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MAC LIFE

MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

PLUNKETT'S WIRELESS, WI-FI, RFID AND CELLULAR INDUSTRY ALMANAC 2008

THE ONLY COMPREHENSIVE GUIDE TO THE WIRELESS INDUSTRY

Plunkett Research, Ltd. **The cell phone is the fastest-selling consumer electronic in the world. On a global basis, over 800 million cellular telephones are sold yearly. More camera-equipped cell phones are sold each year than stand alone digital cameras. Rapid development of new technologies is leading to ever more versatile, multipurpose mobile devices, including 3G Internet-enabled cell phones and PDAs. Meanwhile, wireless networking and wireless Internet access are developing and expanding on a global basis at a rapid rate. Booming technologies include such 802.11 standards as Wi-Fi and WiMax, as well as Ultra Wide Band (UWB) and Bluetooth. Telematics, intelligent transportation systems (ITS) and satellite radio will soon create an entertainment, navigation and communications revolution within automobiles and trucks. Meanwhile, RFID (radio frequency identification) will revolutionize wireless tracking, inventory and logistics at all levels, from manufacturing to shipping to retailing. These developments are creating challenges for legacy companies and opportunities for nimble marketers and managers. Plunkett's Wireless, Wi-Fi, RFID & Cellular Industry Almanac 2008 covers such sectors. Our coverage includes business trends analysis and industry statistics. We also include a wireless and cellular business glossary and a listing of industry contacts, such as industry associations and government agencies. Next, we profile hundreds of leading companies. Our 350 company profiles include complete business descriptions and up to 27 executives by name and title.**

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ELECTRONICS BUYING GUIDE

PC MAG

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

PC MAGAZINE

THE INDEPENDENT GUIDE TO IBM-STANDARD PERSONAL COMPUTING

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BILLBOARD

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

PLASTIC-FREE

HOW I KICKED THE PLASTIC HABIT AND HOW YOU CAN TOO

[Simon and Schuster](#) “Tells a story that could inspire everyday behavior change for all of us. Small steps, leading to one big milestone: a planet free of plastic pollution.” —Daniella Dimitrova Russo, CEO and founder of Think Beyond Plastic™ Like many people, Beth Terry didn’t think an individual could have much impact on the environment. But while laid up after surgery, she read an article about the staggering amount of plastic polluting the oceans, and decided then and there to kick her plastic habit. In *Plastic-Free*, she shows you how you can too, providing personal anecdotes, stats about the environmental and health problems related to plastic, and individual solutions and tips on how to limit your plastic footprint. Presenting both beginner and advanced steps, Terry includes handy checklists and tables for easy reference, ways to get involved in larger community actions, and profiles of individuals—Plastic-Free Heroes—who have gone beyond personal solutions to create change on a larger scale. Fully updated, *Plastic-Free* also includes sections on letting go of eco-guilt, strategies for coping with overwhelming problems, and ways to relate to other people who aren’t as far along on the plastic-free path. Both a practical guide and the story of a personal journey from helplessness to empowerment, *Plastic-Free* is a must-read for those concerned about the ongoing health and happiness of themselves, their children, and the planet. “This is the tool that we’ve all been waiting for to ease the transition to going plastic-free. Time to wake up. Peace.” —Rosanna Arquette, actor, Plastic Pollution Coalition member “Practical and hopeful, with a kind of cheerleading charm.” —The Washington Post

THE BATMAN HANDBOOK

THE ULTIMATE TRAINING MANUAL

[Quirk Books](#) Looks at the essential tools that are necessary to become Batman, including Bat skills, fighting skills, detective skills, and escape skills.

