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DEANDRE YOUNG

Electric Dreams Spectra

"The first book of its kind, written by an acclaimed futurist, to help us not only envision what is possible in the next few months, years, decades, but to enact those plans and create the future we want Whether we want to or not, all of us think about the future constantly. These thoughts produce fear and anxiety that interfere with how we make decisions every day. We spend our days living in the past and the present with no understanding of how to get to that future we want so badly. That is, until now. Acclaimed futurist, Brian David Johnson has spent the last quarter century helping governments, Fortune 500 corporations, and other organizations chart successful paths forward by showing them what the world will look like 10 to 15 years down the line. With *Future Casting*, Johnson brings that prognosticator's eye to the individual, helping readers from all walks of life discover their best selves by seeing the future, and their place within it, in a whole new light. Johnson's method is highly scientific and practical. He shares a series of pragmatic steps that anyone can take to understand today and envision their tomorrow. The book will empower readers with the realization that, not only do they have control over their own future, they are the ones most responsible for its creation"--

Elric The Stealer of Souls Palgrave Macmillan

Everyone knows that educational success is much more likely when students' imaginations and emotions are caught up in learning. While we have a rich educational literature about holding students' interest, we do not have very much sustained work on what the imagination is, how it works in learning, or how it may be inspired in the classroom. Addressing the whole curriculum, this book provides insights into each of those areas central to educational success. Engaging the imagination is sometimes seen in opposition to preparing students for testing, but scoring well on tests and being imaginatively active in learning are not mutually exclusive. When students' imaginations are engaged in learning their educational performance will improve by any test or measure. This book offers a new understanding of how knowledge grows in the mind and how our imagination works and changes during our lifetime. Knowledgeable authors describe innovative teaching methods based on these insights, which offer new ways of planning and teaching.

The Future You Hachette UK

The Age of Chaos had almost destroyed civilization on the planet of the Bloody Sun. Even the most dangerous Matrix on all Darkover, the legendary Sharra, had been exiled to the far off

Terran Empire. But now the Sharra was back, embodied in the image of a chained woman wreathed in flames - an image that could change the history of Darkover forever.

Posthumanism in Italian Literature and Film BoD - Books on Demand

The Elder Isles. Where ancient wisdom and weary virtue struggle to survive amidst the cruel sorcery of the immortal opponents of Good. Three fearsome kings weave a shadowy fabric of bloodshed about the Isle's fragile peace. In the furor of their tumultuous war, Madouc, an irrepresible young princess, holds victory's secret. *Suldrun's Garden* Guerra. Maghi e robot

From renowned theoretical physicist, broadcaster and author Jim Al-Khalili, comes this thrilling debut novel drawing on cutting-edge science and set in a near-future full of dazzling technologies. 2041 and the world as we know it grinds to a halt. Our planet seems to be turning against itself - it would appear that the magnetic field, that protects life on Earth from deadly radiation from space, is failing . . . Desperate to quell the mass hysteria that would surely follow, world governments have concealed this rapidly emerging Armageddon. But a young Iranian hacktivist stumbles across the truth, and it becomes a race against time to reactivate the earth's core using beams of dark matter. As a small team of brave and brilliant scientists battle to find a way of transforming theory into practice, they face a fanatical group intent on pursuing their own endgame agenda: for they believe mankind to be a plague upon this earth and will do anything, commit any crime, to ensure that the project fails . . . And so bring about humanity's end.

Vintage Tomorrows Independently Published

A man at a train station first requests a destination which does not exist - then winks out of existence in a moment. The captain of an interstellar travel ship is hired to take a passenger to Earth - that legendary planet which never existed. A cynical father refuses to purchase a bomb shelter for his family - though his son is terrified of perishing in an upcoming war. The wife of a man recently returned from a different planet is convinced his mind has been taken over by some other being - but finds this new husband much preferable to the old one...

Nick and the Glimmung "O'Reilly Media, Inc."

The earth has grown old, her landscapes mellow, her people lost in brooding dream. It is an age of antique cities, scientific sorcery, crystal machines, great flying engines with mechanical wings. And the armies of the Dark Empire are relentlessly taking over the once-peaceful city states, ravaging and destroying as they advance, mile by brutal mile ... The Dark Empire has humiliated and mutilated Dorian Hawkmoon, but it cannot rob him of his two consuming passions: his love for Yisselda of Brass and his hatred of her ruthless suitor Meliadus. But before he can defy the Dark Empire and win the beautiful Yisselda, he must seek the Runestaff, a quest that will send him into barbaric

wonder and perverse evil ... and only if he succeeds will her avert the doom of all the world ...

The History of the Runestaff □□□

As humans re-negotiate their boundaries with the nonhuman world of animals, inanimate entities and technological artefacts, new identities are formed and a new epistemological and ethical approach to reality is needed. Through twelve thought-provoking, scholarly essays, this volume analyzes works by a range of modern and contemporary Italian authors, from Giacomo Leopardi to Elena Ferrante, who have captured the shift from anthropocentrism and postmodernism to posthumanism. Indeed, this is the first academic volume investigating narrative configurations of posthuman identity in Italian literature and film. [Catalogo dei libri in commercio](#) HarperOne

Distinguished critic and scholar Geoffrey Hartman explores the usefulness of Derrida's style of close reading for English and American scholarship and establishes its relevance to the division that has arisen between European and Anglo-American critical approaches. In addition, he discusses Derrida's exegesis in relation to theological commentary.

