporate cyberattacks, he investigates government and law enforcement efforts to break the back of America's electronic underground in the 1990s. In this modern classic,

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“Sterling makes the hackers—who live in the ether between terminals under noms de net such as VaxCat—as vivid as Wyatt Earp and Doc Holliday. His book goes a long way towards explaining the

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emerging digital world and its
ethos” (Publishers Weekly).

This edition features a new
preface by the author that
analyzes the sobering increase
in computer crime over the
twenty-five years since The

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Hacker Crackdown was first published. “Offbeat and brilliant.” —Booklist

“Thoroughly researched, this account of the government’s crackdown on the nebulous but growing computer-

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underground provides a thoughtful report on the laws and rights being defined on the virtual frontier of cyberspace. . . . An enjoyable, informative, and (as the first mainstream treatment of the

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subject) potentially important book . . . Sterling is a fine and knowledgeable guide to this strange new world.” —Kirkus Reviews “A well-balanced look at this new group of civil libertarians. Written with

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humor and intelligence, this
book is highly recommended.”

—Library Journal

Twenty five years ago, it didn't
exist. Today, twenty million
people worldwide are surfing
the Net. Where Wizards Stay

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Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the

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telephone. In the 1960's, when computers were regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a

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band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, *Where Wizards Stay Up Late* captures the hard work,

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genius, and happy accidents of
their daring, stunningly
successful venture.

D Is for Digital

Inventing the Internet

The Soul of A New Machine

How the Internet Happened:

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From Netscape to the iPhone
What the Dormouse Said
The House at the Bridge
Building IBM
The captivating story of
the mavericks who
emerged from the dot-com

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rubble to found the
multibillion-dollar
companies taking the Web
into the twenty-first
century Once You're
Lucky, Twice You're Good
is the story of the

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entrepreneurs who learned their lesson from the Internet bust of 2000 and in recent years have created groundbreaking new Web companies. The second

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iteration of the dot-coms, dubbed Web 2.0, is all about bringing people together. Social networking sites such as Facebook and MySpace unite friends online;

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YouTube lets anyone post videos for the world to see; Digg allows Internet users to vote on the most relevant news of the day; Six Apart sells software

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that enables bloggers to post their viewpoints online; and Slide helps people customize their virtual selves. Business reporter Sarah Lacy brings to light the

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entire Web 2.0 scene:
the wide-eyed but wary
entrepreneurs, the hated
venture capitalists, the
bloggers fueling the
hype, the programmers
coding through the

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night, the twenty-
something millionaires,
and the Internet "fan
boys" eager for all the
promises to come true.
An American descendant
of its German-Jewish

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owners relates the
history of a house near
Berlin, from Nazi
occupation to the fall
of the Berlin wall
Our world today -- from
the phone in your pocket

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to the car that you
drive, the allure of
social media to the
strategy of the Pentagon
-- has been shaped
irrevocably by the
technology of silicon

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transistors. Year after year, for half a century, these tiny switches have enabled ever-more startling capabilities. Their incredible proliferation

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has altered the course
of human history as
dramatically as any
political or social
revolution. At the heart
of it all has been one
quiet Californian:

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Gordon Moore. At
Fairchild Semiconductor,
his seminal Silicon
Valley startup, Moore --
a young chemist turned
electronics entrepreneur
-- had the defining

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insight: silicon
transistors, and
microchips made of them,
could make electronics
profoundly cheap and
immensely powerful.
Microchips could double

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in power, then redouble
again in clockwork
fashion. History has
borne out this insight,
which we now call
"Moore's Law", and Moore
himself, having

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recognized it, worked
endlessly to realize his
vision. With Moore's
technological leadership
at Fairchild and then at
his second start-up, the
Intel Corporation, the

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law has held for fifty years. The result is profound: from the days of enormous, clunky computers of limited capability to our new era, in which computers

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are placed everywhere
from inside of our
bodies to the surface of
Mars. Moore led nothing
short of a revolution.
In Moore's Law, Arnold
Thackray, David C.

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Brock, and Rachel Jones
give the authoritative
account of Gordon
Moore's life and his
role in the development
both of Silicon Valley
and the transformative

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technologies developed there. Told by a team of writers with unparalleled access to Moore, his family, and his contemporaries, this is the human story of

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man and a career that have had almost superhuman effects. The history of twentieth-century technology is littered with overblown "revolutions." Moore's

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Law is essential reading for anyone seeking to learn what a real revolution looks like.

The Internet is the most remarkable thing human beings have built since

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the Pyramids. John Naughton's book intersperses wonderful personal stories with an authoritative account of where the Net actually came from, who invented

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it and why and where it might be taking us. Most of us have no idea how the Internet works, or who created it. Even fewer have any idea what it means for society and

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the future. In a cynical age, John Naughton has not lost his capacity for wonder. He examines the nature of his own enthusiasm for technology and traces

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its roots in his lonely
childhood and in his
relationship with his
father. A Brief History
of the Future is an
intensely personal
celebration of vision

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and altruism, ingenuity
and determination and,
above all, of the power
of ideas, passionately
felt, to change the
world.

How the Sixties

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Counterculture Shaped
the Personal Computer
Industry

Fumbling the Future
Secret Admirer

How Two Americans
Invented the Microchip

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and Launched a
Revolution

The Billion-dollar Story
of Silicon Valley

Dealers of Lightning
Exploding the Phone

Discusses the origins and evolution of

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*the Web, offers insights into the
current state of the Web, and shares a
blueprint for the future*

*In the 1970s, while their
contemporaries were protesting the
computer as a tool of dehumanization
and oppression, a motley collection of*

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college dropouts, hippies, and electronics fanatics were engaged in something much more subversive. Obsessed with the idea of getting computer power into their own hands, they launched from their garages a hobbyist movement that grew into an

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industry, and ultimately a social and technological revolution. What they did was invent the personal computer: not just a new device, but a watershed in the relationship between man and machine. This is their story. Fire in the Valley is the definitive history of

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the personal computer, drawn from interviews with the people who made it happen, written by two veteran computer writers who were there from the start. Working at InfoWorld in the early 1980s, Swaine and Freiburger daily rubbed elbows with people like

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Steve Jobs and Bill Gates when they were creating the personal computer revolution. A rich story of colorful individuals, Fire in the Valley profiles these unlikely revolutionaries and entrepreneurs, such as Ed Roberts of MITS, Lee Felsenstein at Processor

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*Technology, and Jack Tramiel of
Commodore, as well as Jobs and
Gates in all the innocence of their
formative years. This completely
revised and expanded third edition
brings the story to its completion,
chronicling the end of the personal*

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computer revolution and the beginning of the post-PC era. It covers the departure from the stage of major players with the deaths of Steve Jobs and Douglas Engelbart and the retirements of Bill Gates and Steve Ballmer; the shift away from the PC

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to the cloud and portable devices; and what the end of the PC era means for issues such as personal freedom and power, and open source vs. proprietary software.

Lucid Interval

Shaping an Industry and Its

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Technology

*The Life and Times of Macintosh, the
Computer that Changed Everything
A Brief History of the Future
Computer
The Friendly Orange Glow*