

Ign Holiday Gift Guide 2009

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Questionnaire Design, Interviewing and Attitude Measurement A. N. Oppenheim 2000-10-17 This second edition of Dr Bram Oppenheim's established work, like the first, is a practical teaching text of survey methods. The new edition has extended its scope to include interviewing (both clip-board and depth interviewing), sampling and research design, data analysis, and a special chapter on pilot work. As before, the chapters on questionnaire design are supported by further chapters on attitude scaling methods, and on projective techniques. There is refreshingly critical treatment of problems such as faulty research designs, errors in sampling, ambiguities in question wording, biases in interviewing, losses of information, and the interpretation of attitude scales and of projective data. The book is laced throughout with instructive examples from many fields, ranging from marketing surveys to the study of children's political perceptions. Problems of reliability and validity are kept to the fore. Above all, the need for pilot work is emphasized at every stage. The book is intended for graduate methodology courses in the social sciences, but it is also designed to reach other professionals, including teachers, social workers, medical researchers, and opinion pollsters, who have to evaluate or carry out social surveys.

The Case for Christmas Lee Strobel 2009-07-27 Who was in the manger that first Christmas morning? Some say he would become a great moral leader. Others, a social critic. Still others view Jesus as a profound philosopher, a rabbi, a feminist, a prophet, and more. Many are convinced he was the divine Son of God. Who was he—really? And how can you know for sure? Consulting experts on the Bible, archaeology, and messianic prophecy, Lee Strobel searches out the true identity of the child in the manger. Join him as he asks the tough, pointed questions you'd expect from an award-winning legal journalist. If Jesus really was God in the flesh, then there ought to be credible evidence, including Eyewitness Evidence—Can the biographies of Jesus be trusted? Scientific Evidence—What does archaeology reveal? Profile Evidence—Did Jesus fulfill the attributes of God? Fingerprint Evidence—Did Jesus uniquely match the identity of the Messiah? The Case for Christmas invites you to consider why Christmas matters in the first place. Somewhere beyond the traditions of the holiday lies the truth. It may be more compelling than you've realized. Weigh the facts . . . and decide for yourself.

The Eyes of Despero! Bob Kane 2010 This 48-page reader follows the adventures of Batman and the last members of the Green Lantern Corps as they battle Despero for the lives of the Green Lanterns and the fate of the living planet, Mogo. This book is ideal for reluctant readers and features full-color art.

Horseman Christina Henry 2021-09-28 In this atmospheric, terrifying novel that draws strongly from "The Legend of Sleepy Hollow," the author of *Alice* and *Lost Boy* works her trademark magic, spinning an engaging and frightening new story from a classic tale. Everyone in Sleepy Hollow knows about the Horseman, but no one really believes in him. Not even Ben Van Brunt's grandfather, Brom Bones, who was there when it was said the Horseman chased the upstart Crane out of town. Brom says that's just legend, the village gossips talking. More than thirty years after those storied events, the village is a quiet place. Fourteen-year-old Ben loves to play "Sleepy Hollow boys," reenacting the events Brom once lived through. But then Ben and a friend stumble across the headless body of a child in the woods near the village, and the discovery makes Ben question everything the adults in Sleepy Hollow have ever said. Could the Horseman

be real after all? Or does something even more sinister stalk the woods?

Dial M for Murdoch Tom Watson 2012-04-24 *Dial M for Murdoch* uncovers the inner workings of one of the most powerful companies in the world: how it came to exert a poisonous, secretive influence on public life in Britain, how it used its huge power to bully, intimidate and cover up, and how its exposure has changed the way we look at our politicians, our police service and our press. Rupert Murdoch's newspapers had been hacking phones and casually destroying people's lives for years, but it was only after a trivial report about Prince William's knee in 2005 that detectives stumbled on a criminal conspiracy. A five-year cover-up then concealed and muddied the truth. *Dial M for Murdoch* gives the first connected account of the extraordinary lengths to which the Murdochs' News Corporation went to "put the problem in a box" (in James Murdoch's words), how its efforts to maintain and extend its power were aided by its political and police friends, and how it was finally exposed. The book details the smears and threats against politicians, journalists and lawyers. It reveals the existence of brave insiders who pointed those pursuing the investigation towards pieces of secret information that cracked open the case. By contrast, many of the main players in the book are unsavory, but by the end of it you have a clear idea of what they did. Seeing the story whole, as it is presented here for the first time, allows the character of the organisation which it portrays to emerge unmistakably. You will hardly believe it.

Reality Is Broken Jane McGonigal 2011-01-20 "McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of *Little Brother* A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient*.

The Man who Cycled the World Mark Beaumont 2010 On 15 February 2008, Mark Beaumont pedalled through the Arc de Triomphe in Paris. 194 days and 17 hours previously, he had begun his attempt to circumnavigate the world in record time. Mark smashed the Guinness World Record by an astonishing 81 days. He had travelled more than 18,000 miles on his own through some of the harshest conditions one man and his bicycle can endure, camping wild at night and suffering from constant ailments.