BATMAN: URBAN LEGENDS (2021-) #6

[DC Comics](#) **Red Hood:** The epic “Cheer” story line reaches its conclusion, and Red Hood’s alliance with Batman will be forever changed. Will the former Dynamic Duo get the Cheerdrop drug off the streets for good? Or will they forever be at the mercy of the villain who created it? And will Red Hood find a new home for Tyler, the boy he’s sworn to protect? **Tim Drake:** Tim Drake is in the den of the Chaos Monsters with the other kidnapped teenagers of Gotham City. In order to free himself and the other teens, Tim will have to embrace help from his friend Bernard and hear something about himself he never knew. A brand-new chapter of Tim Drake’s life starts here, and you won’t want to miss it! **Black Canary:** Oracle locates some Batman weaponry, missing since The Joker War, and calls in her old friend Dinah Lance to help retrieve it! Fists will fly, the Canary will scream, and a stunning new mission begins. The ending will leave readers in shock and awe! **Zealot:** The HALO Corporation sent their top field agent, code name Zealot, to hunt Maxwell Lord. But the villain has a guardian angel in the form of...Wonder Woman?! A throw down for the ages will ensue!

METROPOLIS

GETTING STARTED IN TRANSMEDIA STORYTELLING

A PRACTICAL GUIDE FOR BEGINNERS 2ND EDITION

[CreateSpace](#) This is the second edition of Robert Pratten's massively popular *Getting Started in Transmedia Storytelling*. It's a practical guide to developing cross-platform and pervasive entertainment written by a thought-leader and early practitioner. Whether you're a seasoned pro or a complete newbie, this book is filled with tips and insights gained from years of work in multi-platform interactive storytelling.

ADOBE EXPERIENCE MANAGER

CLASSROOM IN A BOOK: A GUIDE TO CQ5 FOR MARKETING PROFESSIONALS

[Adobe Press](#) **Adobe Experience Manager (formerly CQ5)** is an industry leading web content management system aimed at giving digital marketers the ability to create, manage, and deliver personalized online experiences. **Adobe Experience Manager: Classroom in a Book** is the definitive guide for marketers who want to understand and learn to use the platform. It explains the business value of the features and the overall philosophy of the product and is a must-read before sitting down to work with an implementation team. Marketers will understand why AEM is constructed as it is so they can alter business processes and participate in successful implementation. They’ll get insight into how to accomplish the fundamental tasks to more effectively create and manage content. They’ll also learn about common mistakes and how to avoid them. After reading this book, marketers will understand:

- The basics of content management in Adobe Experience Manager
- How to integrate Adobe Experience Manager with other Adobe Marketing Cloud products
- How to manage dynamic content that is targeted to specific audiences
- The fundamental concepts that will help to create a smooth implementation

Getting Started Ch 1: The Basics Ch 2: Evaluating AEM Ch 3: Managing Content Ch 4: Digital Asset Management Ch 5: Metadata and Tagging Ch 6 Multilingual Content Ch 7: Workflows Ch 8: Social Communities Ch 9: E-Commerce Ch 10: Mobile for Marketers Ch 11: Architecture Basics Ch 12: Administration Basics Ch 13: Web Analytics Ch 14: Marketing Campaign Management Ch 15: Dynamic Content Ch 16: Integrating AEM Ch 17: Technical Basics Ch 18: Defining Requirements Ch 19: User Experience Design Ch 20: The Implementation Process

THE HOLLOW PLACES

A NOVEL

Gallery / Saga Press **A young woman discovers a strange portal in her uncle's house, leading to madness and terror in this gripping new novel from the author of the "innovative, unexpected, and absolutely chilling" (Mira Grant, Nebula Award-winning author) The Twisted Ones. Pray they are hungry. Kara finds the words in the mysterious bunker that she's discovered behind a hole in the wall of her uncle's house. Freshly divorced and living back at home, Kara now becomes obsessed with these cryptic words and starts exploring this peculiar area—only to discover that it holds portals to countless alternate realities. But these places are haunted by creatures that seem to hear thoughts...and the more one fears them, the stronger they become. With her distinctive "delightfully fresh and subversive" (SF Bluestocking) prose and the strange, sinister wonder found in Guillermo del Toro's Pan's Labyrinth, The Hollow Places is another compelling and white-knuckled horror novel that you won't be able to put down.**

