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Some of the greatest thinkers and writers of our age meditate on play and the mysteries of inanimate life. This unusual literary collection contains writings from Baudelaire, Kleist, Rilke, Freud, Kafka, Walter Benjamin, Bruno Schulz, Elizabeth Bishop, Dennis Silk, and Marina Warner. The essays and reflections explore the seriousness of play and the mysteries of inanimate life - 'the unknown, spaces, dust, lost objects, and small animals that fill any house' - which have provoked many writers to take the side of these dead or non-human things, resulting in some of the most profound passages in literature. The collection is introduced and edited by Kenneth Gross. *On Dolls* includes contributions from: Heinrich Von Kleist 'On the Marionette Theatre', Charles Baudelaire 'The Philosophy of Toys', Sigmund Freud 'The Uncanny', Rainer Maria Rilke 'On the Dolls of Lotte Pritzel', Frank Kafka 'The Cares of a Family Man', Bruno Schulz 'Tailor's Dummies', Walter Benjamin 'Old Toys: The Toy Exhibition at the Markisches Museum', Elizabeth Bishop, 'Cirque d'Hiver', Dennis Silk 'The Marionette Theatre', and Marina Warner 'On the Threshold: Sleeping Beauties'. vi The process is important! I learned this lesson the hard way during my previous existence working as a design engineer with PA Consulting Group's Cambridge Technology Centre. One of my earliest assignments involved the development of a piece of laboratory automation equipment for a major European pharmaceutical manufacturer. Two things stick in my mind from those early days - first, that the equipment was always to be ready for delivery in three weeks and, second, that being able to write well structured Pascal was not sufficient to deliver reliable software performance. Delivery was ultimately six months late, the project ran some sixty percent over budget and I gained my first promotion to Senior Engineer. At the time it puzzled me that

I had been unable to predict the John Clarkson real effort required to complete the automation project - I had Reader in Engineering Design, genuinely believed that the project would be finished in three Director, Cambridge Engineering weeks. It was some years later that I discovered Kenneth Cooper's Design Centre papers describing the Rework Cycle and realised that I had been the victim of "undiscovered rework". I quickly learned that project plans were not just inaccurate, as most project managers would attest, but often grossly misleading, bearing little resemblance to actual development practice. Provides information to students about usage of the atlas and how the continents on Earth are divided. This book is intended to provide teachers and researchers with a wide range of ideas from researchers working to integrate the new technology of Augmented Reality into educational settings and processes. Welcome to Look-Alike Land, where the more you look, the more you see! Like its predecessor, Look-Alikes Jr. features 3-D picture puzzles, but this time invites even the youngest child to join in the fun by featuring simpler, easier-to-find look-alikes in childlike settings. There are 11 scenes - house, parlor, kitchen, bedroom, school bus, classroom, construction site, movie lobby, train, farm, and rocket - each with 50+ objects to identify (700+ in total). Look for a cement mixer made out of a mustard bottle, kitchen cabinets made out of cakes of soap, and a bed built with crayons and pasta! Fun for all ages. This best-selling book is back with a brand new series design and a striking new cover. Contributors: A.J. Ayer, Maurice Cranston, Lord Fitt, F.A. Hayek, Karl Popper, Lord Scarman, and Mary Warnock. Is toleration a requirement of morality or a dictate of prudence? What limits are there to toleration? What is required of us if we are to promote a truly tolerant society? These themes - the grounds, limits, and requirements of toleration - are central to this book, which presents the W. B. Morrell Memorial Lectures on Toleration, given between 1981 and 1987 at the University of York. The lectures cover a wide range of practical and theoretical issues. They consider the philosophical difficulties inherent in the concept as well as the practical problems of implementing a policy of toleration. Although the contributors differ in their conclusions about the grounds of toleration, they all share a belief in the importance of the concept both historically and in modern British society. Earth Day celebrates our beautiful planet and calls us to act on its behalf. Some people spend the day planting flowers or trees. Others organize neighborhood clean-ups, go on nature walks, or make recycled crafts. Readers will discover how a shared holiday can have multiple traditions and be celebrated in all sorts of ways. What's the difference between a tile and a plate? Why isn't it a good idea to stack bricks in columns to make a wall? How do you build a LEGO mosaic or build at different scales? You'll find the answers to these and other questions in *The Unofficial LEGO*

