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Art, Culture, and Urban Practices ParkourUrban Jungle 11
From Garth Stein, the author of the #1 bestseller *The Art of Racing in the Rain*, and Matthew Southworth, the co-creator of *Stumptown* come a raucously funny and fast-moving series of graphic novels. James Tucker is the most successful Genetically Modified Human Organism ever created. Half-man, half-goat, Tuck's story unfurls like an action-packed fever dream spanning the Pacific Northwest, from a homeless encampment to a secret sanctuary in the woods where elites perform ritual goat sacrifices. *The Cloven Book One* features a special full-color four page fold-out spread.

Against Creativity
Createspace Independent Publishing Platform
Fumetto - fumetto (0 pagine) - Nella nuova stagione di Urban Jungle, facciamo un salto nel passato per rivivere l'infanzia di Rayan e gli insegnamenti di suo padre! Il primo volume che apre la seconda stagione di Urban Jungle inizia da dove eravamo rimasti. Mentre Rayan è in soffitta insieme a Keira, trova dei vecchi documenti riguardanti il padre e, rivedendo una sua foto, ripensa ai ricordi che ha di lui. Di come gli abbia insegnato il Parkour fin da quando era piccolo, ma soprattutto di come gli abbia insegnato a vivere. Un volume da non perdere! Matteo Di Gregorio è nato a Milano nel 1992. Dopo il Liceo Artistico e la Scuola di Fumetto di Milano, consegue un attestato di Aerografo, Murales e Tatuaggi. Fin da ragazzino

ha la passione per le arti illustrative, in particolare il fumetto, e nel tempo affina sempre più le sue abilità grafiche, approfondendo nuove tecniche e facendole sue. Una sua illustrazione è stata scelta per le cover dell'antologia *365 Racconti d'Estate* di Delos Books. Altre collaborazioni importanti sono all'orizzonte. Urban Jungle è una serie a fumetti interamente ideata, sceneggiata e illustrata da lui.
An Antidote to Chaos Meyer & Meyer Verlag
Everything you have been told about creativity is wrong. From line managers, corporate CEOs, urban designers, teachers, politicians, mayors, advertisers and even our friends and family, the message is 'be creative'. Creativity is heralded as the driving force of our contemporary society; celebrated as agile, progressive and

liberating. It is the spring of the knowledge economy and shapes the cities we inhabit. It even defines our politics. What could possibly be wrong with this? In this brilliant, counter intuitive blast Oli Mould demands that we rethink the story we are being sold. Behind the novelty, he shows that creativity is a barely hidden form of neoliberal appropriation. It is a regime that prioritizes individual success over collective flourishing. It refuses to recognise anything - job, place, person - that is not profitable. And it impacts on everything around us: the places where we work, the way we are managed, how we spend our leisure time. Is there an alternative? Mould offers a radical redefinition of creativity, one embedded in the idea of collective flourishing, outside the tyranny of profit. Bold, passionate and refreshing, *Against Creativity*, is a timely correction to the doctrine of our times.

The Conscience of a

Liberal Aurum Press Ltd
Sensors are everywhere. Small, flexible, economical, and computationally powerful, they operate ubiquitously in environments. They

compile massive amounts of data, including information about air, water, and climate. Never before has such a volume of environmental data been so broadly collected or so widely available. Grappling with the consequences of wiring our world, *Program Earth* examines how sensor technologies are programming our environments. As Jennifer Gabrys points out, sensors do not merely record information about an environment. Rather, they generate new environments and environmental relations. At the same time, they give a voice to the entities they monitor: to animals, plants, people, and inanimate objects. This book looks at the ways in which sensors converge with environments to map ecological processes, to track the migration of animals, to check pollutants, to facilitate citizen participation, and to program infrastructure. Through discussing particular instances where sensors are deployed for environmental study and citizen engagement across three areas of environmental sensing, from wild sensing to pollution sensing and urban sensing, *Program*

Earth asks how sensor technologies specifically contribute to new environmental conditions. What are the implications for wiring up environments? How do sensor applications not only program environments, but also program the sorts of citizens and collectives we might become? *Program Earth* suggests that the sensor-based monitoring of Earth offers the prospect of making new environments not simply as an extension of the human but rather as new "technogeographies" that connect technology, nature, and people. [Implanted](#) UCL Press
When college student Emery Driscoll is blackmailed into being a courier for a clandestine organisation, she's cut off from the neural implant community which binds the domed city of New Worth together. Her new employers exploit her rare condition which allows her to carry encoded data in her blood, and train her to transport secrets throughout the troubled city. New Worth is on the brink of Emergence - freedom from the dome - but not everyone wants to leave. Then a data drop goes bad, and Emery is caught between factions:

those who want her blood, and those who just want her dead.

