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## **ERRYXA - LILLIANNA BRENDEN**

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Have you ever been in a training and marveled at how quickly the time flew by? Genuinely enjoyed a meeting you were expecting to dread? Learned something powerful about a topic you thought wouldn't engage you? Experienced an intimate, vulnerable, transformative moment with a group of total strangers? Then you've witnessed the magic of facilitation. Like all magic tricks - though they seem to defy reason when you're spectating for the first time - once the secrets of facilitation are unveiled to you, you'll look back with a bland obviousness. Of course that's how it's done. In this book, co-authors and social justice facilitators Sam Killermann and Meg Bolger teach you how to perform the favorite tricks they keep up their sleeve. It's the learning they've accumulated from thousands of hours of facilitating, debriefing, challenging, and failing; it's the lessons from their mentors, channeled through their experience; it's the magician's secrets, revealed to the public, because it's about time folks have the privilege of looking behind the curtain of facilitation and thinking of course that's how it's done. This book is

highlights 11 key concepts every facilitator should know, that most facilitators don't even know they should know. They are sometimes-tiny things that show up huge in facilitation. It's a book for facilitators of all stripes, goals, backgrounds, and settings - and the digestible, enjoyable, actionable lessons would benefit anyone who is responsible for engaging a group of people in learning.

The videogame series Mass Effect is a remarkable rarity not only for being an original science-fictional franchise of recent vintage that has risen to such prominent commercial and critical success in popular culture but also for pushing the canonical boundaries of how science fiction as a genre will be experienced and understood in the future. This book analyzes the significance of the game for an understanding of the evolving SF genre and articulates an explanatory framework to limn its landmark reception in videogame history. This book both synthesizes the burgeoning body of scholarship on Mass Effect for a readership unfamiliar with either the game or the critical conversation on its salient importance, while simultaneously, for readers already invested in the science-fiction and videogame scholarship, mounting an ex-

tended inquiry as to why Mass Effect has served as such a representative milestone in videogame and genre history. The book should appeal to veteran science-fiction and videogame scholars and students as well as a wide variety of fans, consumers, gamers, and general readers.

Mass Effect: Andromeda, one of the year's most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing Mass Effect: Discovery, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative--and ultimately retrieve a scientist who's made a potentially devastating discovery. Tying in to the highly anticipated release of Mass Effect: Andromeda, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the Mass Effect comics series!

Provides a complete discography of all recordings made or issued on the Blue Note label from 1939 through 1999.

This novel continues the all-new, completely original story begun in the first three MASS EFFECT stories. The heroine, Gillian, was once the subject of horrifying scientific experiments, but now, after her rescue, she is beginning to master her amazing powers. But when she falls under the sway of a radical group who believes their powers make them superior to ordinary humans, she finds herself faced with a choice between her destiny . . . and her humanity.

Written by the lead writer of the games, Mass Effect 2 and Mass Effect 3, Mac Walters, Mass Effect: Foundation features the franchise's most beloved characters in their most exciting, never-before-seen adventures, set during the events of

BioWare's ultra hit science fiction trilogy! Follow Miranda Lawson and Jacob Taylor as they chase Commander Shepard to the lawless and dangerous Terminus Systems, where no training can prepare them for what they'll find! Then, join the beautiful and cunning Agent Rasa as she hunts the lethal biotic powerhouse, Jack, and crosses paths with the deadly master assassin, Thane Krios!

On the distant, lawless edge of the populated galaxy, Jacob Taylor and Miranda Lawson are sent to search for the body of the deceased Commander Shepard. Instead, they encounter a threat that could lead to their demise as well! Then, Jacob and Miranda's mission takes a deadly turn as the duo find themselves in the gun sights of a vicious batarian warlord! Mass Effect 2 and 3 lead writer Mac Walters continues the thrilling series set during the events of BioWare's blockbuster science fiction trilogy!

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on 'harvesting' the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths - and weaknesses - by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David An-

derson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out.

\*Currently Updating for Legendary Edition\* This guide for Mass Effect 2 Legendary Edition features all there is to see and do including a walkthrough containing coverage of all the main campaign Missions, Assignments, as well as a detailed breakdown of all the important choices, class builds and much more! Featuring (July 2021 update): - A complete walkthrough for the entire main campaign, including all recruitment/loyalty Missions, as well as details on weapons, resources and research projects found during each Mission. - Every Assignment covered. - Updated media and formatting for the Legendary Edition. - In-depth look at the major choices and consequences - long term and short term - of each. - Full details on all possible Romances. - In-depth class builds for Shepard with an emphasis on Insanity difficulty strategies. - Details on every Power. - Builds for all squad mates. - Trophy/Achievement guide.

