Make Technology On Your Time Volume 17

MORGAN CROSS

To Save Everything, Click Here Penguin
The robots are coming! MAKE Volume 27 shows you how to build robots that walk, fly, swim, play music, dance, and even extinguish fires. Some of the buildable bots you'll meet include: Yellow Drum Machine, which roves around looking for things to drum on, then drums, records, and accompanies itself playing catchy rhythms Roomba Recon, Roomba robotic vacuum with a wireless router and webcam on its back, programmed so you can drive it around your house and see what it sees from a browser window anywhere Hamster-Powered Strandbeest, which walks around on eight legs, powered by a hamster inside its hamster globe "head" The winning project from MAKE's Most Entertaining Robot contest Tiny Robots made from common electronics components. The special Robots section will also include a roundup of hobby robotics highlights, and a Primer on using the EZ-Robot controller board to turn any animatronic toy into a fully controllable robot that recognizes faces and responds to voice commands.
Make Maker Media, Inc.
Information Technology time management expert Dominica DeGrandis, the reveals the real crime of the century--time theft, one of the most costly factors impacting enterprises in their day-to-day operations. The solution to preventing these value stream delays? Make the work visible. In this timely book (title not final), solutions and preventative measures are illustrated and methodologies outlined for immediate application into daily work.
Make: Technology on Your Time Volume 29 "O'Reilly Media, Inc."
The first magazine devoted entirely to do-it-yourself technology projects presents its 29th quarterly edition for people who like to tweak, disassemble, recreate, and invent cool new uses for technology. MAKE Volume 29 takes bio-hacking to a new level. Get introduced to DIY tracking devices before they hit the consumer electronics marketplace. Learn how to build an EKG machine to study your heartbeat, and put together a DIY bio lab to study athletic motion using consumer grade hardware.
What Technology Wants "O'Reilly Media, Inc."
From the New York Times bestselling authors of Sprint comes "a unique and engaging read about a proven habit framework [that] readers can apply to each day" (Insider, Best Books to Form New Habits). "If you want to achieve more (without going nuts), read this book."—Charles Duhigg, author of The Power of Habit Nobody ever looked at an empty calendar and said, "The best way to spend this time is by cramming it full of meetings!" or got to work in the morning and thought, Today I'll spend hours on Facebook! Yet that's exactly what we do. Why? In a world where information refreshes endlessly and the workday feels like a race to react to other people's priorities faster, frazzled and distracted has become our default position. But what if the exhaustion of constant busyness wasn't mandatory? What if you could step off the hamster wheel and start taking control of your time and attention? That's what this book is about. As creators of Google Ventures' renowned "design sprint," Jake and John have helped hundreds of teams solve important problems by changing how they work. Building on the success of these sprints and their experience designing ubiquitous tech products from Gmail to YouTube, they spent years

experimenting with their own habits and routines, looking for ways to help people optimize their energy, focus, and time. Now they've packaged the most effective tactics into a four-step daily framework that anyone can use to systematically design their days. Make Time is not a one-size-fits-all formula. Instead, it offers a customizable menu of bite-size tips and strategies that can be tailored to individual habits and lifestyles. Make Time isn't about productivity, or checking off more to-dos. Nor does it propose unrealistic solutions like throwing out your smartphone or swearing off social media. Making time isn't about radically overhauling your lifestyle; it's about making small shifts in your environment to liberate yourself from constant busyness and distraction. A must-read for anyone who has ever thought, If only there were more hours in the day..., Make Time will help you stop passively reacting to the demands of the modern world and start intentionally making time for the things that matter.

