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### KEY=THINGS - CALI HESTER

**Shaping Things** MIT Press A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system. "Shaping Things is about created objects and the environment, which is to say, it's about everything," writes Bruce Sterling in this addition to the Mediawork Pamphlet series. He adds: "Seen from sufficient distance, this is a small topic." Sterling offers a brilliant, often hilarious history of shaped things. We have moved from an age of artifacts, made by hand, through complex machines, to the current era of "gizmos." New forms of design and manufacture are appearing that lack historical precedent, he writes; but the production methods, using archaic forms of energy and materials that are finite and toxic, are not sustainable. The future will see a new kind of object; we have the primitive forms of them now in our pockets and briefcases: user-alterable, baroquely multi-featured, and programmable, that will be sustainable, enhanceable, and uniquely identifiable. Sterling coins the term "spime" for them, these future-manufactured objects with informational support so extensive and rich that they are regarded as material instantiations of an immaterial system. Spimes are designed on screens, fabricated by digital means, and precisely tracked through space and time. They are made of substances that can be folded back into the production stream of future spimes, challenging all of us to become involved in their production. Spimes are coming, says Sterling. We will need these objects in order to live; we won't be able to surrender their advantages without awful consequences. The vision of Shaping Things is given material form by the intricate design of Lorraine Wild. Shaping Things is for designers and thinkers, engineers and scientists, entrepreneurs and financiers; and anyone who wants to understand and be part of the process of technosocial transformation. **Shaping Things** MIT Press (MA) A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system. **Holy Fire** Open Road Media Memory, morality, and immortality merge in this "haunting and lyrical triumph" from the bestselling author of Schismatrix Plus (Time). In the late twenty-first century, technology has lengthened lifespans far beyond what was once medically possible. Existence itself has become relatively easy—if boring. In this futuristic paradise, ninety-four-year-old Mia Ziemann longs for something different and undergoes a radical new treatment that restores both her body and mind to that of a twenty-year-old. After her dramatic transformation, Mia finds herself lost in an avant-garde world of passion, designer drugs, and creative expression. . . . "Ideas—big ideas—lurk beneath Mia's romp through Sterling's delightfully imagined newly post-human Earth. Art, artifice, the pursuit of immortality, and youth and aging bounce around the story, the characters, and their conversations in imaginative, engaging fashion. . . . In the end, Holy Fire is one of the most interesting, imaginative, and subtly humorous—and relevant for it—novels the cyberpunk/post-human era has produced. . . . Holy Fire may very well be [Sterling's] best work." —Speculation "An intellectual feat, it is also a treat for the spirit and the senses." —Wired "A patented Sterling extra-special." —Newsday "The future Sterling traces is plausible and provocative, particularly his consideration of several contrasting cultures, and of the disenfranchised who are unable to become 'post-human.' Those interested in serious speculative conversation set within a very strange near-future will find this much to their taste." —Publishers Weekly **Heavy Weather** Open Road Media A near-future eco-thriller from the bestselling author of Schismatrix Plus and The Difference Engine. The Storm Troopers are a group of weather hackers who roam the plains of Texas and Oklahoma, hopped up on adrenaline and technology. Utilizing virtual reality, flying robots, and all-terrain vehicles, they collect data on the extreme storms ravaging an America decimated by climate change. But even their visionary leader can't predict the danger on the horizon when a volatile new member joins their ranks and faces a trial by fire: a massive tornado unlike any the world has seen before. "A remarkable and individual sharpness of vision. . . . Sterling hacks the future, and the elegant hack it is." —Locus "Lucid and tremendously entertaining. Sterling shows once more his skills in storytelling and technospeak. A cyberpunk winner." —Kirkus Reviews "So believable are the speculations that. . . one becomes convinced that the world must and will develop into what Sterling has predicted." —Science Fiction Age "A very exciting coming-of-age story in a wild future America. . . . What's