

Getty Images Kasparov

Quantum Computing from Colossus to Qubits

The quantum computer is no longer the stuff of science fiction. Pioneering physicists are on the brink of unlocking a new quantum universe which provides a better representation of reality than our everyday experiences and common sense ever could. The birth of quantum computers - which, like Schrödinger's famous \"dead and alive\" cat, rely on entities like electrons, photons, or atoms existing in two states at the same time - is set to turn the computing world on its head. In his fascinating study of this cutting-edge technology, and featuring a new introduction, John Gribbin explores the nature of quantum reality, arguing for a universe of many parallel worlds where \"everything is real.\" Looking back to Alan Turing's work on the Enigma machine and the first electronic computer, Gribbin explains how quantum theory developed to make quantum computers work in practice as well as in principle. He takes us beyond the arena of theoretical physics to explore their practical applications - from machines which learn through \"intuition\" and trial and error to unhackable laptops and smartphones. And he investigates the potential for this extraordinary science to create a world where communication occurs faster than light and teleportation is possible. This is an exciting insider's look at the new frontier of computer science and its revolutionary implications.

Deep Thinking

In May 1997, the world watched as Garry Kasparov, the greatest chess player in the world, was defeated for the first time by the IBM supercomputer Deep Blue. It was a watershed moment in the history of technology: machine intelligence had arrived at the point where it could best human intellect. It wasn't a coincidence that Kasparov became the symbol of man's fight against the machines. Chess has long been the fulcrum in development of machine intelligence; the hoax automaton 'The Turk' in the 18th century and Alan Turing's first chess program in 1952 were two early examples of the quest for machines to think like humans -- a talent we measured by their ability to beat their creators at chess. As the pre-eminent chessmaster of the 80s and 90s, it was Kasparov's blessing and his curse to play against each generation's strongest computer champions, contributing to their development and advancing the field. Like all passionate competitors, Kasparov has taken his defeat and learned from it. He has devoted much energy to devising ways in which humans can partner with machines in order to produce results better than either can achieve alone. During the twenty years since playing Deep Blue, he's played both with and against machines, learning a great deal about our vital relationship with our most remarkable creations. Ultimately, he's become convinced that by embracing the competition between human and machine intelligence, we can spend less time worrying about being replaced and more thinking of new challenges to conquer. In this breakthrough book, Kasparov tells his side of the story of Deep Blue for the first time -- what it was like to strategize against an implacable, untiring opponent -- the mistakes he made and the reasons the odds were against him. But more than that, he tells his story of AI more generally, and how he's evolved to embrace it, taking part in an urgent debate with philosophers worried about human values, programmers creating self-learning neural networks, and engineers of cutting edge robotics.

The Story of Computing

Today computers shape every aspect of our lives. In our pockets, we carry mobile phones with computing power that was unimaginable just 50 years ago. Many industries are embracing the promises - and the risks - of artificial intelligence. The world is changing faster than ever, and computing is at the heart of technological development. Dermot Turing explores the history of this rapidly evolving technology, from the Charles Babbage and his experiments with steam powered calculators to the computerised Go champion,

AlphaGo. Featuring wonderful, full-colour images which illustrate this history, *The Story of Computing* is the essential guide to a subject that none of us can ignore. Topics include: • The birth of the computer • Codebreaking in World War II • Innovations in hardware and software • Artificial intelligence • The internet • The challenges of cybersecurity.

AI for Retail

The coming of the AI revolution in brick-and-mortar retail In *AI for Retail: A Practical Guide to Modernize Your Retail Business with AI and Automation*, Francois Chaubard, AI researcher and retail technology CEO, delivers a practical guide for integrating AI into your brick-and-mortar retail business. In the book, you'll learn how to make your business more efficient by automating inventory management, supply chain, front-end, merchandising, pricing, loss prevention, e-commerce processes, and more. The author takes you step by step from no AI Strategy at all to implementing a robust AI playbook that will permeate through your entire organization. In this book, you will learn: How AI works, including key terminology and fundamental AI applications in retail How AI can be applied to the major functions of retail with detailed P&L analysis of each application How to implement an AI strategy across your entire business to double or even triple Free Cash Flow *AI for Retail* is the comprehensive, hands-on blueprint for AI adoption that retail managers, executives, founders, entrepreneurs, board members, and other business leaders have been waiting for.