How Technology Works Penguin

“Irresistible is a fascinating and much needed exploration of one of the most troubling phenomena of modern times.” —Malcolm Gladwell, author of New York Times bestsellers David and Goliath and Outliers “One of the most mesmerizing and important books I’ve read in quite some time. Alter brilliantly illuminates the new obsessions that are controlling our lives and offers the tools we need to rescue our businesses, our families, and our sanity.” —Adam Grant, New York Times bestselling author of Originals and Give and Take Welcome to the age of behavioral addiction—an age in which half of the American population is addicted to at least one behavior. We obsess over our emails, Instagram likes, and Facebook feeds; we binge on TV episodes and YouTube videos; we work longer hours each year; and we spend an average of three hours each day using our smartphones. Half of us would rather suffer a broken bone than a broken phone, and Millennial kids spend so much time in front of screens that they struggle to interact with real, live humans. In this revolutionary book, Adam Alter, a professor of psychology and marketing at NYU, tracks the rise of behavioral addiction, and explains why so many of today's products are irresistible. Though these miraculous products melt the miles that separate people across the globe, their extraordinary and sometimes damaging magnetism is no accident. The companies that design these products tweak them over time until they become almost impossible to resist. By reverse engineering behavioral addiction, Alter explains how we can harness addictive products for the good—to improve how we communicate with each other, spend and save our money, and set boundaries between work and play—and how we can mitigate their most damaging effects on our well-being, and the health and happiness of our children. Adam Alter's previous book, Drunk Tank Pink: And Other Unexpected Forces that Shape How We Think, Feel, and Behave is available in paperback from Penguin.

Learn Electronics with Arduino Pragmatic Bookshelf

What Does God Think about Technology? From smartphones to self-driving cars to space travel, new technologies can inspire us. But the breakneck pace of change can also frighten us. So how do Christians walk by faith through the innovations of Silicon Valley? And how does God relate to our most powerful innovators? To build a biblical theology of technology, journalist and tech optimist Tony Reinke examines nine key texts from Scripture to show how the world's discoveries are divinely orchestrated. Ultimately, what we believe about God determines how we respond to human invention. With the help of several theologians and inventors throughout history, Reinke dispels twelve common myths in the church and offers fourteen ethical convictions to help Christians live by faith in the age of big tech. Biblical, Informed Look at Technology: Written by the author of 12 Ways Your Phone Is Changing You and Competing Spectacles: Treasuring Christ in the Media Age Gathers Ideas from Industry Experts and Theologians: Interacts with Christian and non-Christian sources on technology and theology including John Calvin, Herman Bavinck, Wendell Berry, and Elon Musk Educational: Discusses the history and philosophy behind major technological innovations

Make: Technology on Your Time Volume 25 Bentang Pustaka

From everyday apps to complex algorithms, Ruha Benjamin cuts through tech-industry hype to understand how emerging technologies can reinforce White supremacy and deepen social inequity. Benjamin argues that automation, far from being a sinister story of racist programmers scheming on the dark web, has the potential to hide, speed up, and deepen discrimination while appearing neutral and even benevolent when compared to the racism of a previous era. Presenting the concept of the “New Jim Code,” she shows how a range of discriminatory designs encode inequity by explicitly amplifying racial hierarchies; by ignoring but thereby replicating social divisions; or by aiming to fix racial bias but ultimately doing quite the opposite. Moreover, she makes a compelling case for race itself as a kind of technology, designed to stratify and sanctify social injustice in the architecture of everyday life. This illuminating guide provides conceptual tools for decoding tech promises with sociologically informed skepticism. In doing so, it challenges us to question not only the technologies we are sold but also the ones we ourselves manufacture. Visit the book's free Discussion Guide: www.dropbox.com

Make: Tools "O'Reilly Media, Inc."

From the author of the New York Times bestseller The Inevitable— a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed-or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

Make: Technology on Your Time University of Chicago Press

The first magazine devoted entirely to do-it-yourself technology projects presents its 29th quarterly edition for people who like to tweak, disassemble, recreate, and invent cool new uses for technology. MAKE Volume 29 takes bio-hacking to a new level. Get introduced to DIY tracking devices before they hit the consumer electronics marketplace. Learn how to build an EKG machine to study your heartbeat, and put together a DIY bio lab to study athletic motion using consumer grade hardware.

