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Conquering the Electron offers readers a true and engaging history of the world of electronics, beginning with the discoveries of static electricity and magnetism and ending with the creation of the smartphone and the iPad. This book shows the interconnection of each advance to the next on the long journey to our modern-day technologies. Exploring the combination of genius, infighting, and luck that powered the creation of today's electronic age, Conquering the Electron debunks the hero worship so often plaguing the stories of great advances. Want to know how AT&T's Bell Labs developed semiconductor technology—and how its leading scientists almost came to blows in the process? Want to understand how radio and television work—and why RCA drove their inventors to financial ruin and early graves? Conquering the Electron offers these stories and more, presenting each revolutionary technological advance right alongside blow-by-blow personal battles that all too often took place. Guide to management aspects of information technology for office automation, partic. Social implications - examines the impact of computerization on work organization, work attitudes, labour productivity, work environment, overhead costs; considers computer investment profitability, the future of reading and printed paper, and organization development and occupational sociology in relation to the service sector; discusses e-mail and human relations; includes short case studies. Bibliography, flow charts, graphs. This volume focuses on the role of the computer and electronic technology in the discipline of history. It includes representative articles addressing H-Net, scholarly publication, on-line reviewing, enhanced lectures using the World Wide Web, and historical research. Nikola Tesla was a major contributor to the electrical revolution that transformed daily life at the turn of the twentieth century. His inventions, patents, and theoretical work formed the basis of modern AC electricity, and contributed to the development of radio and television. Like his competitor Thomas Edison, Tesla was one of America's first celebrity scientists, enjoying the company of New York high society and dazzling the likes of Mark Twain with his electrical demonstrations. An astute self-promoter and gifted showman, he cultivated a public image of the eccentric genius. Even at the end of his life when he was living in poverty, Tesla still attracted reporters to his annual birthday interview, regaling them with claims that he had invented a particle-beam weapon capable of bringing down enemy aircraft. Plenty of biographies glamorize Tesla and his eccentricities, but until now none has carefully examined what, how, and why he invented. In this groundbreaking book, W. Bernard Carlson demystifies the legendary inventor, placing him within the cultural and technological context of his time, and focusing on his inventions themselves as well as the creation and maintenance of his celebrity. Drawing on original documents from Tesla's private and public life, Carlson shows how he was an "idealist" inventor who sought the perfect experimental realization of a great idea or principle, and who skillfully sold his inventions to the public through mythmaking and illusion. This major biography sheds new light on Tesla's visionary approach to invention and the business strategies behind his most important technological breakthroughs. "A Xerox Press book." Includes index. Television, video games, and computers are

easily accessible to twenty-first-century children, but what impact do they have on creativity and imagination? In this book, two wise and long-admired observers of children's make-believe look at the cognitive and moral potential--and concern--created by electronic media. Widely recognized as America's premiere photography critic, Coleman took an interest in emerging digital technologies long before his colleagues. In fact, the earliest text in this new book of essays concerning the advent of electronic media is from 1967. The intervening thirty years have found Coleman returning to topics such as digitized images, the shifting concept of intellectual property, the impact of computers on photography as a whole, and the social implications of the Internet and World Wide Web. A wide-ranging selection of essays, lectures, and writings, *The Digital Evolution* makes for stimulating reading, and should be well received by those familiar with Coleman's previous collection of essays, *Critical Focus*. A comprehensive and fascinating account of electrical and electronics history

Much of the infrastructure of today's industrialized world arose in the period from the outbreak of World War I to the conclusion of World War II. It was during these years that the capabilities of traditional electrical engineering—generators, power transmission, motors, electric lighting and heating, home appliances, and so on—became ubiquitous. Even more importantly, it was during this time that a new type of electrical engineering—electronics—emerged. Because of its applications in communications (both wire-based and wireless), entertainment (notably radio, the phonograph, and sound movies), industry, science and medicine, and the military, the electronics industry became a major part of the economy. *Dawn of the Electronic Age* explores how this engineering knowledge and its main applications developed in various scientific, economic, and social contexts, and explains how each was profoundly affected by electrical technologies. It takes an international perspective and a narrative approach, unfolding the story chronologically. Though a scholarly study (with sources of information given in endnotes for engineers and historians of science and technology), the book is intended for the general public. Ultimately, it tells the story of the development of a new realm of engineering and its widespread applications during the remarkable and tragic period of two world wars and the decades in between. "A Xerox Press book." Includes index.