The Dreaming Jewels Houghton Mifflin Harcourt

This exciting sequel to Cathy's Book, now available in paperback, is sure to enthrall young adult readers as it aligns events for the much anticipated third book later in Spring. Cathy has finally settled her curiosity about Victor—her off and on boyfriend—and his mysterious past. Suffice it to say that dating an immortal is far from easy! But now Cathy is stumbling across a trail of evidence pertaining to her own family—secrets about her father and the circumstances surrounding his death. Having an immortal boyfriend is sure to come in handy as her investigation continues, considering Cathy's father is still alive. . . . Complete with evidence photos and a sixteen-page teaser for the third book, *Cathy's Key* is sure to please!

Cathy's Key Penguin UK

Of all the writings of Plato the *Timaeus* is the most obscure and repulsive to the modern reader, and has nevertheless had the greatest influence over the ancient and mediaeval world. The obscurity arises in the infancy of physical science, out of the confusion of theological, mathematical, and physiological notions, out of the desire to conceive the whole of nature without any adequate knowledge of the parts, and from a greater perception of similarities which lie on the surface than of differences which are hidden from view. To bring sense under the control of reason; to find some way through the mist or labyrinth of appearances, either the highway of mathematics, or more devious paths suggested by the analogy of man with the world, and of the world with man; to see that all things have a cause and are tending towards an end-this is the spirit of the ancient physical philosopher.

The Big Time Hachette UK

What would today's technology look like with Victorian-era design and materials? That's the world steampunk envisions: a mad-inventor collection of 21st century-inspired contraptions powered by steam and driven by gears. In this book, futurist Brian David Johnson and cultural historian James Carrott explore steampunk, a cultural movement that's captivated thousands of artists, designers, makers, hackers, and writers throughout the world. Just like today, the late 19th century was an age of rapid technological change, and writers such as Jules Verne and H.G. Wells commented on their time with fantastic stories that jumpstarted science fiction. Through interviews with experts such as William Gibson, Cory Doctorow, Bruce Sterling, James Gleick, and Margaret Atwood, this book looks into steampunk's vision of old-world craftsmen making beautiful hand-tooled gadgets, and what it says about our age of disposable technology. Steampunk is everywhere—as gadget prototypes at Maker Faire, novels and comic books, paintings and photography, sculptures, fashion design, and music. Discover how this elaborate view of a history that never existed can help us reimagine our future.

Star Trek: Picard—Countdown Running Press

Dorian Hawkmoon, the last Duke of Koln, swore to destroy the Dark Empire of Granbretan. But after his defeat and capture at the hands of the vast forces of the Empire, Hawkmoon becomes a puppet, co-opted by his arch nemesis, the ruthless Baron Meliadus, to infiltrate the last stronghold of rebellion against Granbretan: the small but powerful city of the Kamarg. He has been implanted with a black jewel, through which the Dark Empire can control his every decision. But in the stronghold of the Kamarg, Hawkmoon discovers the power inside him to overcome any control, and his vengeance against the Dark Empire is filled with an unrelenting fury.

Megahex Marvel

This e-book only edition brings together the three novels of Philip K. Dick's VALIS trilogy. VALIS What is VALIS? This question is at the heart of Philip K. Dick's groundbreaking novel, the first book in his defining trilogy. When a beam of pink light begins giving a schizophrenic man named Houselover Fat (who just might also be known as Philip K. Dick) visions of an alternate Earth where the Roman Empire still reigns, he must decide whether he is crazy, or whether a godlike entity is showing him the true nature of the world. The Divine Invasion God is not dead, he has merely been exiled to an extraterrestrial planet. And it is on this planet that God meets Herb Asher and convinces him to help retake Earth from the demonic Belial. As the middle novel of Dick's VALIS trilogy, The Divine Invasion plays a pivotal role in answering the questions raised by the first novel, expanding that world while exploring just how much anyone can really know -- even God himself. The Transmigration of Timothy Archer The final book in the VALIS trilogy, The Transmigration of Timothy Archer brings the author's search for the identity and nature of God to a close. The novel follows Bishop Timothy Archer as he travels to Israel, ostensibly to examine ancient scrolls bearing the words of Christ. But, more importantly, this leads him to examine the decisions he made during his life and how they may have contributed to the suicide of his mistress and son.

The Mad God's Amulet Random House

Sandra's life is turned upside when she comes face to face with Mirco, her ex-boyfriend and the love of her life. Any hopes of a happy ending vanish when she wakes the next morning to find him brutally murdered. Twenty-six years old, suffocated by an obsessive, paranoid father, Sandra begins her own investigation into Mirco's death, only to find herself digging into her own past, unearthing memories she never even knew she had, and uncovering decades of secrets and guilt-fuelled lies.