This handbook introduces key elements of the philological research area called paremiology (the study of proverbs). It presents the main subject area as well as the current status of paremiological research. The basic notions, among others, include defining proverbs, main proverb features, origin, collecting and categorization of proverbs. Each chapter is written by a leading scholar-specialist in their area of proverbial research. Since the book represents a measured balance between the popular and scientific approach, it is recommended to a wide readership including experienced and budding scholars, students of linguistics, as well as other professionals inter-

ested in the study of proverbs.

Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars, the newest interstellar species struggling to carve out its place in the greater galactic community. On the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station: smoking ruins littered with bodies and unanswered questions. Who attacked this post, and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy - one he won't live to tell about. Or so the enemy thinks.

This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

#1 New York Times Bestseller! In the second book of the Carve the Mark duology, globally bestselling Divergent author Veronica Roth reveals how Cyra and Akos fulfill their fates. The Fates Divide is a richly imagined tale of hope and resilience told in four stunning perspectives. The lives of Cyra Noavek and Akos Kereseth are ruled by their fates, spoken

by the oracles at their births. The fates, once determined, are inescapable. Akos is in love with Cyra, in spite of his fate: He will die in service to Cyra's family. And when Cyra's father, Lazmet Noavek—a soulless tyrant, thought to be dead—reclaims the Shotet throne, Akos believes his end is closer than ever. As Lazmet ignites a barbaric war, Cyra and Akos are desperate to stop him at any cost. For Cyra, that could mean taking the life of the man who may—or may not—be her father. For Akos, it could mean giving his own. In a stunning twist, the two will discover how fate defines their lives in ways most unexpected. Praise for *Carve the Mark*: #1 New York Times bestseller \* Wall Street Journal bestseller \* USA Today bestseller \* #1 IndieBound bestseller “Roth skillfully weaves the careful world-building and intricate web of characters that distinguished *Divergent*.” —VOYA (starred review) “Roth offers a richly imagined, often brutal world of political intrigue and adventure, with a slow-burning romance at its core.” —ALA Booklist

Location: Our galaxy, at a time set far in our future ... Every 50,000 years, a race of machines returns to harvest the galaxy's organic life forms. In the first MASS EFFECT game, it is the year 2183, and the machines are about to return once again. This book will be a bridging novel set between the first and second MASS EFFECT games.

BioWare's newest game *Dragon Age: Inquisition* will expand the universe of their epic series in profound ways. This comprehensive book of lore features exclusive art and information, exploring every corner of this dark fantasy masterpiece! Newcomers will appreciate how this volume covers everything they need to know about the world and characters of these smash-hit games! Dedicated

fans will revel in the abundance of never-before-revealed secrets, the perfect companion to *Dragon Age: The World of Thedas Volume 1*! From heroes to villains, to songs and food, and everything in between, this book puts the breath and depth of this inimitable fantasy at your fingertips.

Fantasy is often condemned as escapist, unsophisticated and superficial. This collection of new essays puts such easy dismissals to the test by examining the ways in which Fantasy narratives present diverse, politically relevant discourses—gender, race, religion or consumerism—and thereby serve as indicators of their real-world contexts. Through their depiction of other worlds allegedly disconnected from our own, these texts are able to actualize political attitudes. Instead of categorizing Fantasy either as conservative or progressive, the essays suggest that its generic peculiarity allows the emergence of productive forms of oscillation between these extremes. Covered are J.R.R. Tolkien's *The Lord of the Rings*, George R.R. Martin's *A Song of Ice and Fire* sequence, J. K. Rowling's Harry Potter novels, the vampire TV series *True Blood*, and the dystopian computer game *Fallout 3*.

This is a comprehensive, must-have reference that provides parents with the support and information they need to help their child recover from a closed-head injury and prevent further incidents. Coping with traumatic brain injury (TBI) involves a complex process of readjustment to the changes in a once healthy child and affects everyone in the family. Traumatic brain injury occurs when the brain abruptly and violently moves within the skull as a result of extreme force to the head during an automobile, biking, or playground accident,

for example. The effects of TBI can range from mild to severe and recovery can take from weeks to years. Although each child's condition is unique, all TBI patients experience impairment in one or more of the following areas: cognition; emotion/behaviour; and motor skills. While TBI can happen to anyone, children, particularly teens, are susceptible. And, children who have already had one TBI are at greatest risk. Written by a team of medical specialists, therapists, educators, and an attorney, the book covers: what is traumatic brain injury?; medical concerns; rehabilitation and treatments; coping and adjustment; effects on learning and thinking, speech and language, and behaviour; educational needs; and legal issues. Throughout the book, a case study of a boy who was injured at age eight, illustrates the effects of TBI on education, socialisation and independence. Parent statements at the end of each chapter attest to the variety of response families have, and offer insight about the experience of raising a child with TBI. A resource guide of support and advocacy organisations, a reading list, and glossary round out this authoritative guide. This book is useful to professionals who provide services to children with TBI and their families. General and special educators will find it essential reading to help their students with TBI. But most of all, the book gives parents the hope and facts they need to improve the outcome of their child's recovery.