it got? Cyberpunk attitude, genuine humor, nanotechnology, minimal sex but some cool medications and very big weather systems." —SFReviews.net "Brilliant. . . . Fascinating. . . . Exciting. . . . A full complement of thrills." —The New York Review of Science Fiction **The Artificial Kid** Open Road Media In a future world of rampant inequality, a martial-arts video star finds himself in a real fight for survival, in this novel by the author of Schismatrix. Founded centuries ago by the enigmatic genius Moses Moses, the planet Reverie can either be heaven or hell, depending on whether you live on or above it. The superrich orbit the world in luxury abodes, keeping their sometimes-lethal ennui at bay by watching homemade sex and violence videos created by the peons dwelling on the coral continents miles beneath them. The most popular entertainer of all is the Artificial Kid, an unbeatable combat artist whose bloody, self-produced martial arts videos have made him beloved both above and below. But the Kid is about to stumble onto something no one was ever meant to discover—a mind-boggling conspiracy of science and antiquity that forces him to run for his life into the strange and dangerous wilderness known as the Mass. And when Moses Moses returns to Reverie after seven hundred years of cryogenic sleep, things are about to get much worse. Written long before the era of YouTube, Ultimate Fighting, and reality TV, Bruce Sterling's prescient, thoughtful, and wildly satiric novel previews the nascent cyberpunk sensibilities of the acclaimed author's later works. **Schismatrix** Ace Books Shaper-trained Abelard Lindsay, a failed and exiled revolutionary against Mech domination, becomes a pawn in the interstellar intrigue of a human and alien power struggle for control of humanity's future. **Islands in the Net** Open Road Media In a near-future new age of corporate control, hacker mercenaries, and electronic terrorism, a public relations executive on the rise finds herself caught in the violent epicenter of a data war Two decades into the twenty-first century, the world's nations are becoming irrelevant. Corporations are the true global powers, with information the most valuable currency, while the smaller island nations have become sanctuaries for data pirates and terrorists. A globe-trotting PR executive for the large corporate economic democracy Rizome Industries Group, Laura Webster is present when a foreign representative is assassinated on Rizome soil during a conference for offshore data havens. Dispatched immediately on an international mission of diplomacy, Laura hopes she can make a difference in a volatile, unsteady world, but instead finds herself trapped on the front lines of rapidly escalating third-world hostilities and caught up in an inescapable net of conspiracy, terrorism, post-millennial voodoo, and electronic warfare. During the 1980s, science fiction luminary Bruce Sterling envisioned the future. . . . and hit it almost dead-on. The author who, along with William Gibson, Neal Stephenson, and Rudy Rucker, helped create and define the cyberpunk subgenre imagines a world of tomorrow in Islands in the Net that bears a striking—and disturbing—resemblance to our present-day information-age reality. Nominated for the Hugo and Locus Awards and winner of the John W. Campbell Memorial Award, Sterling's extraordinary novel is a gripping, eye-opening, and remarkably prescient science fiction classic. **Mirrorshades The Cyberpunk Anthology** Short stories labeled "Mirrorshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others. **A Good Old-Fashioned Future** Spectra From the subversive to the antic, the uproarious to the disturbing, the stories of Bruce Sterling are restless, energy-filled journeys through a world running on empty--the visionary work of one of our most imaginative and insightful modern writers. They live as strangers in strange lands. In worlds that have fallen--or should have. They wage battles in wars already lost and become heroes--and sometimes martyrs--in their last-ditch efforts to preserve the dignity and individuality of humanity. A hack Indian filmmaker takes the pulse of a wounded and declining civilization--21st-century Britain. A pair of swashbuckling Silicon Valley entrepreneurs join forces to make a commercial killing--in organic underground slime and computer-generated jellyfish. A man in a Japanese city takes orders from a talking cat while pursuing a drama of danger and adventure that has become the very essence of his life. From "The Littlest Jackal", a darkly hilarious thriller of mercs and gunrunners set in Finland, to a stark vision of a post-atomic netherworld in his haunting tale "Taklamakan", Bruce Sterling once again breaks boundaries, breaks icons, and breaks rules to