Foundations of Strategy

Foundations of Strategy, Second Edition is a concise text aimed at both undergraduate and Masters students. Written in an accessible style with the needs of these students in mind, the second edition of this popular text has a clear, comprehensive approach, underlined by sound theoretical depth. The text has been fully revised and updated to reflect recent developments in the business environment and strategy research. Extensive learning and teaching materials to accompany this text include an instructor manual, case teaching notes, test bank and PowerPoint slides are available for instructors. Resources for students include self-test quizzes and glossary flashcards to test understanding. From the Reviews of the Second Edition... "This second edition of *Foundations of Strategy* is a concise but comprehensive strategic management textbook for both undergraduate-level and graduate-level students. The book covers some of the most fundamental challenges organizations face as they strive to gain and sustain competitive advantage. The book is full of contemporary case studies that include a balanced mix of theory and application in strategic management. This new edition provides a very useful tools and resources to the increasingly important discipline of strategic management." —Dr Jay Lee, California State University, Sacramento "Foundations of Strategy explains current theory clearly and carefully, with a good range of examples. The quality of my students' strategic analyses has improved perceptibly since I started using it." —Dr Adrian Haberberg, University of East London

Architecture in the Age of Artificial Intelligence

AI has been unleashed. Nothing is going to be the same again. Updated to cover all the latest developments, *Architecture in the Age of Artificial Intelligence* introduces AI for designers and explores its seismic impact on the future of architecture and design. From ChatGPT and smart assistants to groundbreaking diffusion models for video and 3D modelling, this updated new edition investigates the profound effects of AI technologies on architectural practice. It explores how AI transforms every part of the process—from the inspiration and brief, to regulations and copyright, to performance-driven design— and looks beyond discussions of software and functionality to ask more fundamental questions too: How did AI evolve? How does it work? What does it tell us about creativity? And what does it mean for the very future of the profession itself? Written by one of the world's leading experts in the field, this book is a must-read for all architects wishing to stay at the forefront of the AI revolution.

Great Athletes

How the moves of thirty-two chess pieces over sixty-four squares can help us understand the workings of the mind. When we play the ancient and noble game of chess, we grapple with ideas about honesty, deceitfulness, bravery, fear, aggression, beauty, and creativity, which echo (or allow us to depart from) the attitudes we take in our daily lives. Chess is an activity in which we deploy almost all our available cognitive resources; therefore, it makes an ideal laboratory for investigation into the workings of the mind. Indeed, research into artificial intelligence (AI) has used chess as a model for intelligent behavior since the 1950s. In *Chess Metaphors*, Diego Rasskin-Gutman explores fundamental questions about memory, thought, emotion, consciousness, and other cognitive processes through the game of chess, using the moves of thirty-two pieces over sixty-four squares to map the structural and functional organization of the brain. Rasskin-Gutman focuses on the cognitive task of problem solving, exploring it from the perspectives of both biology and AI. Examining AI researchers' efforts to program a computer that could beat a flesh-and-blood grandmaster (and win a world chess championship), he finds that the results fall short when compared to the truly creative nature of the human mind.

Chess Metaphors

Advancements of AI in medical and biological sciences have opened new ways for drug development. Novel therapeutic molecules and their target action can be easily predicted and can be modified. AI helps in disease detection and diagnosis faster. The breakthrough of AI is made especially in the area of personalized precision medicine, host-pathogen interaction and predictive epidemiology. These approaches could help in faster decision-making with minimal errors that can improve risk analysis, especially disease diagnosis and selecting treatment strategy. In agricultural practices, an exact combination of fertilizers, pesticides, herbicides, soil management, water requirement analysis, yield prediction and overall crop management can be modified by implementing AI interventions. AI could provide a better improvement in agriculture, medical research, pharmaceuticals and bio-based industries for a sustainable life. The key features of this book are: AI in medical Sciences, biotechnology and drug discovery; Application of AI in Digital Pathology, cytology and bioinformatics; Overview of AI, Machine Learning and Deep Learning; Impact of Artificial Intelligence in Society; Artificial Intelligence in Pharmacovigilance; and Ethics in Artificial Intelligence. The volume aims to comprehensively cover the application of AI in biological sciences. It is a collection of contributions from different authors who have several years of experience in their specific areas. The book will be useful for pharma companies, CROs, product developers, students, researchers, academicians, policymakers and practitioners.