Make: Technology on Your Time Volume 28 HarperCollins

Make magazine, launched in February 2005 as the first magazine devoted to Tech DIY projects, hardware hacks, and DIY inspiration, has been hailed as "a how-to guide for the opposable thumb set" and "Popular Mechanics for the modern age." Itching to build a cockroach-controlled robot, a portable satellite radio or your very own backyard monorail? Hankering to hack a game boy or your circadian rhythms? Rather read about people who fashion laptop bags from recycled wetsuits and build shopping cart go-karts? Make is required reading. Now, following on the heels of Make's wildly popular inaugural issues, O'Reilly offers Makers, a beautiful hardbound book celebrating creativity, resourcefulness and the DIY spirit. Author Bob Parks profiles 100 people and their homebrew projects-people who make ingenious things in their backyards, basements and garages with a lot of imagination and a little applied skill. Makers features technologies old and new used in service of the serious and the amusing, the practical and the outrageous. The makers profiled are driven by a combination of curiosity, passion and plain old stick-to-itiveness to create the unique and astonishing. Most are simply hobbyists who'll never gain notoriety for their work, but that's not what motivates them to tinker. The collection explores both the projects and the characters behind them, and includes full-color photographs and instructions to inspire weekend hackers. Parks is just the man to track the quirky and outlandish in their natural maker habitats. A well-known journalist and author who covers the personalities behind the latest technologies, Parks' articles on innovations of all kinds have appeared in Wired, Outside, Business 2.0 and Make. He has contributed essays to "All Things Considered" on public radio and discussed trends in technology devices with Regis Philbin and Russ Mitchell on television. As a Wired editor, Parks directed coverage of new consumer technologies and contributed feature articles. All those who love to tinker or who fancy themselves kindred DIY spirits will appreciate Parks' eclectic and intriguing collection of independent thinkers and makers.

God, Technology, and the Christian Life TarcherPerigee

How do today’s most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In INSPIRED, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you’re an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, INSPIRED will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author’s own personal stories—and profiles of some of today’s most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—INSPIRED will show you how to turn up the dial of your own product efforts, creating technology products your customers love. The first edition of INSPIRED, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today’s most-successful tech product companies, and the men and women behind every great product.

Tech Humanist: How You Can Make Technology Better for Business and Better for Humans Penguin

This book is your introduction to to physical computing with the Arduino microcontroller platform. No prior experience is required, not even an understanding of basic electronics. With color illustrations, easy-to-follow explanations, and step-by-step instructions, the book takes the beginner from building simple circuits on a breadboard to setting up the Arduino IDE and downloading and writing sketches to run on the Arduino. Readers will be introduced to basic electronics theory and programming concepts, as well as to digital and analog inputs and outputs. Throughout the book, debugging practices are highlighted, so novices will know what to do if their circuits or their code doesn't work for the current project and those that they embark on later for themselves. After completing the projects in this book, readers will have a firm basis for building their own projects with the Arduino. Written for absolute beginners with no prior knowledge of electronics or programming Filled with detailed full-color illustrations that make concepts and procedures easy to follow An accessible introduction to microcontrollers and physical computing Step-by-step instructions for projects that teach fundamental skills Includes a variety of Arduino-based projects using digital and analog input and output

Make: Technology on Your Time Volume 26 "O'Reilly Media, Inc."

Why are so many kids (and adults) like you bored by science? Simple: you’ve had no real contact with it. You might read about incredibly expensive scientific projects, but your hands-on experience is probably limited to the same tired experiments—like baking soda and vinegar "volcanoes." Not any longer. Make Magazine’s "Punk Science" issue (volume 31) shows you how you can become a real, cutting-edge amateur scientist. Find out how high school and college students can get an introduction to modern biology research through affordable biotech labs provided by Otyp, a small Michigan-based biotechnology company. And learn how a cooperative network of schools and research groups, called PEER, enables students to learn science by working on real projects with people in the field—including the DECA (Distributed Electronic Cosmic-Ray) Observatory that uses Android phones to generate a real-time cosmic-ray flux map of a large area. This issue also shows you how to create these fascinating projects on your own: RoboRoach—Surgically modify a cockroach with a wireless electronic circuit so that you can control it to turn left or right by micro-stimulating its antenna nerves. Lord Kelvin’s Thunderstorm—a little-known, classic science experiment that generates high-voltage "lightning" sparks by dripping water through metal rings. An automatic Ball/Toy Launcher for Dogs that will keep your pet entertained and exercised while you’re away. A True Mirror, which shows what you look like to other people. Pick up a copy of Make today and get involved with real science.

Electricity for Young Makers Maker Media, Incorporated

Over the years, Paul Cunningham has developed a number of strategies and mindsets that have allowed him to forge a successful career in IT. Surviving IT shares those strategies and much more. It's an essential guide for technology professionals looking to build a healthy, happy and fulfilling career.

Sprint (Republish) Make Community, LLC

The first magazine devoted entirely to do-it-yourself technology projectspresents its 28th quarterly edition for people who like to tweak, disassemble, recreate,and invent cool new uses for technology. Express your inner child with MAKE Volume 28, featuring toys and games. Any maker can tell you that lots of experimentation and play time are essential to developing brainpower and creativity. This issue pays tribute to the beloved toys and games you grew up with and their evolution through technology.