Builder's Guide. Now in full color, this brand-new edition of a well-loved favorite will show you how to: -Construct models that won't fall apart -Choose the right pieces and substitute when needed -Build to micro, jumbo, and miniland scale -Make playable board games out of LEGO pieces -Create photo mosaics and curved sculptures -Build a miniature space shuttle, a minifig-sized train station, and more Of course, the real fun of LEGO building lies in creating your own models—from choosing the subject to clicking that final brick into place. Learn how in *The Unofficial LEGO Builder's Guide*. Includes the Brickopedia, a visual dictionary of nearly 300 of the most commonly used LEGO elements! If you love dolls, you'll want this book! If you collect dolls, you'll definitely need this book! In these pages you'll find: More than 300 photos to assist in doll identification 155 manufactures and categories presented alphabetically Easy-to-use and up-to-date value charts for each category Tips for caring for and displaying your dolls, and for spotting fakes and reproductions *Ningyo: The Art of the Japanese Doll* features over 250 unique photographs as well as extensive commentary and background history. Japanese dolls (ningyo) have played an important role in Japanese art and culture since its earliest stages of development, as talismanic figures, centerpieces, in elaborate festivals, medical study tools, theater distractions, decorative objects, and avidly collected art forms, as well as childhood playthings. *Ningyo: The Art of the Japanese Doll* is the most comprehensive book on antique Japanese dolls and figurines published in English. The book focuses on the many types of Japanese dolls: gosho: palace dolls hina: Girl's Day dolls musha: warrior dolls for the Boy's Day Festival isho: fashion dolls The principle forms of the dolls and their history, stylistic development, cultural context, and economic imperatives are discussed against the backdrop of Edo-period society and popular culture. Beautifully detailed color photographs of ningyo drawn from private collections, many of which are published here for the first time, as well as images of related materials selected from celebrated museums and temple collections, such as folding screens, woodblock prints, sculpture, painting ceramics, and textiles, help place the dolls in context. *Ningyo: The Art of the Japanese Doll* is a fascinating book for anyone interested in Asian doll art and doll collecting. Taking a global, multicultural, social, and economic perspective, this work explores the diverse and colourful history of human attire. From prehistoric times to the age of globalization, articles cover the evolution of clothing utility, style, production, and commerce, including accessories (shoes, hats, gloves, handbags, and jewellery) for men, women, and children. Dress for different climates, occupations, recreational activities, religious observances, rites of passages, and other human needs and purposes - from hunting and warfare to sports and space exploration - are examined in depth and detail.

Fashion and design trends in diverse historical periods, regions and countries, and social and ethnic groups constitute a major area of coverage, as does the evolution of materials (from animal fur to textiles to synthetic fabrics) and production methods (from sewing and weaving to industrial manufacturing and computer-aided design). Dress as a reflection of social status, intellectual and artistic trends, economic conditions, cultural exchange, and modern media marketing are recurring themes. Influential figures and institutions in fashion design, industry and manufacturing, retail sales, production technologies, and related fields are also covered. Julia Cagé explains the economics and history of the media crisis and offers a solution: a nonprofit media organization, midway between a foundation and a joint stock company, supported by readers, employees, and innovative financing such as crowdfunding. Her business model is inspired by a central idea: that news, like education, is a public good. The management of design has emerged as central to the operational and strategic options of any successful organization. The Handbook of Design Management presents a state of the art overview of the subject - its methodologies, current debates, history and future. The Handbook covers the breadth of principles, methods and practices that shape design management across the different design disciplines. These theories and practices reach from the operational to the strategic, from the product to the organization. Bringing together leading international scholars, the Handbook provides a guide to the latest research in the field. It also documents the shifts that have been taking place both in management and in design which have highlighted the value of design thinking and design education to organizations. Presenting the first systematic overview of the subject - and offering a wide range of examples, insights and analysis - the Handbook is an invaluable resource for researchers and students in design and management as well as for design practitioners and professional managers. Drawing on an incomparable breadth of international examples, Svend Hollensen not only demonstrates how global marketing works, but also how it relates to real decisions around the world. Extensive coverage of hot topics such as blue ocean strategy; celebrity branding; brand piracy; and viral marketing. Brand new case studies focus on globally recognised brands and companies operating in a number of countries, including IKEA, Philips, Nokia, Guinness and Cereal Partners Worldwide. All new video cases accompany every chapter and are available at www.pearsoned.co.uk/hollensen, featuring such firms as Nike, Starbucks, BMW, Ford and McDonalds. Imagining a new self equal to the new art of modernism; primordial and futuristic fictions of origin in the work of Gauguin, Picasso, F. T. Marinetti, Max Ernst, and others. An adult LEGO fan's dual quest: to build with bricks and build a family There are 62 LEGO bricks for every person in the world, and at age 30, Jonathan Bender realized that he didn't have a single one of them. While reconsidering his childhood dream of becoming a master model builder for The LEGO Group, he discovers the men and women who are skewing the averages with collections of hundreds of thousands of LEGO bricks. What is it about the

