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The adventures of two menehunes living in the rain forest of Hawaii.

Value Creation 4.0 is a marketing guide to the age of the fourth industrial revolution ('Industry 4.0'). This title draws attention to the situation which poses new challenges and risks for the whole of humanity. The book takes an essentially practice-oriented approach. The book intends to highlight the importance of the topic, define its conceptual framework and present its practical applications. The book is therefore primarily recommended for practitioners. The topics of the book together with the supporting exhibits and cases – which also include international dimensions – provide information for them that can help increase their competitiveness. The book can also be very handy in higher education. Whole courses can be built on it, as the book comprises 4 parts and 14 chapters which can provide the basis for lectures. Each part is illustrated with cases, and some of the more than 30 exhibits could be used for the efficient processing of the material and for further reflection.

Consumer Guide takes the time to evaluate the goods most people buy most often—from camcorders to refrigerators to cars—ranking each product for durability, performance, efficiency, design, price, and value. As always, advertising is not accepted, so the reviewers are unbiased and accurate.

Adulting is hard! But “kidulting”—engaging in nostalgic childhood activities to relieve stress, like playing with your old favorite toys, participating in games and activities from your youth, and even snacking on the foods you enjoyed as a kid—isn't. Let this book be your guide to indulging your inner child. “Kidulting” is a thing, and it's growing! Especially popular among millennials, the term “kidulting” refers to engaging in activities from your childhood, sometimes with a grown-up twist. Psychology Today points out that playing like a kid helps you look at the world with fresh eyes—or “beginner's mind”—which allows you to slow down and focus. The Kidult Handbook is a fun and informative guide to healthy escapism through play. Much like adult coloring books, kidulting is a way

of focusing your mind on something fun and creative to relieve stress. But this book goes way beyond just coloring—it includes 160 ideas for fun, from timeless classics like building blanket and pillow forts, to generation-specific ideas, from millennials to boomers. Interspersed throughout are fun facts and trivia about games through the ages. Most activities are unplugged and screen-free, and range from solitary pursuits to ones you can share with a friend or two. Feeling young again has never been so easy!

Electronic Inventions and Discoveries: Electronics from Its Earliest Beginnings to the Present Day provides a summary of the development of the whole field of electronics. Organized into 13 chapters, the book covers and reviews the history of electronics as a whole and its aspects. The opening chapter covers the beginnings of electronics, while the next chapter discusses the development of components, transistors, and integrated circuits. The third chapter tackles the expansion of electronics and its effects on industry. The succeeding chapters discuss the history of the aspects of electronics, such as audio and sound reproduction, radio and telecommunications, radar, television, computers, robotics, information technology, and industrial and other applications. Chapter 10 provides a lists of electronic inventions according to subject, while Chapter 11 provides a concise description of each invention by date order. Chapter 12 enumerates the inventors of electronic devices. The last chapter provides a list of books about inventions and inventors. This book will appeal to readers who are curious about the development of electronics throughout history.

This work provides comprehensive and contemporary information on the essential concepts and terms in video and television, including coverage of test and measurement procedures.

Shows a variety of models of camcorders, discusses formats, configurations, and features, and tells how to select camcorders and video accessories

John Slusser, collector, full-time radio dealer, and well-known figure in the radio field, along with the staff of Radio Daze, have

compiled this updated and expanded seventh edition of our popular series. Filling the need for an easy-to-use, complete price guide to these collectibles, Collector's Guide to Antique Radios, Seventh Edition, gives descriptions and current values for approximately 10,000 models of antique radios with over 800 full-color photographs. Our guide gives complete descriptions of every radio along with selected full-color photos and information about the radio manufacturers. The informative text provides explanations for the many confusing terms and abbreviations used in the radio field. Listed alphabetically by company, the radios are accompanied by current collector values. The book is devoted to the golden age of radios, the 1920s through the 1950s. Although the majority of these radios have long since vanished, many still remain as living examples of the quality and charm of products from this period. 2007 values.