unleash the most dangerously provocative and intelligent science fiction being written today. **Globalhead** Spectra Featuring thirteen satirical short stories, a unique collection includes scientific superstars, a rock singer who is the voice of the people, and two lost souls who drive off the edge of the world and find each other. From the Paperback edition. **Gothic High-Tech Subterranean** Presents a collection of stories of a harsh and twisted postmodern world. **Zeitgeist** Spectra It's 1999, and in the Turkish half of Cyprus, the ever-enterprising Leggy Starlitz has alighted — pausing on his mission to storm the Third World with the G-7 girls, the cheapest, phoniest all-girl rock group ever to wear Wonderbras and spandex. His market is staring him in the face: millions of teenagers trapped in a world of mullahs and mosques, all ready to blow their pocket change on G-7's massive merchandising campaign — and to wildly anticipate music the band will never release. Leggy's brilliant plan means doing business with some of the world's most dangerous people. Among these thieves, schemers, and killers, he must act quickly and decisively. Y2K is just around the corner — and the only rule to live by is that the whole scheme stops before the year 2000. But Leggy's G-7 Zeitgeist is in serious jeopardy, for in Istanbul his former partners are getting restless — and the G-7 girls are beginning to die.... From the Paperback edition. **The Zenith Angle A Novel** Del Rey "Gleeful, shrewd, speculative, cynical, closely observed. . . . The Zenith Angle offers wisdom and solace, thrills and laughter."—The Washington Post "Compelling and important. . . . A darkly comic fable of info-war, the black budget, über-geek idealism, and the politics of Homeland Insecurity."—William Gibson, author of Pattern Recognition Pioneering computer wizard Derek "Van" Vandever has been living extra-large as a VP for a booming Internet company. But the September 11 attacks on America change everything. Recruited as the key member of an elite federal computer-security team, Van enters the labyrinthine trenches of the Washington intelligence community. His special genius is needed to debug the software glitch in America's most crucial KH-13 satellite, capable of detecting terrorist hotbeds worldwide. But the problem is much deeper. Now Van must make the unlikely leap from scientist to spy, team up with a ruthlessly resourceful ex-Special Forces commando, and root out an unknown enemy—one with access to a weapon of untold destructive power. "Great fun. . . . A cyberthriller of 21st-century technologies [that] peeps wittily behind the national security scenes of a modern superpower."—New Scientist "A comedic thriller for the homeland security era."—Entertainment Weekly **The Caryatids A Novel** Del Rey Alongside William Gibson and Neal Stephenson, Bruce Sterling stands at the forefront of a select group of writers whose pitch-perfect grasp of the cultural and scientific zeitgeist endows their works of speculative near-future fiction with uncanny verisimilitude. To read a novel by Sterling is to receive a dispatch from a time traveler. Now, with The Caryatids, Sterling has written a stunning testament of faith in the power of human intellect, creativity, and spirit to overcome any obstacle—even the obstacles we carry inside ourselves. The world of 2060 is divided into three spheres of influence, each fighting with the others over the resources of fallen nations and an environment degraded almost to the point of no return. There is the Dispensation, centered in Los Angeles, where entertainment and capitalism have fused with the highest of high-tech. There is the Acquis, a Green-centered collective that uses invasive neurological technology to create a networked utopia. And there is China, the sole surviving nation-state, a dinosaur that has prospered only by pitilessly pruning its own population. Products of this monstrous world, the daughters of a monstrous mother, and—according to some—monsters themselves, are the Caryatids: the four surviving female clones of a mad Balkan genius and wanted war criminal now ensconced, safely beyond extradition, on an orbiting space station. Radmila is a Dispensation star determined to forget her past by building a glittering, impregnable future. Vera is an Acquis functionary dedicated to reclaiming their home, the Croatian island of Mljet, from catastrophic pollution. Sonja is a medical specialist in China renowned for selflessly risking herself to help others. And Biserka is a one-woman terrorist network. The four "sisters" are united only by their hatred for their "mother"—and for one another. When evidence surfaces of a coming environmental cataclysm, the Dispensation sends its greatest statesman—or salesman—John Montgomery