Tectonics spatial organization in the electronic age

The rapid development and diffusion of information technologies ? telecommunications, computers, the Internet ? is profoundly changing the character, and structure of interaction at the local, national and international level. Information technology is usually viewed as a technical issue, with analysis focusing on hardware, software and engineering concerns for efficient management and operation. Lost from much of the debate and discussion over information technology is the role of geography and the spatial context of information technology. To further understanding and knowledge of the spatial character and geographic impact of information technology, this volume addresses three key aspects of the phenomenon. Conceptualising electronic space and placing it into existing and developing theories of spatial and social interaction. What does electronic interaction mean for our theoretical and perceptual understanding of place and distance? Exploration of the geographic dimensions of electronic commerce, such as financial flows, securities trade, and the re-engineered multinational corporation. How do information technologies change economic and trading relationships? How do electronic relationships change people and places? Analysis of urban and regional development and IT, with emphasis on IT as a policy measure for urban development and regional growth. Can information technologies and intelligent cities provide the lives we want to lead? Contributor list Colin A. Arrowsmith Michael James Blaine Stanley D. Brunn Kenneth E. Corey David Gibbs Andrew E. Gillespie Stephen Graham John V. Langdale Tessa Morris-Suzuki Edward Mozley Roche Randal Richardson Peter J. Rimmer Keith Tanner Steve Walker Barney Warf Mark I. Wilson

Bringing together authors from the fields of architecture, landscape architecture and art, this book addresses the question 'Why draw?' by examining the various dynamic relationships between media, process, thought and environment. Looking at the long history of navigation at sea, Jim Bennett discusses the scientific and technological developments that have enabled the accurate measurement of position and setting of directions in the oceans. Explores how the digital revolution has deprived people of their ability to relate on a one-on-one basis and explains how to retain the

advantages of technology while taking crucial steps to reconnect with one another and the environment. Original. "The messages of our electronic age are becoming increasingly metaphorical and less assertive. This metaphorization process affects every aspect of society today, as can be seen in design and, although more resistant to change, in the sphere of architecture. A building does not acquire value just because it works, is solid, spatially stimulating and liveable, but because it refers to something else. The process of metaphorization concerns most of today's architecture. Its basic objective is a new interiorization of the landscape and the relations between man and nature, an objective which has been accomplished, or nearly. In order to make further progress and gain ground, we must turn to electronics and, above all, its center: interconnections."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved Digital Currents explores the growing impact of digital technologies on aesthetic experience and examines the major changes taking place in the role of the artist as social communicator. Margot Lovejoy recounts the early histories of electronic media for art making - video, computer, the internet - in this richly illustrated book. She provides a context for the works of major artists in each media, describes their projects, and discusses the issues and theoretical implications of each to create a foundation for understanding this developing field. Digital Currents fills a major gap in our understanding of the relationship between art and technology, and the exciting new cultural conditions we are experiencing. It will be ideal reading for students taking courses in digital art, and also for anyone seeking to understand these new creative forms. Electronic communication is radically altering literacy practices. Silicon Literacies unravels the key features of the new communication order to explore the social, cultural and educational impact of silicon literacy practices. Written by leading international scholars from a range of disciplines, the essays in this collection examine the implications of text produced on a keyboard, visible on a screen and transmitted through a global network of computers. The book covers topics as diverse as role-playing in computer games, the use of graphic symbols in on-screen texts and Internet degree programmes to reveal that being literate is to do with understanding how different modalities combine to create meaning. Recognizing that reading and writing are only part of what people have to learn to be literate, the contributors enhance our understanding of the ways in which the use of new technologies influence, shape and sometimes transform literacy practices.

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