Tells how to select and buy televisions, video equipment, car stereos, speakers, CD players, turntables, cassette decks, headphones, radios, microwave ovens, coffee makers, telephones, computers, and cameras

This collection of essays is devoted to the philosophical examination of the aesthetics of videogames. Videogames represent one of the most significant developments in the modern popular arts, and it is a topic that is attracting much attention among philosophers of art and aestheticians. As a burgeoning medium of artistic expression, videogames raise entirely new aesthetic concerns, particularly concerning their ontology, interactivity, and aesthetic value. The essays in this volume address a number of pressing theoretical issues related to these areas, including but not limited to: the nature of performance and identity in videogames; their status as an interactive form of art; the ethical problems raised by violence in videogames; and the representation of women in videogames and the gaming community. The Aesthetics of Videogames is an important contribution to analytic aesthetics that deals with an important and growing art form.

Contains "Records in review."

An academic approach to the popular use

of video production technology

Keyboard Shortcuts are in the business of making people fast and healthy when computing This book, Microsoft Office 2016 Keyboard Shortcuts is like salvation sent into computing world to help Office 2016 users do greater than they have been doing. The shortcuts are awesomely organized in a tabular form with TASKS and SHORTCUTS neatly separated, and all the Microsoft Office 2016 programs covered. Through this book, you will know more about keyboard shortcuts, mouse, and keyboard, learn 15 special keyboard shortcuts every computer user should know, and many more. Programs included in this book are: Keyboard Shortcuts in Microsoft Word 2016: Frequently Used Shortcuts, Navigate The Ribbon With Only The Keyboard, Change The Keyboard Focus By Using The Keyboard Without Using The Mouse, Keyboard Shortcut Reference For Microsoft Word, and Function Key Reference. Keyboard Shortcuts in Microsoft Excel 2016: Frequently Used Shortcuts, Go To The Access Keys For The Ribbon, Work In The Ribbon Tabs And Menus With The Keyboard, Use Access Keys When You Can See The KeyTips, Navigate In Cells, Make Selections And Perform Actions, Format In

Cells, Work With Data, Functions, And The Formula Bar, Function Keys, and Other Useful Shortcut Keys. Keyboard Shortcuts in Microsoft Access 2016: Access Web App Shortcut Keys, Desktop Database Shortcut Keys For Access, Shortcut Keys For Working With Text And Data In Access, Shortcut Keys For Navigating Records In Access, Shortcut Keys For Access Ribbon Commands, and Online Help. Keyboard Shortcuts in Microsoft OneNote 2016: Taking And Formatting Notes, Organizing And Managing Your Notebook, Sharing Notes, and Protecting Notes. Keyboard Shortcuts in Microsoft Project 2016: Microsoft Office Basics, Microsoft Project Shortcuts, Use OfficeArt Objects, Navigate Views And Windows, Outline A Project, Select And Edit In A Sheet View. Keyboard Shortcuts in Microsoft Outlook 2016: Basic Navigation, Search, Common Commands, Mail, Calendar, People, Tasks, Print, Send/Receive, and Views. Keyboard Shortcuts in Microsoft Publisher 2016: Ribbon Shortcuts, Create, Open, Close, Or Save A Publication, Edit Or Format Text Or Objects, Work With Pages, Work With Web Pages and Email. Keyboard Shortcuts in Microsoft SharePoint 2016: Keyboard Shortcuts for All Pages, Edit Rich Text, List or Library Page, Survey Page, Getting Help. Keyboard Short-

cuts in Microsoft PowerPoint 2016: Frequently Used Shortcuts, Navigate The Ribbon With Only The Keyboard, Change Focus By Using The Keyboard, Move Between Panes, Work In An Outline, Work With Shapes, Pictures, Boxes, Objects, And WordArt, Select And Edit Text And Objects, Format Text, Custom Keyboard Shortcuts, Control Your Slide Show During Presentation, Control Video And Other Media During A Presentation. Keyboard Shortcuts in Microsoft Visio 2016: Visio-Specific Tasks, Visio-Specific Toolbars, Visio Shapes And Stencils, Online Help, Text, Zoom and navigation. Keyboard Shortcuts in Microsoft Skype For Business 2016: General (Any Window), Skype For Business Main Window, Contacts List, Contact Card, Conversation Window, Call Controls (Conversation Window), Video (Conversation Window), IM (Conversation Window), Conversation or Meeting Stage, Conversation Environment, PPT Sharing: Legacy PPT Viewer, Tabbed Conversations, Persistent Chat. Use your computer to the amazement of others. Attract appreciation from your boss, colleagues, family, neighbours, friends and well-wisher through the use of shortcut keys listed in this book for Microsoft Office 2016. The journey to a thousand miles starts with one step, click "Add To Cart."