From the Star Wars expanded universe to Westworld, the science fiction western has captivated audiences for more than fifty years. These twelve new essays concentrate on the female characters in the contemporary science fiction western, addressing themes of power, agency, intersectionality and the body. Discussing

popular works such as *Fringe*, *Guardians of the Galaxy* and *Mass Effect*, the essayists shed new light on the gender dynamics of these beloved franchises, emphasizing inclusion and diversity with their critical perspectives.

This distinctive volume explores how romantic coupleship is represented in books, magazines, popular music, movies, television, and the Internet within entertainment, advertising, and news/information. This reader offers diverse theoretical perspectives and methodological approaches on the representation of romantic relationships across the media spectrum. Filling a void in existing media scholarship, this collection explores the media's influence on perceptions and expectations in relationships, including the myths, stereotypes, and prescriptions manifested throughout the press. Featuring fresh voices, as well as the perspectives of seasoned veterans, contributions include quantitative and qualitative studies along with cultural/critical, feminist, and descriptive analyses. This anthology has been developed for use in courses on mass media and society, media studies, and media literacy. In addition to its use in coursework, it is highly relevant for scholars, researchers, and others interested in how the media influence the personal lives of individuals.

This dating guide shows how to overcome dating traps, use sex appeal as just one criteria, and how to best judge a suitable partner.

When Thane is given a chance at redemption, will he be able to overcome his blood-soaked past as a killer in order to have a chance at a new life? Join the universe's greatest heroes on their untold adventures set during the events of BioWare's blockbuster science fiction tril-

ogy! \* Story by the lead writer of *Mass Effect 2* and *3*! The writing is spot on. ♦Unleash the Fanboy

Ready to write your book? So why haven't you done it yet? If you're like most nonfiction authors, fears are holding you back. Sound familiar? Is my idea good enough? How do I structure a book? What exactly are the steps to write it? How do I stay motivated? What if I actually finish it, and it's bad? Worst of all: what if I publish it, and no one cares? How do I know if I'm even doing the right things? The truth is, writing a book can be scary and overwhelming—but it doesn't have to be. There's a way to know you're on the right path and taking the right steps. How? By using a method that's been validated with thousands of other Authors just like you. In fact, it's the same exact process used to produce dozens of big bestsellers—including David Goggins's *Can't Hurt Me*, Tiffany Haddish's *The Last Black Unicorn*, and Joey Coleman's *Never Lose a Customer Again*. The Scribe Method is the tested and proven process that will help you navigate the entire book-writing process from start to finish—the right way. Written by 4x New York Times Bestselling Author Tucker Max and publishing expert Zach Obront, you'll learn the step-by-step method that has helped over 1,500 authors write and publish their books. Now a Wall Street Journal Bestseller itself, The Scribe Method is specifically designed for business leaders, personal development gurus, entrepreneurs, and any expert in their field who has accumulated years of hard-won knowledge and wants to put it out into the world. Forget the rest of the books written by pretenders. This is the ultimate resource for anyone who wants to professionally write a great nonfiction book.

The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. *Mass Effect*'s vibrant world is teeming with conflict, and always on the edge of tipping into despair—but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series *Discovery* which follows the Turian soldier Tiran Kandros. This book compiles all of the *Mass Effect* comic book series in one affordable, accessible, and comprehensive format—a must buy for fans of the *Mass Effect* universe and BioWare. Collects *Mass Effect: Redemption* #1-4, *Mass Effect: Evolution* #1-4, *Mass Effect: Invasion* #1-4, *Mass Effect: Homeworlds* #1-4, *Mass Effect: Foundation* #1-13, and *Mass Effect: Discovery* #1-4.