ubiquitous, brightly colored toys that makes them so hard for everyone to put down? In search of answers and adventure, Jonathan Bender sets out to explore the quirky world of adult fans of LEGO (AFOLs) while becoming a builder himself. As he participates in challenges at fan conventions, searches for the largest private collection in the United States, and visits LEGO headquarters (where he was allowed into the top secret set vault), he finds his LEGO journey twinned with a second creative endeavor—to have a child. His two worlds intertwine as he awaits the outcome: Will he win a build competition or bring a new fan of LEGO into the world? Like every really good love story, this one has surprises—and a happy ending. Explores the world of adult fans of LEGO, from rediscovering the childhood joys of building with LEGO to evaluating LEGO's place in culture and art Takes an inside look at LEGO conventions, community taboos, and build challenges and goes behind-the-scenes at LEGO headquarters and LEGOLAND Tells a warm and personal story about the attempt to build with LEGO and build a family Whether you're an avid LEGO freak or a onetime fan who now shares LEGO bricks with your children, this book will appeal to the inner builder in you and reignite a love for all things LEGO. Celebrate the entire world of LEGO DC Super Heroes with this comprehensive visual guide to all the minifigures, vehicles and sets, including the LEGO Batman Movie sets. Includes an exclusive super hero minifigure. Full color. Consumable. LEGO is one of the world's best-loved and most familiar brands, adored by generations of children. What is less well known, though, is how close this iconic company came to total collapse in 2003. Brick by Brick is the compelling story of a Danish family-owned company that enjoyed decades of success before its inability to keep in step with a rapidly changing market brought it crashing to earth. It's also the story of an extraordinary recovery. As disaster stared them in the face, the management of LEGO embarked on an audacious and innovative plan to turn their fortunes around, and then painstakingly implemented it. Today, the company is riding high once again, and enjoying results that are the envy of their competitors. Granted unprecedented access to every part of the LEGO Group, David Robertson not only charts each twist in the company's story but explains precisely what went wrong and how it was fixed. His clear-sighted analysis will prove invaluable to all those who want to understand how companies can not only ride the storm of change, but benefit from it. All designers will feel that creativity and innovation are at the heart of their designs. But for a design to have an effective and lasting impact it needs to work within certain structures, or have those structures created suitably around it. No matter how you work, a design can always be improved by assessing where it fits into the market, how it best to strengthen it before it's set in stone, who it could appeal to. It needs to be managed. In this accessible and informative second edition, Kathryn Best brings together the theory and practice of design management. With new interviews, case studies and related exercises, she provides an up to date guide for students wanting to know more about the strategy, process and implementation crucial to