Parkour Strength

Training Ballantine Books
 "...The Parkour Road Map is a detailed guide to Parkour history, culture, and technique from the experience of a professional parkour athlete. Gathering information from the world's best Parkour athletes and coaches, The Parkour Roadmap is an indispensable tool for practitioners of all levels."--from Amazon.com.

Lessons for Street

Plinths Createspace
 Independent Publishing Platform

This book provides an up-to-date introduction to the important and growing field of urban anthropology. This is an increasingly critical area of study, as more than half of the world's population now lives in cities and anthropological research is increasingly done in an urban context. Exploring contemporary anthropological approaches to the urban, the authors consider: How can we define urban anthropology? What are the main themes of twenty-first century urban anthropological research? What are the possible

future directions in the field? The chapters cover topics such as urban mobilities, place-making and public space, production and consumption, politics and governance. These are illustrated by lively case studies drawn from a diverse range of urban settings in the global North and South. Accessible yet theoretically incisive, *Introducing Urban Anthropology* will be a valuable resource for anthropology students as well as of interest to those working in urban studies and related disciplines such as sociology and geography.

Intervening Spaces

Mascot Books

To Henri Lefebvre, the space and 'lived everydayness' of the inter-dependent, multi-faceted city produces manifold possibilities of identification and realisation through often imperceptible interactions and practices. 'Art and the City' takes this observation as its cue to examine the role of art against a backdrop of globally rising urban populations, taking into account the more recent performative and relational 'turns' of art that have sought in their

city settings to identify a participating spectator - an implicated citizen. In exploring how artworks present themselves as a means by which to navigate and plot the city for a writing interlocutor, Nicolas Whybrow discusses diverse examples, representing three key modern modalities of urban arts practice. The first, walking, involves works by Richard Wentworth, Francis AIA s, Mark Wallinger and others, the second, play, includes art by Antony Gormley, Mark Quinn and Carsten Holler. The third, cultural memory, Whybrow addresses through the controversial urban holocaust memorial sites of Peter Eisenman's memorial in Berlin and Rachel Whiteread's in Vienna.

Urban Jungle 11 W. W.

Norton & Company

For fans of Percy Jackson comes a high-adventure retelling of the classic Robin Hood tale featuring a diverse cast of characters and a kick-butt heroine . . . Robyn Hoodlum.

12 Rules for Life Tor Books

After over 15 years of training as an elite gymnast and over a decade of coaching,

Coach Carl Paoli offers a fresh philosophy on training by connecting movement styles to fit your specific purpose, while also giving you a simple framework for mastering the basics of any human movement. *Freestyle: Maximize Your Sport and Life Performance with Four Basic Movements* is an interactive way to learn how the body is designed to move through space and how to interact with our constantly changing surroundings. Using this framework and four basic movements, Paoli will help you maximize your efforts in sport and life, regardless of specialty. Despite Carl's experience as an elite gymnast and a renowned CrossFit coach, this is not a book about gymnastics, CrossFit, or any specific fitness program. Rather, it is a unique take on how Carl studies and teaches human movement and how you can better understand how to move yourself. Carl is not going to teach you the specifics of a movement or sport; instead, he gives you a template that you can use to develop any specific movement. For example, instead of teaching you how to throw a baseball, this book teaches you a

universal foundation that will help you further develop your pitching skills. Human movement is intuitive, but not always perfect. This book shows you how to: * Turn on and trust your intuition about movement * Use tools that help optimize imperfect movement * Tap into the universal movement patterns and progressions underlying all disciplines * Use Carl Paoli's movement framework to create roadmaps for your physical success * Learn what being strong really means *Freestyle* is a practical manual to develop human movement regardless of your discipline. It is equally applicable to veteran athletes, weekend warriors, fitness enthusiasts, people trying to pick up a new sport, and people who are simply curious about improving their health. By developing your awareness and learning to see across other disciplines, you can tailor any training regimen to meet your unique goals. **The Cloven: Book One** *Angry Robot* This is a comprehensive overview of zombie movies in the first 11 years of the new millennium, the most

dynamic and vital period yet in the history of the zombie genre. The compendium serves not only as a follow-up to its predecessor volume (*The Zombie Movie Encyclopedia* McFarland 2011 [2001]), which covered movies from 1932 up until the late 1990s, but also as a fresh exploration of what uniquely defines the genre in the 2000s. In-depth entries provide critical analysis of the zombie as creature in more than 270 feature-length movies, from 28 countries and filmed on six continents. An appendix offers shorter entries for more than 100 shorts and serials. **Overcome Obstacles for Fun and Fitness** BRILL *Intervening Spaces* examines interconnectedness between bodies, time and space. It explores the oscillating and at times political impact that occurs when bodies and space engage in non-conventional ways. Temporal and spatial dichotomies are disrupted—revealing new ways of inhabiting space. *Shadows of Sherwood* Coach House Books *ParkourUrban Jungle* 11Delos Digital srl

Toward a Ludic Architecture Penguin
 Sociocultural Issues in Sport and Physical Activity explores the intersections between modern physical activity and society. The text applies social theory to a broad range of physical activities such as sports, fitness, dance, weightlifting, and others.