Making Work Visible Penguin
Are you possessed by the urge to invent, design, and make something that others enjoy, but don’t know how to plug into the Maker movement? In this book, you’ll follow author David Lang’s headfirst dive into the Maker world and how he grew to be a successful entrepreneur. You’ll discover how to navigate this new community, and find the best resources for learning the tools and skills you need to be a dynamic maker in your own right. Lang reveals how he became a pro maker after losing his job, and how the experience helped him start OpenROV—a DIY community and product line focused on open source undersea exploration. It all happened once he became an active member of the Maker culture. Ready to take the plunge into the next Industrial Revolution? This guide provides a clear and inspiring roadmap. Take an eye-opening journey from unskilled observer to engaged maker-entrepreneur Enter the Maker community to connect with experts and pick up new skills Use a template for building a maker-based entrepreneurial lifestyle Learn from the organizer of the first-ever Maker Startup Weekend Be prepared for exciting careers of the future
Tell the Machine Goodnight Maker Media, Inc.
Winner of the Shingo Publication Award Accelerate your organization to win in the marketplace. How can we apply technology to drive business value? For years, we've been told that the performance of software delivery teams doesn't matter—that it can't provide a competitive advantage to our companies. Through four years of groundbreaking research to include data collected from the State of DevOps reports conducted with Puppet, Dr. Nicole Forsgren, Jez Humble, and Gene Kim set out to find a way to measure software delivery performance—and what drives it—using rigorous statistical methods. This book presents both the findings and the science behind that research, making the information accessible for readers to apply in their own organizations. Readers will discover how to measure the performance of their teams, and what capabilities they should invest in to drive higher performance. This book is ideal for management at every level.
Zero to Maker Independently Published
Atmel's AVR microcontrollers are the chips that power Arduino, and are the go-to chip for many hobbyist and hardware hacking projects. In this book you'll set aside the layers of abstraction provided by the Arduino environment and learn how to program AVR microcontrollers directly. In doing so, you'll get closer to the chip and you'll be able to squeeze more power and features out of it. Each chapter of this book is centered around projects that incorporate that particular microcontroller topic. Each project includes schematics, code, and illustrations of a working project. Program a range of AVR chips Extend and re-use other people’s code and circuits Interface with USB, I2C, and SPI peripheral devices Learn to access the full range of power and speed of the microcontroller Build projects including Cylon Eyes, a Square-Wave Organ, an AM Radio, a Passive Light-Sensor Alarm, Temperature Logger, and more Understand what's happening behind the scenes even when using the Arduino IDE
Pressed for Time "O'Reilly Media, Inc."
Using clear, readable prose, conceptual artist and poet Kenneth Goldsmith’s manifesto shows how our time on the internet is not really wasted but is quite productive and creative as he puts the experience in its proper theoretical and philosophical context. Kenneth Goldsmith wants you to rethink the internet. Many people feel guilty after spending hours watching cat videos or clicking link after link after link. But Goldsmith sees that “wasted” time differently. Unlike old media, the internet demands active engagement—and it’s actually making us more social, more creative, even more productive. When Goldsmith, a renowned conceptual artist and poet, introduced a class at the University of Pennsylvania called “Wasting Time on the Internet”, he nearly broke the internet. The New Yorker, the Atlantic, the Washington Post, Slate, Vice, Time, CNN, the Telegraph, and many more, ran articles expressing their shock, dismay, and, ultimately, their curiosity. Goldsmith’s ideas struck a nerve, because they are brilliantly subversive—and endlessly shareable. In Wasting Time on the Internet, Goldsmith expands upon his provocative insights, contending that our digital lives are remaking human experience. When we’re “wasting time,” we’re actually creating a culture of collaboration. We’re reading and writing more—and quite differently. And we’re turning concepts of authority and authenticity upside-down. The internet puts us in a state between deep focus and subconscious flow, a state that Goldsmith argues is ideal for creativity. Where that creativity takes us will be one of the stories of the twenty-first century. Wide-ranging, counterintuitive, engrossing, unpredictable—like the internet itself—Wasting Time on the Internet is the manifesto you didn’t know you needed.
Make: Tech DIY Maker Media, Inc.
Provides instructions for creating a variety of home accents, accessories, and toys that combine crafting and technology.