Programming and Problem Solving with Java

How to stay in charge in a world populated by algorithms that beat us in chess, find us romantic partners, and tell us to “turn right in 500 yards.” Doomsday prophets of technology predict that robots will take over the world, leaving humans behind in the dust. Tech industry boosters think replacing people with software might make the world a better place—while tech industry critics warn darkly about surveillance capitalism. Despite their differing views of the future, they all seem to agree: machines will soon do everything better than humans. In *How to Stay Smart in a Smart World*, Gerd Gigerenzer shows why that’s not true, and tells us how we can stay in charge in a world populated by algorithms. Machines powered by artificial intelligence are good at some things (playing chess), but not others (life-and-death decisions, or anything involving uncertainty). Gigerenzer explains why algorithms often fail at finding us romantic partners (love is not chess), why self-driving cars fall prey to the Russian Tank Fallacy, and how judges and police rely increasingly on nontransparent “black box” algorithms to predict whether a criminal defendant will reoffend or show up in court. He invokes Black Mirror, considers the privacy paradox (people want privacy but give their data away), and explains that social media get us hooked by programming intermittent reinforcement in the form of the “like” button. We shouldn’t trust smart technology unconditionally, Gigerenzer tells us, but we shouldn’t fear it unthinkingly, either.

New York

An argument that—despite dramatic advances in the field—artificial intelligence is nowhere near developing systems that are genuinely intelligent. In this provocative book, Brian Cantwell Smith argues that artificial intelligence is nowhere near developing systems that are genuinely intelligent. Second wave AI, machine learning, even visions of third-wave AI: none will lead to human-level intelligence and judgment, which have been honed over millennia. Recent advances in AI may be of epochal significance, but human intelligence is of a different order than even the most powerful calculative ability enabled by new computational capacities. Smith calls this AI ability “reckoning,” and argues that it does not lead to full human judgment—dispassionate, deliberative thought grounded in ethical commitment and responsible action. Taking judgment as the ultimate goal of intelligence, Smith examines the history of AI from its first-wave origins (“good old-fashioned AI,” or GOFAI) to such celebrated second-wave approaches as machine learning, paying particular attention to recent advances that have led to excitement, anxiety, and debate. He considers each AI technology's underlying assumptions, the conceptions of intelligence targeted at each stage, and the successes achieved so far. Smith unpacks the notion of intelligence itself—what sort humans have, and what sort AI aims at. Smith worries that, impressed by AI's reckoning prowess, we will shift our expectations of human intelligence. What we should do, he argues, is learn to use AI for the reckoning tasks at which it excels while we strengthen our commitment to judgment, ethics, and the world.

Artificial Intelligence and Biological Sciences

Alan Turing has long proved a subject of fascination, but following the centenary of his birth in 2012, the code-breaker, computer pioneer, mathematician (and much more) has become even more celebrated with much media coverage, and several meetings, conferences and books raising public awareness of Turing's life and work. This volume will bring together contributions from some of the leading experts on Alan Turing to create a comprehensive guide to Turing that will serve as a useful resource for researchers in the area as well as the increasingly interested general reader. The book will cover aspects of Turing's life and the wide range of his intellectual activities, including mathematics, code-breaking, computer science, logic, artificial intelligence and mathematical biology, as well as his subsequent influence.

How to Stay Smart in a Smart World

Chronicles the lives and careers of the men and women responsible for the creation of the digital age, including Doug Englebart, Robert Noyce, Bill Gates, Steve Jobs and more.

The Promise of Artificial Intelligence

"Computer Science Illuminated is designed for the introductory, breadth-first course, providing students with an overall introduction to the field of computing. It is also appropriate for AP Computer Science Principles course. The authors provide a unique and innovative layered approach, moving through the levels from an organized, language-neutral perspective"--

The Turing Guide

Written by a beginner for a beginner, The King's Bunker Game delivers an innovative strategy that will inspire a lifelong love for the greatest game in the world. While sharing insight into the most significant eighty games of the five hundred games he has played, Robert Bradshaw presents a three-dimensional defensive structure that can be utilized on a two-dimensional battlefield to increase the value of the defense's fortification by an approximate factor of three, ultimately doubling the probability of victory. Included are helpful references including books, websites, and clubs. The King's Bunker Game shares a game-changing strategy for beginners to enjoy chess for a lifetime happiness.