Science Fiction Prototyping Marvel Entertainment

"The stories here are the raw heart of Michael Moorcock. They are the spells that first drew me and all the numerous admirers of his work with whom I am acquainted into Moorcock's luminous and captivating web." -from the Foreword by Alan Moore, creator of V for Vendetta When Michael Moorcock began chronicling the adventures of the albino sorcerer Elric, last king of decadent Melniboné, and his sentient vampiric sword, Stormbringer, he set out to create a new kind of fantasy adventure, one that broke with tradition and reflected a more up-to-date sophistication of theme and style. The result was a bold and unique hero-weak in body, subtle in mind, dependent on drugs for the vitality to sustain himself-with great crimes behind him and a greater destiny ahead: a rock-and-roll antihero who would channel all the violent excesses of the sixties into one enduring archetype. Now, with a major film in development, here is the first volume of a dazzling collection of stories containing the seminal appearances of Elric and lavishly illustrated by award-winning artist John Picacio-plus essays, letters, maps, and other material. Adventures include "The Dreaming City," "While the Gods Laugh," "Kings in Darkness," "Dead God's Homecoming," "Black Sword's Brothers," and "Sad Giant's Shield." An indispensable addition to any fantasy collection, Elric: The Stealer of Souls is an unmatched introduction to a brilliant writer and his most famous-or infamous-creation. "The most significant UK author of sword and sorcery, a form he has both borrowed from and transformed." -The Encyclopedia of Fantasy From the Trade Paperback edition.

Dizionario dei personaggi fantastici HarperCollins

The evolution of the Pathfinder Roleplaying Game begins here! This 416-page rulebook contains everything you need to create and advance your Pathfinder Playtest character from level 1 to 20, as well as hundreds of new and updated spells, magic items, feats, and Game Master rules necessary to run a complete Pathfinder Playtest campaign! Delve the deepest dungeons with a brand-new goblin alchemist hero, or convert your favorite existing characters to the new system! With gorgeous interior art from Pathfinder cover artist Wayne Reynolds and new rules concepts on nearly every page, the Pathfinder Playtest Rulebook is your gateway to the future of Pathfinder. The only thing missing is your playtest feedback! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)

The Valis Trilogy Del Rey

The debut graphic novel from Thai-Italian illustrator Elisa Macellari, Papaya Salad tells the story of her great-uncle Sompong who found himself in Europe on military scholarship on the eve of World War II. A gentle and resolute man in love with books and languages, in search of his place in the world, Sompong chronicles his life during the war and falling for his wife, finding humor and joy even as the world changes irrevocably

around him This Winner of the 2019 Autori di Immagini Silver Medal in the Comics category tells the human story of the War, from a perspective not typically seen. "An historical and emotional journey through my family and my roots that are grown between Europe and Asia. A personal narrative that needs to be shared and hopefully arouses empathy in the reader." -- Elisa Macellari

I Robot Ulverscroft Collections

ENTER THREE HUSSARS My name is Greta Forzane. Twenty-nine and a party girl would describe me. I was born in Chicago, of Scandinavian parents, but now I operate chiefly outside space and time—not in Heaven or Hell, if there are such places, but not in the cosmos or universe you know either. I am not as romantically entrancing as the immortal film star who also bears my first name, but I have a rough-and-ready charm of my own. I need it, for my job is to nurse back to health and kid back to sanity Soldiers badly roughed up in the biggest war going. This war is the Change War, a war of time travelers—in fact, our private name for being in this war is being on the Big Time. Our Soldiers fight by going back to change the past, or even ahead to change the future, in ways to help our side win the final victory a billion or more years from now. A long killing business, believe me. You don't know about the Change War, but it's influencing your lives all the time and maybe you've had hints of it without realizing.

21st Century Robot Springer Nature

Impending technological advances will widen an adversary's attack plane over the next decade. Visualizing what the future will hold, and what new threat vectors could emerge, is a task that traditional planning mechanisms struggle to accomplish given the wide range of potential issues. Understanding and preparing for the future operating environment is the basis of an analytical method known as Threatcasting. It is a method that gives researchers a structured way to envision and plan for risks ten years in the future. Threatcasting uses input from social science, technical research, cultural history, economics, trends, expert interviews, and even a little science fiction to recognize future threats and design potential futures. During this human-centric process, participants brainstorm what actions can be taken to identify, track, disrupt, mitigate, and recover from the possible threats. Specifically, groups explore how to transform the future they desire into reality while avoiding an undesired future. The Threatcasting method also exposes what events could happen that indicate the progression toward an increasingly possible threat landscape. This book begins with an overview of the Threatcasting method with examples and case studies to enhance the academic foundation. Along with end-of-chapter exercises to enhance the reader's understanding of the concepts, there is also a full project where the reader can conduct a mock Threatcasting on the topic of "the next biological public health crisis." The second half of the book is designed as a practitioner's handbook. It has three separate chapters (based on the general size of the Threatcasting group) that walk the reader through how to apply the knowledge from Part I to conduct an actual Threatcasting activity. This book will be useful for a wide audience (from student to practitioner) and will hopefully promote new dialogues across communities and novel developments in the area.

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