the management of design. The book takes its reader through the essential steps to good management of design and highlights topics currently under debate. In each part of the book Strategy, Process and Implementation are each explained using advice from leaders in the industry and real life examples. Best breaks up each part into clear and readable sections to create the perfect undergraduate book on design management. International history of dolls and a discussion of their meaning and use. Lea Baten's unique and resourceful book assists in identifying the familiar and unfamiliar figurines known as ningyo, and explores the roots of the word itself: both meanings, "doll" and "human shape," are associated with play and ritual, life and death. These dolls are not necessarily just play-things with pretty faces, but range from mass-produced trivial toys to true art pieces and imposing ceremonial ornaments. Materials vary: they can be made from stone, clay, paper and wood; or brocade, ivory, pearl and lacquer. Many of the enormous variety of ningyo may be considered pieces of an unsolved puzzle that are in danger of disappearing without ever having been totally understood in the West. This book investigates the numerous meanings of the "human shape" in Japanese culture, from pre-history to the present, and explores the many, varied and subtle connotations ningyo have for the Japanese. This book not only identifies and describes ningyo, detailing their history and meaning, but also contains a comprehensive index and one of the most extensive bibliographies on the doll motif ever published in English. Scholarship, clear illustrations and a touch of humor guarantee a fresh and original approach to known and unknown ningyo. This book has been considered by academicians and scholars of great significance and value to literature. This forms a part of the knowledge base for future generations. So that the book is never forgotten we have represented this book in a print format as the same form as it was originally first published. Hence any marks or annotations seen are left intentionally to preserve its true nature. Be the hero of this book and choose where to go in the LEGO Star Warsgalaxy. Choose how to battle, who to team up with, which side of the Force to join and much, much more! Read the page, then decide where to go next by selecting one of two options on every page. Do you want to travel around Jakku by speedy quadjumper or by four-legged luggabeast? Will you choose to join the rebels over Scarif, or to fly after the Inquisitor? On Mustafar, do you dare to battle Anakin or will you join him on the dark side of the Force?! Navigate the book and learn all about key LEGO Star Warscharacters, creatures, vehicles and locations. Every page is packed full of facts, stats and stunning photographs of LEGO Star Warssets and minifigures. Once you reach an ending, go back and see where the paths will take you next time! LEGO Star Wars Choose Your Pathcomes with a cool LEGO Star Warsminifigure to join you on your adventures through the galaxy. LEGO, the LEGO logo, the Minifigure and the Brick and Knob configurations are trademarks of the LEGO Group. 2018 The LEGO Group. Manufactured by Dorling Kindersley, 80 Strand, London, WC2R 0RL, UK under license from the LEGO Group. & TM 2018 Lucasfilm Ltd. Discover the

wonders of the LEGO® universe with The LEGO BookExplore and celebrate the fascinating story of LEGO and its much-loved toys and games and find out all about their cult minifigures with this new edition of the incredible The LEGO Book. From manufacturing wooden toys to blockbuster video games, go behind the scenes and discover fascinating facts and trivia about LEGO, one of the nation's best-loved companies. A fascinating timeline highlights key moments in LEGO history and special features spotlight groundbreaking achievements. Fully updated following the huge success of The LEGO Book (first edition), with new pages of amazing LEGO facts and stats, The LEGO Book is a true treasure trove for LEGO fans of all ages. Relive all of the humor and action of LEGO(R) Star Wars(TM) in this fun-filled activity book. Includes mazes, matching, code-breaking, puzzles, and more Plus, buildable minifigure. Thoroughly revised and expanded, this new edition of Understanding Research for Social Policy and Social Work shows readers the importance of research, how to interpret it, and how to effectively carry out and report research of their own. This landmark textbook is an essential guide to the methods, approaches, and debates that are required knowledge for students, policymakers, and practitioners. "An eminent Polish physician reflects on his lifetime practice of medicine . . . A profound celebration of the human spirit." —Kirkus Reviews There is a grand tradition of physicians who are also great writers and philosophers. When his first book, Catharsis, was published in English, critics from Seamus Heaney to Czeslaw Milosz stood to applaud. Now Andrzej Szczeklik has followed with an ever deeper and more accomplished book. It has become unfortunately rare for a scientist or doctor to find his grounding in a broad understanding of literature and the humanities. But in Korea, the author insists that only with a curiosity thoroughly at home in both worlds can one expect to discover what we should mean about sickness and about the soul. No tedious academic, Szczeklik writes with the grace of a poet and the ease of a fine storyteller. Anecdotes drawn from a personal immersion in art, music, and literature are woven with reports on experimental medicine and daily clinical experience. From DNA and the re-creation of the Spanish Flu virus, to contemporary research in genetics, cancer, neurology, and the AIDS virus, from Symptoms and Shadows, to Dying and Death, to Enchantment of Love, every chapter of this book is alive and engaging. The result is a life-affirming work of science, philosophy, art, and spirituality. "No medical experience necessary: readers need only approach with a love of the human body and an understanding of how it relates to emotion and story . . . Readers may find it difficult to keep up, but few are likely to forget this book." —Publishers Weekly This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this