The Innovators

THE STRATEGIES BEHIND A SUCCESSFUL LIFE FROM THE LEGENDARY GRANDMASTER, NOW WITH A NEW FOREWORD 'In this book, chess is a teacher, and I aim to show it is a great one.' For over twenty years, Garry Kasparov dominated the world of chess. As the youngest ever undisputed World Champion, known for confounding his opponents at every move and breaking record after record, Kasparov was asked the same question time and time again: what makes a champion? Drawing on a wealth of revealing and instructive stories, from the most intense moments of his greatest games to the world-changing decisions of history's greatest strategists such as Winston Churchill and Steve Jobs, Kasparov reveals the strategic ways of thinking that always give a player - in the game of life as well as chess - the edge. **PRAISE FOR GARRY KASPAROV** 'I've never seen someone with such a feel for dynamics in complex positions' - Magnus Carlsen, World Chess Champion 'There is nothing in chess he has been unable to deal with' - Vladimir Kramnik, Chess Grandmaster 'Mr. Kasparov is not only one of the world's smartest men, he is also among its bravest.' - Hillel Neuer, executive director of UN Watch

Computer Science Illuminated with Navigate Advantage Access

Take your first steps towards mastering the world's greatest game - and understand tactics, improve your game and outwit your opponents! From the history of chess and the aim of the game to essential tactics and taking your skills even further in clubs, tournaments, and championships, Chess for Beginners covers it all. Before explaining techniques, this chess guide gives you the lowdown on each piece to boost your understanding of its value, power and importance. Then different chessboard graphics illustrate different scenarios, so you can visualise different moves and their potential outcomes and learn the best move to make in any given situation to get to endgame and checkmate. This ultimate chess book for children offers: - Content written by International Master and chess tutor Michael Basman, founder of the UK Chess - - Challenge - the world's largest children's chess tournament. - A guide suitable for beginners and children of all ages, including players in school chess clubs around the world. - Chess board graphics that show how to apply the principles you learn in real-life game situations. Do you know your bishops from your knights? Or when castling is the best move? How about the best way to counter the Queen's Gambit? The rules of chess may seem a little daunting for beginner players. In Chess for Beginners, international master and renowned chess tutor Michael Basman shows you everything you need to know to improve your tactics and win more games.

The King's Bunker Game

The big book of brain-training. Discover hints and tips and find out about geniuses who have come before you with Train Your Brain to be a Genius Do you want to help your child train their brain so they can calculate like Einstein, paint like Picasso, or compose like Mozart? Then put their grey matter to the brain-training test and see how they measure up to some of the greatest thinkers in history with Train Your Brain to be a Genius, now in paperback. Train Your Brain to be a Genius will help them get into practice with a series of brain-boggling puzzles, games and optical illusions that'll sharpen wits and fine-tune their brains. They'll discover what makes their brain work: from why they smile to what is going on inside their heads. Help your child use their eyes, ears and imagination to explore the incredible potential of the mind: it's brain training worth thinking about.

How Life Imitates Chess

Fully revised aDesigned for the introductory computing and computer science course, the student-friendly Computer Science Illuminated, Seventh Edition provides students with a solid foundation for further study, and offers non-majors a complete introduction to computing. Fully revised and updated, the Seventh Edition of this best-selling text retains the accessibility and in-depth coverage of previous editions, while incorporating all-new material on cutting-edge issues in computer science. Authored by the award-winning

team Nell Dale and John nd updated, the Seventh Edition of the best-selling text Computer Science Illuminated retains the accessibility and in-depth coverage of previous editions, while incorporating all-new material on cutting-edge issues in computer science. Authored by the award-winning Nell Dale and John Lewis, Computer Science Illuminated's unique and innovative layered approach moves through the levels of computing from an organized, language-neutral perspective.

Chess for Beginners

Investigates the research and discoveries of computer scientists whose efforts have expanded knowledge of the rapidly changing field of computer science.