Montalban, husband of Radmila, and lover of Vera and Sonja, to gather the Caryatids together in an audacious plan to save the world. **Crystal Express** Short stories which depict worlds full of scientific advancement, genetic and surgical modifications of people, colonization of the solar system and alien contact. But they also show concern for the future of real people. The author's books include Involution Ocean and Islands in the Net. **The Difference Engine** Hachette UK The computer age has arrived a century ahead of time with Charles Babbage's perfection of his Analytical Engine. The Industrial Revolution, supercharged by the development of steam-driven cybernetic Engines, is in full and drastic swing. Great Britain, with her calculating-cannons, steam dreamnoughts, machine-guns and information technology, prepares to better the world's lot. . . . **Visionary in Residence Stories** Running PressBook Pub A collection of thirteen individually introduced cyberpunk tales by the co-author of The Difference Engine brings readers beyond the imagined boundaries of future technology. Original. **Ascendancies The Best of Bruce Sterling** Open Road Media Two dozen tales of future shock and twisted history from an undisputed king of cyberpunk science fiction, including Nebula Award finalists "Sunken Garden" and "Dori Bangs." Time magazine describes Bruce Sterling as "one of America's best-known science fiction writers and perhaps the sharpest observer of our media-choked

culture working today in any genre." Sterling's abilities are on full display in *Ascendancies*, a collection of speculative fiction from a world-class world-building futurist, alternate historian, and mad prophet operating at the peak of his extraordinary powers. Here are twenty-four stories that span the illustrious career of the author who, along with William Gibson and Neal Stephenson, injected the word cyberpunk into the science fiction lexicon. These tales not only traverse galaxies and employ mind-boggling technologies, they also cut back across the centuries into a richly imagined past with style and a sharp satiric edge. Sterling's unparalleled imagination and courageous originality carry the reader into the future universe of the warring Shapers and Mechanists, rival sects of exiled humanity with radically opposed views of human augmentation. Several stories feature the questionable adventures of the footloose con man Leggy Starlitz in a somewhat-skewed and still-dangerous post-Cold War world. Sterling explores the cyberpunk trope of technology gone wild and the resultant decline of civilization with appropriate gravity, while presenting parables of strangers stuck in very strange lands in a more whimsical vein. Whether chronicling an alien's encounter with Crusaders in disputed Palestine, depicting the discovery of the key to immortality in a nineteenth-century Times Square magic shop, or portraying bicycles and bad guys in a near-future Tennessee, Sterling's stories are smart, surprising, genre bending, bold, and outstanding, one and all. **Pirate Utopia** Tachyon Publications Original introduction by Warren Ellis, author of *Transmetropolitan* and *Gun Machine* Who are these bold rebels pillaging their European neighbors in the name of revolution? The Futurists! Utopian pirate-warriors of the tiny Regency of Carnaro, unlikely scourge of the Adriatic Sea. Mortal enemies of communists, capitalists, and even fascists (to whom they are not entirely unsympathetic). The ambitious Soldier-Citizens of Carnaro are led by a brilliant and passionate coterie of the perhaps insane. Lorenzo Secondari, World War I veteran, engineering genius, and leader of Croatian raiders. Frau Piffer, Syndicalist manufacturer of torpedos at a factory run by and for women. The Ace of Hearts, a dashing Milanese aristocrat, spymaster, and tactical savant. And the Prophet, a seductive warrior-poet who leads via free love and military ruthlessness. Fresh off of a worldwide demonstration of their might, can the Futurists engage the aid of sinister American traitors and establish world domination? **Involution Ocean** Open Road Media A far-future Moby-Dick by the author of *Schismatrix*: A desperate addict on a bleak, arid planet boards a whaling vessel to hunt the drug he craves. The powerful narcotic syncophine, commonly known as Flare, comes from only one source: the oil of the gargantuan whale-like beasts that swim the dust sea of Nullaqua. It was John Newhouse's addiction to the substance that made him a dealer and forced him to move to this airless, inhospitable planet. But when the all-powerful galactic Confederacy declares Flare illegal, the needs of Newhouse and his clientele leave the desperate off-worlder no choice but to sign on as an able seaman aboard a dustwhaler and