THE ILLUSTRATED GUIDE TO ASSISTIVE TECHNOLOGY & DEVICES

TOOLS AND GADGETS FOR LIVING INDEPENDENTLY

Demos Medical Publishing **A Doody's Core Title 2012 This new illustrated guide to assistive technologies and devices chronicles the use of AT/AD - technology used by individuals with disabilities to perform functions that might otherwise be difficult or impossible. This book empowers people to use assistive technologies to overcome some of their physical or mental limitations and have a more equal playing field. It includes real-life examples about how people with disabilities are using assistive technology (AT) to assist them in daily tasks, and discusses emotional issues related to AT/AD.**

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DARKFEVER

FEVER SERIES BOOK 1

Delacorte Press **MacKayla Lane's life is good. She has great friends, a decent job, and a car that breaks down only every other week or so. In other words, she's your perfectly ordinary twenty-first-century woman. Or so she thinks . . . until something extraordinary happens. When her sister is murdered, leaving a single clue to her death—a cryptic message on Mac's cell phone—Mac journeys to Ireland in search of answers. The quest to find her sister's killer draws her into a shadowy realm where nothing is as it seems, where good and evil wear the same treacherously seductive mask. She is soon faced with an even greater challenge: staying alive long enough to learn how to handle a power she had no idea she possessed—a gift that allows her to see beyond the world of man, into the dangerous realm of the Fae. . . . As Mac delves deeper into the mystery of her sister's death, her every move is shadowed by the dark, mysterious Jericho, a man with no past and only mockery for a future. As she begins to close in on the truth, the ruthless Vlane—an alpha Fae who makes sex an addiction for human women—closes in on her. And as the boundary between worlds begins to crumble, Mac's true mission becomes clear: find the elusive Sinsar Dubh before someone else claims the all-powerful Dark Book—because whoever gets to it first holds nothing less than complete control of the very fabric of both worlds in their hands. . . . Look for all of Karen Marie Moning's sensational Fever novels: DARKFEVER | BLOODFEVER | FAEFEVER | DREAMFEVER | SHADOWFEVER | ICED | BURNED | FEVERBORN | FEVERSONG BONUS: This edition contains an excerpt from Karen Marie Moning's Bloodfever.**

THE PSYCHOSOCIAL IMPLICATIONS OF DISNEY MOVIES

MDPI **In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.**

THESE HOLLOW VOWS

HMH Books For Young Readers **From New York Times best-selling author Lexi Ryan, Cruel Prince meets A Court of Thorns and Roses in this sexy, action-packed fantasy about a girl who is caught between two treacherous faerie courts and their dangerously seductive princes. Brie hates the Fae and refuses to have anything to do with them, even if that means starving on the street. But when her sister is sold to the sadistic king of the Unseelie court to pay a debt, she'll**

do whatever it takes to get her back--including making a deal with the king himself to steal three magical relics from the Seelie court. Gaining unfettered access to the Seelie court is easier said than done. Brie's only choice is to pose as a potential bride for Prince Ronan, and she soon finds herself falling for him. Unwilling to let her heart distract her, she accepts help from a band of Unseelie misfits with their own secret agenda. As Brie spends time with their mysterious leader, Finn, she struggles to resist his seductive charm. Caught between two dangerous courts, Brie must decide who to trust with her loyalty. And with her heart.

TIME OUT FILM GUIDE

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HAVE MERCY ON US ALL

A NOVEL

[Simon and Schuster](#) When a Parisian town crier receives anonymous, ominous messages warning of an imminent outbreak of the Black Death, genius detective Commissaire Adamsberg and his straight-edged sidekick, Danglard, begin to suspect that the predictions are linked to strange marks that have appeared on doorways, a mystery that is complicated by a suspicious death. Original. 25,00 first printing.