Train Your Brain to be a Genius

'An excellent starter for those who want to gain an insight into how AI works and why it's likely to shape our lives.' – The Daily Telegraph Artificial intelligence will shake up our lives as thoroughly as the arrival of the internet. This popular, up-to-date book charts AI's rise from its Cold War origins to its explosive growth in the 2020s. Tech journalist Chris Stokel-Walker (TikTok Boom and YouTubers) goes into the laboratories of the Silicon Valley innovators making rapid advances in 'large language models' of machine learning. He meets the insiders at Google and OpenAI who built Gemini and ChatGPT and reveals the extraordinary plans they have for them. Along the way, he explores AI's dark side by talking to workers who have lost their jobs to bots and engages with futurologists worried that a man-made super-intelligence could threaten humankind. He answers critical questions about the AI revolution, such as what humanity might be jeopardising and the professions that will win and lose – and whether the existential threat technologists Elon Musk and Sam Altman are warning about is realistic – or a smokescreen to divert attention away from their growing power. How AI Ate the World is a 'start here' guide for anyone who wants to know more about the world we have just entered. Reviews 'An excellent starter for those who want to gain an insight into how AI works and why it's likely to shape our lives.' The Daily Telegraph 'How AI Ate the World prodigiously captures the key issues and concerns around artificial intelligence.' Azeem Azhar, Exponential View 'From ancient China to Victorian England, How AI Ate The World is the story of the characters, moments, technologies, and relationships that populate the rich history of artificial intelligence... How AI Ate The World grapples with what the age of automation means for the people living through it.' Harry Law, University of Cambridge 'A witty, engaging book that takes us through AI's bumpy past to help us understand its present, and future, impacts. I highly recommend it to anyone who is impacted by AI tech – which is to say, everyone on the planet.' Sasha Luccioni, Hugging Face 'Easily the most comprehensive book on AI I have read so far, covering all the key issues' Peter Hunt, Business & Tech Correspondent, Evening Standard 'A comprehensive and compelling look at the technology that's transforming our world. It's an essential guide, full of surprises, to the technology you need to know.' Matt Navarra, social media expert 'Whether you are new to AI or have been following the AI hype for years, Chris Stokel-Walker offers an entertaining balance of history, context and insight that has something for everyone. The story of AI's evolution is a complex one, but Stokel-Walker tackles it in a clear, direct way that will bring you up to speed while helping you grapple with what it all means — for individuals, the workplace, society and the planet.' Sharon Goldman, VentureBeat 'This book is a wild, brilliant ride through centuries of thinking about and decades of developing machines that can learn. As a crash course in how we got to this current point of thrilling chaos, it will take some beating. Whether or not you agree with Stokel-Walker's solutions or not, How AI Ate The World is essential reading to understand where we are and how we got here' Ciaran Martin, former CEO, UK National Cyber Security Centre Buy the book to discover your future

Computer Science Illuminated

The first report in a new flagship series, WIPO Technology Trends, aims to shed light on the trends in innovation in artificial intelligence since the field first developed in the 1950s.

Computer Science

Design is everywhere. It shapes not only our present but also our future. An essential introductory guide, *Design: The Key Concepts* covers fundamental design concepts: thinking, service, context, interaction, experience, and systems. Each concept is situated within a broad context, enabling the reader to understand design's contemporary practice and its relationship to issues such as new technology, social and economic development, globalization, and sustainability. Concepts are also explained by use of concise, illustrated case studies of contemporary objects, spaces, systems, and methods such as Uber, the iPhone, Kickstarter and IKEA. Chapter summaries and supporting discussion questions make this an engaging and accessible introduction for students and those new to the field. An annotated bibliography provides direction for further reading.

How AI Ate the World

'The book is a house of wonders' The New York Times 'Steven Johnson is the Darwin of technology' Walter Isaacson, author of *Steve Jobs* What connects Paleolithic bone flutes to the invention of computer software? Or the Murex sea snail to the death of the great American city? How does the bag of crisps you hold in your hand help tell the story of humanity itself? In *Wonderland*, his brilliant work on the history of innovation, international bestseller Steven Johnson argues that the pursuit of novelty and wonder has always been a powerful driver of world-shaping technological change. He finds that throughout history, the cutting edge of innovation lies wherever people are working the hardest to keep themselves and others amused. Johnson's storytelling is just as delightful as the inventions he describes, full of surprising stops along the journey from simple concepts to complex modern systems. He introduces us to the colourful innovators of leisure: the explorers, proprietors, showmen, and artists who changed the trajectory of history with their luxurious wares, exotic meals, taverns, gambling tables, and magic shows. Johnson compellingly argues that observers of technological and social trends should be looking for clues in novel amusements. You'll find the future wherever people are having the most fun.

WIPO Technology Trends 2019 - Artificial Intelligence

Generative Artificial Intelligence: What Everyone Needs to Know(R) equips readers with the knowledge to answer pressing questions about the impact of generative artificial intelligence on every facet of society.

Design

New York Times Bestseller An exciting--and encouraging--exploration of creativity from the author of *When: The Scientific Secrets of Perfect Timing* The future belongs to a different kind of person with a different kind of mind: artists, inventors, storytellers-creative and holistic \"right-brain\" thinkers whose abilities mark the fault line between who gets ahead and who doesn't. Drawing on research from around the world, Pink (author of *To Sell Is Human: The Surprising Truth About Motivating Others*) outlines the six fundamentally human abilities that are absolute essentials for professional success and personal fulfillment--and reveals how to master them. *A Whole New Mind* takes readers to a daring new place, and a provocative and necessary new way of thinking about a future that's already here.