hunt the giant creatures himself. Joining a crew of junkies and misfits, including a mad captain with his own dark and secret agenda and a bewitching, batlike alien woman who is pained by human touch, Newhouse sets out across the silica ocean at the bottom of a seventy-mile-deep crater in search of release and redemption . . . and sails toward a fateful confrontation between man and beast that could lead to catastrophe. Bruce Sterling's debut novel is a remarkable feat of world building—imaginative, provocative, and smart, featuring an unforgettable cast of colorful characters. If Herman Melville's Moby-Dick unfolded on Frank Herbert's Dune, the result might be something akin to Sterling's extraordinary *Involution Ocean*. **Tomorrow Now Envisioning the Next 50 Years** Random House "Nobody knows better than Bruce Sterling how thin the membrane between science fiction and real life has become, a state he correctly depicts as both thrilling and terrifying in this frisky, literate, clear-eyed sketch of the next half-century. Like all of the most interesting futurists, Sterling isn't just talking about machines and biochemistry: what he really cares about are the interstices of technology with culture and human history." -Kurt Andersen, author of *Turn of the Century* Visionary author Bruce Sterling views the future like no other writer. In his first nonfiction book since his classic *The Hacker Crackdown*, Sterling describes the world our children might be living in over the next fifty years and what to expect next in culture, geopolitics, and business. Time calls Bruce Sterling "one of America's best-known science fiction writers and perhaps the sharpest observer of our media-choked culture working today in any genre." *Tomorrow Now* is, as Sterling wryly describes it, "an ambitious, sprawling effort in thundering futurist punditry, in the pulsing vein of the futurists I've read and admired over the years: H. G. Wells, Arthur C. Clarke, and Alvin Toffler; Lewis Mumford, Reyner Banham, Peter Drucker, and Michael Dertouzos. This book asks the future two questions: What does it mean? and How does it feel?" Taking a cue from one of William Shakespeare's greatest soliloquies, Sterling devotes one chapter to each of the seven stages of humanity: birth, school, love, war, politics, business, and old age. As our children progress through Sterling's Shakespearean life cycle, they will encounter new products; new weapons; new crimes; new moral conundrums, such as cloning and genetic alteration; and new political movements, which will augur the way wars of the future will be fought. Here are some of the author's predictions: • Human clone babies will grow into the bitterest and surliest adolescents ever. • Microbes will be more important than the family farm. • Consumer items will look more and more like cuddly, squeezable pets. • Tomorrow's kids will learn more from randomly clicking the Internet than they ever will from their textbooks. • Enemy governments will be nice to you and will badly want your tourist money, but global outlaws will scheme to kill you, loudly and publicly, on their Jihad TVs. • The future of politics is blandness punctuated with insanity. The future of activism belongs to a sophisticated, urbane global network that can make money—the Disney World version of Al Qaeda. *Tomorrow Now* will change the way you think about the future and our place in it. From the Hardcover edition. **In the Bubble Designing in a Complex World** MIT Press How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, *In the Bubble: Designing for a Complex World*. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if "tech" ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? *In the Bubble* is about a world based less on stuff and more on people. Thackara describes a transformation that is taking place now—not in a remote science fiction future; it's not about, as he puts it, "the schlock of the new" but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. *In the Bubble* describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of *In the Bubble* is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without impeding social and technical innovation. **Digital Rubbish A Natural History of Electronics** University of Michigan Press This is a study of the material life of information and its devices; of electronic waste in its physical and electronic incarnations; a cultural and material mapping of the spaces where electronics in the form of both hardware and information accumulate, break down, or are stowed away. Where other studies have addressed "digital" technology through a focus on its immateriality or virtual qualities, Gabrys traces the material, spatial, cultural and political infrastructures that enable the emergence and