The world of video games has long revolved around a subset of its player base: straight, white males aged 18-25. Highly gendered marketing in the late 1990s and early 2000s widened the gap between this perceived base and the actual diverse group who buy video games. Despite reports from the Entertainment Software Association that nearly half of gamers identify as female, many developers continue to produce content reflecting this imaginary audience. Many

female gamers are in turn modifying the games. "Modders" alter the appearance of characters, rewrite scenes and epilogues, enhance or add love scenes and create fairy tale happy endings. This is a collection of new essays on the phenomenon of women and modding, focusing on such titles as Skyrim, Dragon Age, Mass Effect and The Sims. Topics include the relationship between modders and developers, the history of modding, and the relationship between modding and disability, race, sexuality and gender identity.

The only way to secure her dream is to marry a handsome stranger . . . When Rose and Jack meet, she has just lost her uncle, and with him her dream of owning a coffee shop. Rose wanted nothing more than to open a café in her uncle's building. But her uncle's will is clear – the building goes to Rose's husband. Not to her. Then, his lawyer, Jack, offers an unusual solution... she can marry him. She'll get the café and he'll get the building. For some reason, Rose agrees. It might be a marriage of convenience but it's anything but simple. Despite it being his idea, Jack is unbearably surly... But then he does something that shows Rose he might just have a softer side. Maybe love can start with a contract... but will Rose still feel that way when she learns the full terms of their deal?

Briefly sketches the history of romance novels, discusses modern romance genres, and provides an annotated list of romances and useful references.

Critical Theory Today is the essential introduction to contemporary critical theory. It provides clear, simple explanations and concrete examples of complex concepts, making a wide variety of commonly used critical theories accessible to novices without sacrificing any theoretic

cal rigor or thoroughness. This new edition provides in-depth coverage of the most common approaches to literary analysis today: feminism, psychoanalysis, Marxism, reader-response theory, new criticism, structuralism and semiotics, deconstruction, new historicism, cultural criticism, lesbian/gay/queer theory, African American criticism, and post-colonial criticism. The chapters provide an extended explanation of each theory, using examples from everyday life, popular culture, and literary texts; a list of specific questions critics who use that theory ask about literary texts; an interpretation of F. Scott Fitzgerald's *The Great Gatsby* through the lens of each theory; a list of questions for further practice to guide readers in applying each theory to different literary works; and a bibliography of primary and secondary works for further reading.

Chrysanthemum loves her name, until she starts going to school and the other children make fun of it.

Step into the world of Alison Armstrong, where love, care, and attention from men are normal and relied upon-and a way of life available for every women. Do you have to sell our soul? Not even close. This book can be your guide, an unexpected friend, even a prophecy for your future. Funny information-packed text, illustrative charts and enlightening side-bars will deliver priceless insights into men their motivations and their inspirations. Making Sense of Men will teach you:"Why men pursue some women for sex and others for heart-felt relationships" "How to tell when a man is emotionally involved" "How to inspire generosity and attentiveness in all men" "How you can be strong and successful-without discouraging men

"[Manda] Collins is a delight" (Elizabeth

Hoyt) in this fun and flirty historical rom-com, where an intrepid female reporter matches wits with a serious, sexy detective -- perfect for fans of Tessa Dare, Julia Quinn, and Netflix's *Enola Holmes!* England, 1865: Newspaper columnist Lady Katherine Bascomb finds herself the subject of speculation when her latest article leads to an arrest in the murders plaguing London. The English believe women ought not to write about such vulgar things as crime, and a particularly attractive detective inspector is incensed that she's interfered with his investigation. To escape her sudden notoriety, Katherine heads to the country-only to witness a murder upon her arrival. Detective Inspector Andrew Eversham is appalled when Lady Katherine entangles herself in one of his cases-again. Her sensationalist reporting already nearly got him kicked off the police force, and he'll be damned if he permits her to meddle a second time. Yet, her questions are awfully insightful, and he can't deny his attraction to both her beauty and brains. As the clues point to a dangerous criminal, the two soon realize their best option is working together. But with their focus on the killer lurking in the shadows, neither is prepared for the other risk the case poses-to their hearts.