work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. "This is a great book and a must-read for anyone who wants to understand the young people who are now or will soon join the workforce. It's one of the most useful value-added books about the Millennial generation." —Warren Bennis, Distinguished Professor of Management, University of Southern California, and author of On Becoming a Leader "Are you confused trying to understand the younger generation? Keeping the Millennials explores this fascinating generation raised with technology and the challenges they bring to the workplace. Read this great book and learn how to attract, hire, and retain this dynamic new generation!" —Marshall Goldsmith, New York Times and Wall Street Journal #1 bestselling author of What Got You Here Won't Get You There and Succession: Are You Ready? "Keeping the Millennials is a lively and insightful book that's essential reading for every leader who aspires to enlist the hearts, minds, and spirits of a highly talented new generation that demands cool workplaces but is reluctant to make long-term commitments. Weaving together compelling cases and relevant research with illustrative examples and practical tips, Joanne Sujansky and Jan Ferri-Reed have written a balanced and indispensable guide to recruiting, retaining, and developing the workforce that will drive the future of our organizations and our economies." —Jim Kouzes, bestselling coauthor of The Leadership Challenge "I love this book!!! It's fresh as a breaking news flash and as fun to read as your favorite blog! Definitely rates an A+ as timely, targeted, and terrific. All managers will clearly see themselves and their employees in crisp new perspectives...and can easily latch on to precise tools to make their organization more competitive in a turbulent reality." —Morris Massey, PhD, creator of the What You Are Is... video training series, EnterpriseMedia.com "Corporations are always concerned about return on investment. Drs. Sujansky and Ferri-Reed have made a clear case about the bottom-line value of keeping Millennials—and creating productive workplace cultures for all generations. This is a must-read for anyone concerned about the retention of these key employees." —Jack Phillips, PhD, Chairman, ROI Institute The modern era of underground doll-making in Japan began in the late 1960s, with the experiments of Simon Yotsuya and Nori Doi. Directly inspired by the Surrealist Doll constructed by Hans Bellmer in 1932, Simon Yotsuya created a series of ball-jointed, life-sized dolls which featured in his groundbreaking "Eve In The Past And The Future" exhibition in Tokyo, in 1973. Simon Yotsuya's work inspired a new wave of avant-garde Japanese doll-making, headed by artists such as Ryo Yoshida and Katan Amano, which has continued to flourish to the present day. SECRET DOLL ^ UNDERGROUND, presented by Yuichi Konno, features dolls by fifteen