Wonderland

\u0093BUKU INI ADALAH KEAJAIBAN. Sungguh orisinal dan menggugah.\u0094 \u0097Tom Peters, penulis buku *In Search of Excellence* Panduan yang dahsyat untuk bertahan, melaju, dan menemukan arti di dunia yang penuh guncangan akibat pengalihan pekerjaan ke luar negeri dan komputerisasi yang terjadi di hidup kita. Pengacara. Akuntan. Radiolog. Pakar software. Demikianlah pekerjaan yang diharapkan oleh orangtua jika kita telah dewasa. Tapi mereka salah. Masa depan kini milik orang dengan pemikiran yang sepenuhnya berbeda. Era yang didominasi oleh \u0093otak kiri\u0094, dan Era Informasi yang

dihasilkannya, kini telah bergeser ke dunia baru, di mana kemampuan artistik dan holistik \u0093otak kanan\u0094lah yang menentukan siapa yang sukses dan siapa yang gagal. Demikianlah esensi di dalam buku yang provokatif dan orisinal ini, yang menggunakan kedua sisi otak sebagai metafora dalam memahami dunia kita di masa kini. Setelah Emotional Intelligence dan Now, Discover Your Strengths, Daniel H. Pink menyajikan pandangan baru tentang apa yang bisa membantu para individu dan berbagai perusahaan untuk menjadi lebih baik. Berdasarkan riset di seluruh dunia, A Whole New Mind menghadirkan enam kemampuan utama, yaitu Desain, Cerita, Simfoni, Empati, Bermain, dan Arti, yang menentukan keberhasilan para profesional dan pencapaian personal. Buku ini juga menghadirkan serangkaian instrumen, tip atau kiat, dan latihan tepat guna yang disarankan oleh para ahli agar Anda bisa mengasah berbagai keterampilan tersebut. Buku ini akan memperluas daya pikir dan memperkaya hidup Anda.

Generative Artificial Intelligence

Artificial bodies constructed in human likeness, from uncanny automatons to mechanical dolls, have long played a complex and subtle role in human identity and culture. This book takes a range of these bodies, from antiquity to the present day, to explore how we seek out echoes, caricatures and replications of ourselves in order to make sense of the complex world in which we live. Packed with case studies, from the commedia dell'arte to Hans Bellmer and the 1980s supermodel, this volume explores the divide between the “real” and the constructed. Arguing that the body “other” plays a crucial role in the formation of the self physically and psychologically, leading scholar Adam Geczy contends that the “natural” body has been replaced by a series of imaginary archetypes in our post-modern world, central to which is the figure of the doll. The Artificial Body in Fashion and Art provides a much-needed synthesis of constructed bodies across time and place, drawing on fashion theory, theatre studies and material culture, to explore what the body means in the realms of identity, gender, performance and art.

A Whole New Mind

“New Dark Age is among the most unsettling and illuminating books I’ve read about the Internet, which is to say that it is among the most unsettling and illuminating books I’ve read about contemporary life.” – New Yorker As the world around us increases in technological complexity, our understanding of it diminishes. Underlying this trend is a single idea: the belief that our existence is understandable through computation, and more data is enough to help us build a better world. In reality, we are lost in a sea of information, increasingly divided by fundamentalism, simplistic narratives, conspiracy theories, and post-factual politics. Meanwhile, those in power use our lack of understanding to further their own interests. Despite the apparent accessibility of information, we’re living in a new Dark Age. From rogue financial systems to shopping algorithms, from artificial intelligence to state secrecy, we no longer understand how our world is governed or presented to us. The media is filled with unverifiable speculation, much of it generated by anonymous software, while companies dominate their employees through surveillance and the threat of automation. In his brilliant new work, leading artist and writer James Bridle surveys the history of art, technology, and information systems, and reveals the dark clouds that gather over our dreams of the digital sublime.