The first medical specialty selection guide written by residents for students! Provides an inside look at the issues surrounding medical specialty selection, blending first-hand knowledge with useful facts and statistics, such as salary information, employment data, and match statistics. Focuses on all the major specialties and features firsthand portrayals of each by current residents. Also includes a guide to personality characteristics that are predominate with practitioners of each specialty. "A terrific mixture of objective information as well as factu-

al data make this book an easy, informative, and interesting read." --Review from a 4th year Medical Student

With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland; BioWare in Edmonton, Alberta, and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative processes of games through discussion board forum demands, fundraising campaigns to persuade companies to change or add game content, and modifications (modding) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

As Commander Shepard of the SSV *Normandy*, take your elite recon squad across a galaxy in turmoil in a desperate race to stop the return of an enemy without mercy. Your only imperative is to preserve the safety of civilized life in the galaxy - at any cost. The guide for *Mass Effect 1* Legendary Edition features all there is to see and do including a walk-through containing coverage of all Assignments, detailed breakdown of all the important choices, class builds and much more! - Full coverage of all the Main Mis-



sions. - Every Assignment covered. - In-depth look at the major choices and consequences of each. - Full details on how to romance Ashley, Kaiden or Liara - Class builds to get the most out of your chosen class. - Details on every Talent. - How to spec your squad. - Breakdown of all Paragon and Renegade opportunities. - Trophy/Achievement guide.

Mass Effect 3 Prima Official Game Guide includes:

- Fight YOUR Way - Multiple approaches to every key battle
- Dominate in Multiplayer - Comprehensive maps prepare you for battle and help you survive
- Choose the Best Gear - Every weapon and piece of armor revealed, including mods and upgrades
- Take Earth Back - Class breakdowns and build recommendations give you the advantage you need against the reapers
- Avoid Spoilers - Special callouts strategically placed and text turned upside down at critical story moments ensure your experience won't be spoiled

\*Currently Updating for Legendary Edition\* For years, a lone soldier has told tales of the Reapers, of their return, of these sentient machines reaching out across the vastness of space, to harvest all sentient life. But the warnings were all for nothing. Until now. The Reapers have at last come to Earth and these warnings can no longer be ignored. You are Commander Shepard, the first human spectre and elite soldier of the Alliance, tasked with uniting the galaxy in the fight to stop the Reapers destroying everything you hold dear. In your hands lies the fate of the entire Milky Way but luckily, this time, you are no longer alone. - Strategies guaranteed to get you through this epic story in one piece. - All side missions completed. - Fool-proof boss tactics. - Find every single weapon mod tucked away in the game. - The location of every war collectible, solar sys-

tem, hidden fuel station and war asset uncovered in detail. - Full coverage of all three DLC packs Leviathan, Omega and Citadel.

Which sort of seducer could you be? Siren? Rake? Cold Coquette? Star? Comedian? Charismatic? Or Saint? This book will show you which. Charm, persuasion, the ability to create illusions: these are some of the many dazzling gifts of the Seducer, the compelling figure who is able to manipulate, mislead and give pleasure all at once. When raised to the level of art, seduction, an indirect and subtle form of power, has toppled empires, won elections and enslaved great minds. In this beautiful, sensually designed book, Greene unearths the two sides of seduction: the characters and the process. Discover who you, or your pursuer, most resembles. Learn, too, the pitfalls of the anti-Seducer. Immerse yourself in the twenty-four manoeuvres and strategies of the seductive process, the ritual by which a seducer gains mastery over their target. Understand how to 'Choose the Right Victim', 'Appear to Be an Object of Desire' and 'Confuse Desire and Reality'. In addition, Greene provides instruction on how to identify victims by type. Each fascinating character and each cunning tactic demonstrates a fundamental truth about who we are, and the targets we've become - or hope to win over. The Art of Seduction is an indispensable primer on the essence of one of history's greatest weapons and the ultimate power trip. From the internationally bestselling author of *The 48 Laws of Power*, *Mastery*, and *The 33 Strategies Of War*.

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with its memorable characters, stunning visuals,

and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

What does pleasure have to do with morality? What role, if any, should intuition have in the formation of moral theory? If something is 'simulated', can it be immoral? This accessible and wide-ranging textbook explores these questions and many more. Key ideas in the fields of normative ethics, metaethics and applied ethics are explained rigorously and systematically, with a vivid writing style that enlivens the topics with energy and wit. Individual theories are discussed in detail in the first part of the book, before th-

ese positions are applied to a wide range of contemporary situations including business ethics, sexual ethics, and the acceptability of eating animals. A wealth of real-life examples, set out with depth and care, illuminate the complexities of different ethical approaches while conveying their modern-day relevance. This concise and highly engaging resource is tailored to the Ethics components of AQA Philosophy and OCR Religious Studies, with a clear and practical layout that includes end-of-chapter summaries, key terms, and common mistakes to avoid. It should also be of practical use for those teaching Philosophy as part of the International Baccalaureate. Ethics for A-Level is of particular value to students and teachers, but Fisher and Dimmock's precise and scholarly approach will appeal to anyone seeking a rigorous and lively introduction to the challenging subject of ethics. Tailored to the Ethics components of AQA Philosophy and OCR Religious Studies.