artists, from Simon Yotsuya onwards, with over 80 full-sized colour photographs never before published outside Japan. It also includes Konno's introductory history of the underground doll in Japan. Yuichi Konno is the editor of Yaso, an independent arts and culture publication founded in 1979. Japanese Art Perspectives is a new illustrated book series on Japanese art and artists of the 20th and 21st centuries. In The Cult of LEGO, Wired's GeekDad blogger John Baichtal and BrickJournal founder Joe Meno take you on a magnificent, illustrated tour of the LEGO® community, its people, and their creations. The Cult of LEGO introduces us to fans and builders from all walks of life. People like professional LEGO artist Nathan Sawaya; enigmatic Dutch painter Ego Leonard (who maintains that he is, in fact, a LEGO minifig); Angus MacLane, a Pixar animator who builds CubeDudes, instantly recognizable likenesses of fictional characters; Brick Testament creator Brendan Powell Smith, who uses LEGO to illustrate biblical stories; and Henry Lim, whose work includes a series of models recreating M.C. Escher lithographs and a full-scale, functioning LEGO harpsichord. Marvel at spectacular LEGO creations like: -A life-sized Stegosaurus and an 80,000-brick T. Rex skeleton -Detailed microscale versions of landmarks like the Acropolis and Yankee Stadium -A 22-foot long, 350-pound re-creation of the World War II battleship Yamato -A robotic, giant chess set that can replay historical matches or take on an opponent -A three-level, remote-controlled Jawa Sandcrawler, complete with moving conveyor belt Whether you're a card-carrying LEGO fanatic or just thinking fondly about that dusty box of LEGO in storage, The Cult of LEGO will inspire you to take out your bricks and build something amazing. What Kids Do by Mary Engelbreit is a joyously simple celebration-through art and poignant words-of the endless little ways that children bring warmth into our hearts and light into our world. Mary Engelbreit has always had an uncanny ability to capture the quintessential moments of childhood-moments that express exhilaration, playfulness, curiosity, willfulness, high spirits, friendship, and of course, abiding love. In What Kids Do, these images are presented in a strikingly fresh format and paired with short, lively reminders of all the simple little ways kids make us smile and enrich our lives. Based around a core of design activities, this book presents the design function as a systematic and disciplined process, the objective of which is to create innovative products that satisfy customer needs. The author is widely regarded as a foremost authority on an integrated approach to product engineering. Highly suitable for all students in engineering, industrial design, architecture and computer science, as well as for the professional engineer and designer who will find in it a very useful framework to assist their design practice. The Art of LEGO MINDSTORMS NXT-G Programming teaches you how to create powerful programs using the LEGO MINDSTORMS NXT programming language, NXT-G. You'll learn how to program a basic robot to perform tasks such as line following, maze navigation, and object detection and how to combine programming elements (known as blocks) to create sophisticated programs.

Author Terry Griffin covers essential functions like movement, sensors, and sound as well as more complex NXT-G features like synchronizing multiple operations. Because it's common for programs to not work quite right the first time they are run, a section of the book is dedicated to troubleshooting common problems including timing, sensor calibration, and proper debugging. Throughout the book, you'll learn best practices to help eliminate frustration when programming your robotic creations. This book is perfect for anyone with little to no previous programming experience who wants to master the art of NXT-G programming. The Pillow Book of Sei Shonagon is a fascinating, detailed account of Japanese court life in the eleventh century. Written by a lady of the court at the height of Heian culture, this book enthralls with its lively gossip, witty

observations, and subtle impressions. Lady Shonagon was an erstwhile rival of Lady Murasaki, whose novel, The Tale of Genji, fictionalized the elite world Lady Shonagon so eloquently relates. Featuring reflections on royal and religious ceremonies, nature, conversation, poetry, and many other subjects, The Pillow Book is an intimate look at the experiences and outlook of the Heian upper class, further enriched by Ivan Morris's extensive notes and critical contextualization. How profound is a little plastic building block? It turns out the answer is "very"! 22 chapters explore philosophy through the world of LEGO which encompasses the iconic brick itself as well as the animated television shows, feature films, a vibrant adult fan base with over a dozen yearly conventions, an educational robotics program, an award winning series of

videogames, hundreds of books, magazines, and comics, a team-building workshop program for businesses and much, much more. Dives into the many philosophical ideas raised by LEGO bricks and the global multimedia phenomenon they have created Tackles metaphysical, logical, moral, and conceptual issues in a series of fascinating and stimulating essays Introduces key areas of philosophy through topics such as creativity and play, conformity and autonomy, consumption and culture, authenticity and identity, architecture, mathematics, intellectual property, business and environmental ethics Written by a global group of esteemed philosophers and LEGO fans A lively philosophical discussion of bricks, minifigures, and the LEGO world that will appeal to LEGO fans and armchair philosophers alike