dissolution of these technologies. In the course of her book, she explores five interrelated "spaces" where electronics fall apart: from Silicon Valley to Nasdaq, from containers bound for China to museums and archives that preserve obsolete electronics as cultural artifacts, to the landfill as material repository. *Digital Rubbish* describes the materiality of electronics from a unique perspective, examining the multiple forms of waste that electronics create as evidence of the resources, labor, and imaginaries that are bundled into these machines. Ranging across studies of media and technology, as well as environments, geography, and design, Jennifer Gabrys draws together the far-reaching material and cultural processes that enable the making and breaking of these technologies. Jennifer Gabrys is Director of the Masters in Design and Environment in the Department of Design, Goldsmiths, University of London. *digitalculturebooks* is an imprint of the University of Michigan Press and the Scholarly Publishing Office of the University of Michigan Library dedicated to publishing innovative and accessible work exploring new media and their impact on society, culture, and scholarly communication. Visit the website at [www.digitalculture.org](http://www.digitalculture.org). **Distraction Spectra** It's November 2044, an election year, and the state of the Union is a farce. The government is broke, the cities are privately owned, and the military is shaking down citizens in the streets. Washington has become a circus and no one knows that better than Oscar Valparaiso. A political spin doctor, Oscar has always made things look good. Now he wants to make a difference. But Oscar has a skeleton in his closet. His only ally: Dr. Greta Penninger, a gifted neurologist at the bleeding edge of the neural revolution. Together they're out to spread a very dangerous idea whose time has come. And so have their enemies: every technofanatic, government goon, and laptop assassin in America. Oscar and Greta might not survive to change the world, but they'll put a new spin on it. From the Paperback edition. **Phantasmagoria Specters of Absence** Independent Curators Foreword by Judith Olch Richards. Essay by Jose Roca. Short story by Bruce Sterling. **Foundations of Digital Art and Design with the Adobe Creative Cloud** New Riders Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. *Foundations of Digital Art and Design* reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision. **Speculative Everything Design, Fiction, and Social Dreaming** MIT Press How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures. **Utopian Entrepreneur** MIT Press A guide to doing socially positive work in the context of business. **Hertzian Tales Electronic Products, Aesthetic Experience, and Critical Design** MIT Press How design can improve the quality of our everyday lives by engaging the invisible electromagnetic environment in which we live. As our everyday social and cultural experiences are increasingly mediated by electronic products—from "intelligent" toasters to iPods—it is the design of these products that shapes our experience of the "electrosphere" in which we live. Designers of electronic products, writes Anthony Dunne in *Hertzian Tales*, must begin to think more broadly about the aesthetic role of electronic products in everyday life. Industrial design has the potential to enrich our daily lives—to improve the quality of our relationship to the artificial environment of technology, and even, argues Dunne, to be subverted for socially beneficial ends. The cultural speculations and conceptual design proposals in *Hertzian Tales* are not utopian visions or blueprints; instead, they embody a critique of present-day practices, "mixing criticism with optimism." Six essays explore design approaches for developing the aesthetic potential of electronic products outside a commercial context—considering such topics as the post-optimal object and the aesthetics of user-unfriendliness—and five proposals offer commentary in the form of objects, videos, and images. These include "Electroclimates," animations on an LCD screen that register changes in radio frequency; "When Objects Dream..." consumer products that "dream" in electromagnetic waves; "Thief of Affection," which steals radio signals from cardiac pacemakers; "Tuneable Cities," which uses the car as it drives through overlapping radio environments as an interface of hertzian and physical space; and the "Faraday Chair: Negative Radio," enclosed in a transparent but radio-opaque shield. Very little has changed in the world of design since *Hertzian Tales* was first published by the Royal College of Art in 1999, writes Dunne in his preface to this MIT Press edition: "Design is not engaging with the social, cultural, and ethical implications of the technologies it makes so sexy and consumable." His project and proposals challenge it to do so. **Smart Things Ubiquitous Computing User Experience Design** Elsevier The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new. Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design and service design -- which are all the key components of ubiquitous computing UX -- and practicing designers need a way to tackle practical challenges of design. Theory is not enough for them -- luckily the industry is now mature enough to have tried and tested best practices and case studies from the field. *Smart Things* presents a problem-solving approach to addressing designers' needs and concentrates on process, rather than technological detail, to keep from being quickly outdated. It pays close attention to the capabilities and limitations of the medium in question and discusses the tradeoffs and challenges of design in a commercial environment. Divided into two sections, frameworks and techniques, the book discusses broad design methods and case studies that reflect key aspects of these approaches. The book then presents a set of techniques highly valuable to a practicing designer. It is intentionally not a comprehensive tutorial of user-centered design as that is covered in many other books but it is a handful of techniques useful when designing ubiquitous computing user experiences. In short, *Smart Things* gives its readers both the "why" of this kind of design and the "how," in well-defined chunks. Tackles design of products in the post-Web world where computers no longer have to be

monolithic, expensive general-purpose devices Features broad frameworks and processes, practical advice to help approach specifics, and techniques for the unique design challenges Presents case studies that describe, in detail, how others have solved problems, managed trade-offs, and met successes

**Robot Artists and Black Swans: the Italian Fantascienza Stories** The Godfather of Cyberpunk has emerged in this new collection of Italian-themed fantasy and science-fiction stories. Bruce Sterling now introduces us to his alter ego: Bruno Argento, the preeminent author of fantascienza. Sterling, writing as Argento, skillfully combines cutting-edge technology with art, mythology, and history. "It's as if Sterling is the only writer paying attention."--Locus In the Esoteric City, a Turinese businessman's act of necromancy is catching up with him. The Black Swan, a rogue hacker, programs his way into alternate versions of Italy. A Parthenopean assassin awaits his destiny in the arms of a two-headed noblewoman. Infuriating to both artists and scientists, a robot wheelchair makes uncategorizable creations. Bruno Argento is the acknowledged master of Italian science fiction. Yet that same popular fantascienza author also is known in America--as Bruce Sterling. In *Robot Artists and Black Swans*, we present the first collection of their uniquely visionary Italian-themed fiction, including tales never before published in English.

**Research Fiction and Thought Experiments in Design** Foundations and Trends (R) in Human-Computer Interaction Research Fiction and Thought Experiments in Design traces design fiction from the Italian radical design of the 1960s through British Art Schools in the late 1990s to contemporary adaptations of the practice by companies like Google, Microsoft, and Facebook.

**Curious Boym: Design Works** Princeton Architectural Press This whimsical book presents the whimsical designs of Constantin Boym and his partner Laurene Leon Boym in all their good humor and raw fun. Like *Curious George*, Boym finds the extraordinary in the ordinary and makes the mundane into something magical. Though best known for his "monuments to disasters" series (tiny metal souvenirs of buildings like Three Mile Island and the Watergate), Boym has been designing a broad range of products, furniture, and installations for the last 20 years. All of it--from sofas made out of parts from Sears catalogs to dishes modeled after frozen food trays--reveals his delight in design. *Curious Boym* explores all the varied mediums that Boym explores. His products for an all-star cast of clients--including Alessi, Droog, Swatch, and Vitra--have won popular and critical acclaim. His Strap Furniture, constructed of wood and strapping tape, was a hit at the 2000 National Design Triennial at the Cooper-Hewitt. And his installation designs include everything from washing machines to chain-link fences. Here Boym creates a playful, interactive book filled with pop-ups, pull-outs, and other delightful surprises. Peter Hall, editor of *Tibor Kalman*, offers an insight into Boym's unique world, one that will inspire as much as it entertains.