KAFKA ON THE SHORE

[Random House](#) Kafka Tamura runs away from home at fifteen, under the shadow of his father's dark prophesy. The aging Nakata, tracker of lost cats, who never recovered from a bizarre childhood affliction, finds his pleasantly simplified life suddenly turned upside down. As their parallel odysseys unravel, cats converse with people; fish tumble from the sky; a ghost-like pimp deploys a Hegel-spouting girl of the night; a forest harbours soldiers apparently un-aged since World War II. There is a savage killing, but the identity of both victim and killer is a riddle - one of many which combine to create an elegant and dreamlike masterpiece. 'Wonderful... Magical and outlandish' Daily Mail 'Hypnotic, spellbinding' The Times 'Cool, fluent and addictive' Daily Telegraph

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RED SEAS UNDER RED SKIES

THE GENTLEMAN BASTARD SEQUENCE, BOOK TWO

[Hachette UK](#) Escaping from the attentions of the Bondsmagi Locke Lamora, the estwhile Thorn of Camorr and Jean Tannen have fled their home city. Taking ship they arrive in the city state of Tal Varrar where they are soon planning their most spectacular heist yet; they will take the luxurious gaming house, The Sinspire, for all of its countless riches. No-one has ever taken even a single coin from the Sinspire that wasn't won on the tables or in the other games of chance on offer there. But, as ever, the path of true crime rarely runs smooth and Locke and Jean soon find themselves co-opted into an attempt to bring the pirate fleet of the notorious Zamira Drakasha to justice. Fine work for thieves who don't know one end of galley from another. And all the while the Bondsmagi are plotting their very necessary revenge against the one man who believes he has humiliated them and lived; Locke Lamora.

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THE UNITED STATES PATENTS QUARTERLY

VIBE

NEW YORK MAGAZINE

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

THE MASTER AND MARGARITA

[Grove/Atlantic](#) Introduction by Simon Franklin; Translation by Michael Glenny "From the Hardcover edition."

ADOBE EXPERIENCE MANAGER QUICK-REFERENCE GUIDE

WEB CONTENT MANAGEMENT [FORMERLY CQ]

[Adobe Press](#) To meet the challenges of today and needs of tomorrow, businesses have to be agile, adaptable, and innovative. Adobe Experience Manager (formerly CQ) allows organizations to create a compelling online experience across digital channels—web, mobile, email, video, and social media—to build their brand, drive revenue, and extend their reach. This quick look-up guide by Adobe Experience Manager expert Shane Closser uses clear, concise explanations and an easy-to-use format to help you jump in and quickly start organizing and managing the delivery of your creative assets and other content. The Quick Reference Guide series focuses on enabling non-technical business users to perform the tasks they need to succeed in their job. This includes procedures for approving content, handy shortcuts, and helping to advise technical teams on the design of content infrastructure. You'll learn the quickest way to:

- Organize, find, and share assets
- Take control of metadata and tagging
- Manage multilingual content
- Take advantage of flexible workflows
- Tap into social communities

THE ACCIDENTALS

A YOUNG ADULT NOVEL

[Tuxbury Publishing LLC](#)

LEGENDBORN

[Margaret K. McElderry Books](#) **An Instant New York Times Bestseller! Winner of the Coretta Scott King - John Steptoe for New Talent Author Award** Filled with mystery and an intriguingly rich magic system, Tracy Deonn's YA contemporary fantasy Legendborn offers the dark allure of City of Bones with a modern-day twist on a classic legend and a lot of Southern Black Girl Magic. After her mother dies in an accident, sixteen-year-old Bree Matthews wants nothing to do with her family memories or childhood home. A residential program for bright high schoolers at UNC-Chapel Hill seems like the perfect escape—until Bree witnesses a magical attack her very first night on campus. A flying demon feeding on human energies. A secret society of so called "Legendborn" students that hunt the creatures down. And a mysterious teenage mage who calls himself a "Merlin" and who attempts—and fails—to wipe Bree's memory of everything she saw. The mage's failure unlocks Bree's own unique magic and a buried memory with a hidden connection: the night her mother died, another Merlin was at the hospital. Now that Bree knows there's more to her mother's death than what's on the police report, she'll do whatever it takes to find out the truth, even if that means infiltrating the Legendborn as one of their initiates. She recruits Nick, a self-exiled Legendborn with his own grudge against the group, and their reluctant partnership pulls them deeper into the society's secrets—and closer to each other. But when the Legendborn reveal themselves as the descendants of King Arthur's knights and explain that a magical war is coming, Bree has to decide how far she'll go for the truth and whether she should use her magic to take the society down—or join the fight.