A WHOLE NEW MIND Bagaimana Para Pengguna Otak Kanan Mampu Menguasai Masa Depan

A searing portrait of a country in disarray and of the man at its helm, from “the bravest of Russian journalists” (The New York Times) Hailed as “a lone voice crying out in a moral wilderness” (New Statesman), Anna Politkovskaya made her name with her fearless reporting on the war in Chechnya. Here, she turned her steely gaze on the multiple threats to Russian stability, among them Vladimir Putin himself. Rich with characters and poignant accounts, Putin's Russia depicts a far-reaching state of decay. Politkovskaya describes an army in which soldiers die from malnutrition, parents must pay bribes to recover their dead sons' bodies, and conscripts are even hired out as slaves. She exposes rampant corruption in business, government, and the judiciary, where everything from store permits to bus routes to court

appointments is for sale. And she offers a scathing condemnation of the war in Chechnya, where kidnappings, extra-judicial killings, rape, and torture beget terrorism rather than fighting it. Finally, Politkovskaya denounces both Putin, for stifling civil liberties as he pushes the country back to a Soviet-style dictatorship, and the West, for its unqualified embrace of the Russian leader. Sounding an urgent alarm, Putin's Russia is a gripping portrayal of a country in crisis and the testament of a great and intrepid reporter, who received death threats and survived assassination attempts for her scathing criticism of the Kremlin. Tragically, on October 7, 2006, Politkovskaya was shot and found dead in an elevator in her Moscow apartment building. After several years of investigations, five men were imprisoned for her murder.

The Artificial Body in Fashion and Art

Tracing the connections between human-like robots and AI at the site of dehumanization and exploited labor The word robot—introduced in Karel Čapek's 1920 play R.U.R.—derives from *rabota*, the Czech word for servitude or forced labor. A century later, the play's dystopian themes of dehumanization and exploited labor are being played out in factories, workplaces, and battlefields. In *The Robotic Imaginary*, Jennifer Rhee traces the provocative and productive connections of contemporary robots in technology, film, art, and literature. Centered around the twinned processes of anthropomorphization and dehumanization, she analyzes the coevolution of cultural and technological robots and artificial intelligence, arguing that it is through the conceptualization of the human and, more important, the dehumanized that these multiple spheres affect and transform each other. Drawing on the writings of Alan Turing, Sara Ahmed, and Arlie Russell Hochschild; such films and novels as *Her* and *The Stepford Wives*; technologies like Kismet (the pioneering “emotional robot”); and contemporary drone art, this book explores anthropomorphic paradigms in robot design and imagery in ways that often challenge the very grounds on which those paradigms operate in robotics labs and industry. From disembodied, conversational AI and its entanglement with care labor; embodied mobile robots as they intersect with domestic labor; emotional robots impacting affective labor; and armed military drones and artistic responses to drone warfare, *The Robotic Imaginary* ultimately reveals how the human is made knowable through the design of and discourse on humanoid robots that are, paradoxically, dehumanized.

New Dark Age

Become more competitive by developing a superior customer experience through data, AI, and trust - and get your organization ready for AI agents like Agentforce Customer 360: How Data, AI, and Trust Changes Everything delivers key insight and vision on using emerging technologies to delight customers and become more competitive by providing a superior customer experience. Find out why AI agents like Agentforce need a strong foundation of customer data. This book helps readers attract and engage their customers across channels and throughout their journey, from acquisition and onboarding, through service, upsell, retention, and win-back. To demonstrate the influence and importance of these ideas, this book contains a multitude of real-world case studies from companies in a range of industries, with business models, and at various stages of digital maturity. Readers will learn about: Using exciting technologies like AI and GPT while building a commitment to ethical use, safety, and privacy through secure guardrails Getting ready to use exciting emerging technologies like AI agents and autonomous AI Organizing data around customers, prospects, and accounts—even if that data comes from many different sources in different formats Making new technologies an extension of your existing data investments so that both work better Choosing a strategy and implementation plan to minimize time-to-value and ensure success weighing build, buy, or partner Handling internal stakeholders and dealing with change in a way that benefits the business For business leaders, executives, managers, and entrepreneurs, *Customer 360: How Data, AI, and Trust Changes Everything* is an essential read to understand and connect technology, people, processes, and strategy—truly the future of customer engagement—and leave competitors wondering what just happened.