**The Mobile Frontier A Guide for Designing Mobile Experiences** Rosenfeld Media Mobile user experience is a new frontier. Untethered from a keyboard and mouse, this rich design space is lush with opportunity to invent new and more human ways for people to interact with information. Invention requires casting off many anchors and conventions inherited from the last 50 years of computer science and traditional design and jumping head first into a new and unfamiliar design space.

**Acting Bodies and Social Networks A Bridge Between Technology and Working Memory** Rowman & Littlefield This book analyzes the complex interactions of body, mind and microelectronic technologies. Internationally renowned scholars look into the nature of the mind - a combination of thought, perception, emotion, will and imagination - as well as the ever-increasing impact and complexity of microelectronic technologies.

**Designing for Interaction Creating Innovative Applications and Devices** New Riders Describes effective approaches to interaction design, with information on developing a design strategy, conducting research, analyzing the data, creating concepts, and testing and deployment.

**The New Digital Storytelling Creating Narratives with New Media** ABC-CLIO This book surveys the many ways of telling stories with digital technology, including blogging, gaming, social media, podcasts, and Web video. \* Provides a bibliography listing sources consulted \* Contains an index of key words and concepts from the text

**Cyberpunk Stories of Hardware, Software, Wetware, Evolution, and Revolution** Resurrection House Cyberpunk has brought us films like *Blade Runner*, *Tron*, and *The Matrix*, and it has brought us now-classic novels like *Snow Crash* and *Neuromancer*. It continues to be a powerful theme in contemporary literature as writers imagine a gritty, dark, wild, and wicked future where body modification, seedy elements, omniscient corporations, and a few down-luck anti-heroes are always having it out. Inside the covers of this book, readers find stories by the best and the finest cyberpunk writers -- from foundational authors like Bruce Sterling and William Gibson to new voices like Cory Doctorow -- all of whom write with the fire and zeal that powers the best cyberpunk writing. Here are stories about society gone wrong and society saved, about soulless humans and soulful machines, about futures worth fighting for and futures that do nothing but kill. Welcome to your cyberpunk world. Welcome to your cyberpunk world.

**Made Up Design's Fictions** Actar D, Inc. Through essays, interviews, and narratives by Bruce Sterling, Fiona Raby, Sam Jacob and other significant voices in the field, this volume questions the initial discourses around "design fiction"--a broad category of critical design that includes overlapping interests in science fiction, world building, speculation, and futuring. *Made Up: Design's Fictions* advances contemporary analysis and enactment of narrative and speculation as an important part of practice today. Essays, interviews, and narratives by: Julian Bleecker, Benjamin H. Bratton, Anne Burdick, Emmet Byrne, Stuart Candy, Fiona Raby, Tim Durfee, Sam Jacob, Norman M. Klein, Peter Lunenfeld, Geo Manauagh, Tom Marble, m-a-u-s-e-r, Metahaven, China Miéville, Keith Mitnick, MOS, Susanna Schouweiler, Bruce Sterling, Mimi Zeiger. Co-published with Art Center Graduate Press

**The Archive Incarnate The Embodiment and Transmission of Knowledge in Science Fiction** McFarland We live in an information economy, a vast archive of data ever at our fingertips. In the pages of science fiction, powerful entities--governments and corporations--attempt to use this archive to control society, enforce conformity or turn citizens into passive consumers. Opposing them are protagonists fighting to liberate the collective mind from those who would enforce top-down control. Archival technology and its depictions in science fiction have developed dramatically since the 1950s. Ray Bradbury discusses archives in terms of books and television media, and Margaret Atwood in terms of magazines and journaling. William Gibson focused on technofuturistic cyberspace and brain-to-computer prosthetics, Bruce Sterling on genetics and society as an archive of social practices. Neal Stephenson has imagined post-cyberpunk matrix space and interactive primers. As the archive is altered, so are the humans that interact with ever-advancing technology.