THE WORD IS MURDER

A NOVEL

[HarperCollins](#) ****A Guardian 'Best Thriller of the Year!'**** The New York Times bestselling author of Magpie Murders and Moriarty brilliantly reinvents the classic crime novel once again with this clever and inventive mystery starring a fictional version of the author himself as the Watson to a modern-day Holmes, investigating a case involving buried secrets, murder, and a trail of bloody clues. A woman crosses a London street. It is just after 11am on a bright spring morning, and she is going into a funeral parlor to plan her own service. Six hours later the woman is dead, strangled with a crimson curtain cord in her own home. Enter disgraced police detective Daniel Hawthorne, a brilliant, eccentric

man as quick with an insult as he is to crack a case. And Hawthorne has a partner, the celebrated novelist Anthony Horowitz, curious about the case and looking for new material. As brusque, impatient, and annoying as Hawthorne can be, Horowitz—a seasoned hand when it comes to crime stories—suspects the detective may be on to something, and is irresistibly drawn into the mystery. But as the case unfolds, Horowitz realizes he’s at the center of a story he can’t control . . . and that his brilliant partner may be hiding dark and mysterious secrets of his own. A masterful and tricky mystery which plays games at many levels, *The Word Is Murder* is Anthony Horowitz at his very best.

BRAND STORYTELLING

PUT CUSTOMERS AT THE HEART OF YOUR BRAND STORY

Kogan Page Publishers **WINNER: NYC Big Book Award 2020 - Sales and Marketing category WINNER: The Stevie Awards 2020 - 'Book of the Year' Silver award, Women in Business category** Written by the award-winning storyteller Miri Rodriguez at Microsoft, this actionable guide goes beyond content strategy and, instead, demonstrates how to leverage brand storytelling in the marketing mix to strengthen brand engagement and achieve long-term growth, with advice from brands like Expedia, Coca Cola, McDonalds, Adobe and Google. Despite understanding essential storytelling techniques, brands continue to explain how their product or service can help the customer, rather than showcasing how the customer's life has changed as a result of them. Brand Storytelling gets back to the heart of brand loyalty, consumer behaviour and engagement as a business strategy: using storytelling to trigger the emotions that humans are driven by. It provides a step by step guide to assess, dismantle, and rebuild a brand story, shifting the brand from a 'hero' to 'sidekick' mentality, and positioning the customer as a key influencer to motivate the audience. Simplifying where to begin, how to benchmark success and ensure a consistent brand voice throughout every department, this book clearly shows how readers can align an emotive connection with the customer's personal values, experiences and aspirations, and how that will enable brand leaders, employees and influencers to celebrate and strengthen brand engagement for the long-term, rather than simply trying to win it. Clarifying why machine-learning, AI and automation only tell one side of the story, this book will inspire you with cutting edge interviews and case studies from leading brands like Expedia, Coca Cola, McDonalds, Adobe and Google, to tap into authentic brand loyalty and human connection.

THE JIGSAW MAN

Hanover Square Press "A heart-pounding roller coaster ride."--Tami Hoag, #1 New York Times bestselling author of *The Boy* *A Crime Reads Most Anticipated Book of 2021* A serial killer and his copycat are locked in a violent game of cat and mouse. Can DI Anjelica Henley stop them before it's too late? On the day she returns to active duty with the Serial Crimes Unit, Detective Inspector Anjelica Henley is called to a crime scene. Dismembered body parts from two victims have been found by the river. The modus operandi bears a striking resemblance to Peter Olivier, the notorious Jigsaw Killer, who has spent the past two years behind bars. When he learns that someone is co-opting his grisly signature--the arrangement of victims' limbs in puzzle-piece shapes--he decides to take matters into his own hands. As the body count rises, DI Anjelica Henley is faced with an unspeakable new threat. Can she apprehend the copycat killer before Olivier finds a way to get to him first? Or will she herself become the next victim? Drawing on her experience as a criminal attorney, debut novelist Nadine Matheson delivers the page-turning crime novel of the year. Taut, vivid and addictively sinister, *The Jigsaw Man* will leave you breathless until the very last page.