Architectonics of Game Spaces transcript Verlag
 What consequences does the design of the virtual yield for architecture and to what extent can the nature of architecture be used productively to turn game-worlds into sustainable places - over here, in »reality«? This pioneering collection gives an overview of contemporary developments in designing video games and of the relationships such practices have established with the design of architecture. Due to their often simulatory nature, games reveal constructions of reality while positively impacting spatial ability and allowing for alternative avenues to complex topics and processes of negotiation. Granting insight into the merging of the design of real and virtual environments, this volume offers an

invaluable platform for further debate.

Anthropology of Landscape Human Kinetics
 Rethinking Density: Art, Culture, and Urban Practices considers new perspectives and discussions related to the category of density, which for a long time has been part of urban-planning discourses and is now regaining the attention of artists and practitioners from a number of different disciplines. In an interplay of models, coping strategies, and experimental approaches, this publication combines research from cultural studies, artistic research, sound studies as well as architectural and urban theory. The issues discussed include the consideration of retroactive architectural design as a means to retrace the historical layers of a city, a proposal for spacesharing concepts as instruments for urban revitalization processes, and a case study on the potential for new sonic social spaces as subversive modes to undermine prevailing power structures. Contributors Anna Artaker, Anamarija Batista, Marc Boumeester, Meike S. Gleim, Nicolai

Gütermann, Gabu Heindl, Improvistos (María Tula García Méndez, Gonzalo Navarrete Mancebo, Alba Navarrete Rodríguez), Sabine Knierbein, Szilvia Kovács, Elke Krasny, Brandon LaBelle, Antje Lehn, Carina Lesky, Agnes Prammer, Nicolas Remy, Nikolai Roskamm, Angelika Schnell, Jürgen Schöpf, Christabel Stirling, Johannes Suitner, Katalin Teller, Iván Tosics, Ivana Volic, Marie-Noëlle Yazdanpanah Publication Series of the Academy of Fine Arts Vienna, vol. 20

The Character Codex II: Book of Modern & Sci-fi Character Classes
 Fantagraphics Books
 ZERO SUM GAME Best of Lists: * Best Books of the Month at The Verge, Book Riot, Unbound Worlds, SYFY, & Kirkus * The Mary Sue Book Club Pick * Library Journal Best Debuts of Fall and Winter
 A blockbuster, near-future science fiction thriller, S.L. Huang's Zero Sum Game introduces a math-genius mercenary who finds herself being manipulated by someone possessing unimaginable power... Cas Russell is good at math. Scary good. The vector calculus blazing through her head lets her smash through armed men twice her size and dodge every bullet in a gunfight, and

she'll take any job for the right price. As far as Cas knows, she's the only person around with a superpower...until she discovers someone with a power even more dangerous than her own. Someone who can reach directly into people's minds and twist their brains into Moebius strips. Someone intent on becoming the world's puppet master. Cas should run, like she usually does, but for once she's involved. There's only one problem... She doesn't know which of her thoughts are her own anymore. "Fresh and exciting... a great start to an exciting series--and an exciting career." --Boing Boing At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Rethinking Density
Vintage

In recent years, an increasing number of separation walls have been built around the world. Walls built in urban areas are particularly striking in that they have exacted a heavy toll in

terms of human suffering. As territorialising devices, walls can be protective, but the protection they grant is never straightforward. This collection invites inquiry into the complexities of the social life of walls, observing urban spaces as veritable laboratories of wall-making – places where their consequences become most visible. A study of the relationship between walls and politics, the cultural meaning of walls and their visibility, whether as barriers or as legible – sometimes spectacular – surfaces, and their importance for social processes, *Urban Walls* shows how walls extend into media spaces, thus drawing a multidimensional geography of separation, connection, control and resistance. As such, the collection will appeal to scholars of sociology, anthropology, geography, architecture and politics with interests in urban studies and social theory. *Parkour Roadmap*
Routledge

“œToward a Ludic Architecture” is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying? *The Art of Being Human* Victory Belt Publishing
"What does everyone in the modern world need to know? [The author's] answer to this most difficult of questions uniquely combines the hard-won truths of ancient tradition with the stunning revelations of cutting-edge scientific research. [The author discusses] discussing discipline, freedom, adventure and responsibility, distilling the world's wisdom into 12 practical and profound rules for life"--