Putin's Russia

As media environments and communication practices evolve over time, so do theoretical concepts. This book analyzes some of the most well-known and fiercely discussed concepts of the digital age from a historical perspective, showing how many of them have pre-digital roots and how they have changed and still are constantly changing in the digital era. Written by leading authors in media and communication studies, the chapters historicize 16 concepts that have become central in the digital media literature, focusing on three main areas. The first part, Technologies and Connections, historicises concepts like network, media convergence, multimedia, interactivity and artificial intelligence. The second one is related to Agency and Politics and explores global governance, datafication, fake news, echo chambers, digital media activism. The last one, Users and Practices, is finally devoted to telepresence, digital loneliness, amateurism, user generated content, fandom and authenticity. The book aims to shed light on how concepts emerge and are co-shaped, circulated, used and reappropriated in different contexts. It argues for the need for a conceptual media and communication history that will reveal new developments without concealing continuities and it demonstrates how the analogue/digital dichotomy is often a misleading one.

The Robotic Imaginary

Trong cuốn sách này, tác giả sẽ cho bạn thấy khoa học và sự chuyển pha đã gây ra một cách tiếp cận mới, đáng kinh ngạc và thú vị xung quanh chúng ta- Và những bí ẩn của hành vi tâm ông. Bạn sẽ thấy tại sao những nhóm tài năng lại gặp các sang kiến tuy vậy, tại sao khi rơi vào tình cảnh ngàn cân treo sợi tóc, trí tuệ tâm ông lại biến thành bạo ngược tâm ông, và tại sao áp án cho những câu hỏi này lại có thể tìm thấy trong một lý thuyết. Những phát quan trọng nhất xuất phát từ những “cú òn gân”, tức những ý tưởng thiên h? b? bê, và những người ch? x?ng b? coi là “gàn d?”. Còn tại những nhóm rất lớn về chuyển đổi những phát ó thành các công nghệ giúp chúng ta giành phần thắng trong chiến tranh, tạo ra những sản phẩm cứu thế mới, hoặc những chiến lược về sức bền với các ngành nghề, lĩnh vực. Áp dụng khoa học và sự chuyển pha vào hành vi của các cá nhân, doanh nghiệp hoặc bất cứ nhóm chuyên trách nào cũng mang lại các nguyên tắc thực tiễn, giúp nuôi dưỡng những cú òn gân một cách nhanh chóng và hiệu quả hơn.

Customer 360

For the past three decades, the Shelly Cashman Series has effectively introduced computers to millions of students - consistently providing the highest quality, most up-to-date, and innovative materials in computer education. This new edition employs the proven Shelly Cashman approach to learning, presents fundamental computer concepts in a clear writing style, and includes extensive end-of-chapter exercises. The book's visually appealing layout keeps students interested and allows them to receive the most interactive learning experience on computer concepts.

Digital Roots

Was macht einen Schachweltmeister aus? Diese Frage erforscht die neu überarbeitete und erweiterte Ausgabe des Klassikers von Martin Breutigam, die nun alle Schachweltmeister von Wilhelm Steinitz bis Dommaraju Gukesh in einem Band vereint. Von Wunderkindern zu Legenden Lasker, Fischer oder Carlsen – jeder Schachweltmeister hat das Spiel auf seine Weise bereichert und den Stil von Generationen beeinflusst. In diesem Buch sind sie alle porträtiert: Wunderkinder und Wissenschaftler, Künstlertypen und Exzentriker. Schritt für Schritt folgen wir den Ausnahmekenntnissen auf ihren ungewöhnlichen Lebenswegen. Kommentierte Partiebeispiele und brillante Kombinationen erinnern an bedeutende Momente ihrer Karrieren. Zudem gibt es zahlreiche kuriose Randgeschichten und einen spannenden Exkurs zum Frauenschach. Die porträtierten Schachweltmeister sind: Wilhelm Steinitz (1886–1894) Emanuel Lasker (1894–1921) José Raúl Capablanca (1921–1927) Alexander Aljechin (1927–1935 und 1937–1946) Max Euwe (1935–1937) Michail Botwinnik (1948–1957, 1958–1960 und 1961–1963) Wassili Smyslow (1957–1958) Michail Tal (1960–1961) Tigran Petrosjan (1963–1969) Boris Spasski (1969–1972) Bobby Fischer (1972–1975) Anatoli Karpow (1975–1985) Garri Kasparow (1985–2000) Wladimir Kramnik (2000–2007) Viswanathan Anand (2007–2013) Magnus Carlsen (2013–2023) Ding Liren (2023–2024) Dommaraju Gukesh (seit 2024) Ein

reich illustrierter Klassiker • Aktualisierte und erweiterte Neuauflage eines Schachklassikers • Dichte und unterhaltsame Porträts internationaler Schachgrößen • Ein Muss für Schachenthusiasten und historisch Interessierte

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