Words of Mercury Patrick Leigh Fermor 2010-10-10 Patrick Leigh Fermor was only 18 when he set off to walk from the Hook of Holland to Constantinople, described many years later in *A Time of Gifts* and

Between the Woods and the Water. It was during these early wanderings that he started to pick up languages, and where he developed his extraordinary sense of the continuity of history: a quality that deepens the colours of every place he writes about, from the peaks of the Pyrenees to the cell of a Trappist monastery. His experiences in wartime Crete sealed the deep affection he had already developed for Greece, a country whose character and customs he celebrates in two books, *Mani and Roumeli*, and where he has lived for over forty years. Whether he is drawing portraits in Vienna or sketching Byron's slippers in Missolonghi, the Leigh Fermor touch is unmistakable. Its infectious enthusiasm is driven by an insatiable curiosity and an omnivorous mind - all inspired by a passion for words and language that makes him one of the greatest prose writers of his generation.

Unconditional Love Poems Lisa Zanyk This wise and moving poetry collection explores the depth of love in many forms, from romance and desire to family to women's shared experience. The theme of unconditional love is universal to women as lovers, and mothers, and through shared sisterhood. These poems reveal a vulnerability that is basic and essential to the act of loving and the quality of pain brought on by loving too much.

Superman: Whatever Happened to the Man of Tomorrow Alan Moore 2010 Collects the 1986 conclusion of the "Silver Age" Superman storyline, providing one possible ending for the life of Krypton's hero, along with two other Superman stories by Alan Moore.

God of War II Robert E. Vardeman 2013-02-12 All the majesty and mayhem of Greek mythology springs to life once more in the powerful second novel based on the bestselling and critically acclaimed God of War® franchise. Once the mighty warrior Kratos was a slave to the gods, bound to do their savage bidding. After destroying Ares, the God of War, Kratos was granted his freedom by Zeus—and even given the ousted god's throne on Olympus. But the other gods of the pantheon didn't take kindly to Kratos's ascension and, in turn, conspired against him. Banished, Kratos must ally himself with the despised Titans, ancient enemies of the Olympians, in order to take revenge and silence the nightmares that haunt him. God of War II takes the videogame's action to electrifying new heights, and adds ever more fascinating layers to the larger-than-life tale of Kratos.

Mistrust Matthew Carey 2017-05-15 Trust occupies a unique place in contemporary discourse. Seen as both necessary and virtuous, it is variously depicted as enhancing the social fabric, lowering crime rates, increasing happiness, and generating prosperity. It allows for complex political systems, permits human communication, underpins financial instruments and economic institutions, and generally holds society together. Against these overwhelmingly laudable qualities, mistrust often goes unnoticed as a positive social phenomenon, treated as little more than a corrosive absence, a mere negative of trust itself. With this book, Matthew Carey proposes an ethnographic and conceptual exploration of mistrust that raises it up as legitimate stance in its own right. While mistrust can quickly ruin relationships and even dissolve extensive social ties, Carey shows that it might have other values. Drawing on fieldwork in Morocco's High Atlas Mountains as well as comparative material from regions stretching from Eastern Europe to Melanesia, he examines the impact of mistrust on practices of conversation and communication, friendship and society, and politics and cooperation. In doing so, he demonstrates that trust is not the only basis for organizing human society and cooperating with others. The result is a provocative but enlightening work that makes us rethink social issues such as suspicion, doubt, and uncertainty. "

Batman, Two-Face and Scarecrow Bruce Jones 2009 Presents the origin stories of two of the Dark Knight's foes: Scarecrow, who terrorizes Gotham by manipulating fear, and Two-Face, the one-time champion of Gotham City who, after he is disfigured by acid, becomes a homicidal maniac.

Heritage Sites of Astronomy and Archaeoastronomy in the Context of the UNESCO World Heritage Convention Clive L. N. Ruggles 2017-11-30 This joint venture between ICOMOS, the advisory body to UNESCO on cultural sites, and the International Astronomical Union is the second volume in an ongoing exploration of themes and issues relating to astronomical heritage in particular and to science and technology heritage in general. It examines a number of key questions relating to astronomical heritage sites and their potential recognition as World Heritage, attempting to identify what might constitute "outstanding universal value" in relation to astronomy. "Heritage Sites of Astronomy and Archaeoastronomy--Volume 2" represents the culmination of several years' work to address some of the

most challenging issues raised in the first ICOMOS-IAU Thematic Study, published in 2010. These include the recognition and preservation of the value of dark skies at both cultural and natural sites and landscapes; balancing archaeoastronomical considerations in the context of broader archaeological and cultural values; the potential for serial nominations; and management issues such as preserving the integrity of astronomical sightlines through the landscape. Its case studies are developed in greater depth than those in volume 1, and generally structured as segments of draft nomination dossiers. They include seven-stone antas (prehistoric dolmens) in Portugal and Spain, the thirteen towers of Chankillo in Peru, the astronomical timing of irrigation in Oman, Pic du Midi de Bigorre Observatory in France, Baikonur Cosmodrome in Kazakhstan, and Aoraki-Mackenzie International Dark Sky Reserve in New Zealand. A case study on Stonehenge, already a World Heritage Site, focuses on preserving the integrity of the solstitial sightlines. As for the first ICOMOS-IAU Thematic Study, an international team of authors including historians, astronomers and heritage professionals is led by Professor Clive Ruggles for the IAU and Professor Michel Cotte for ICOMOS.

Well Played 1.0 Drew Davidson 2009-01-01 Video games can be "well played" in two senses. On the one hand, well played is to games as well read is to books. On the other hand, well played as in well done. This book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. 22 contributors (developers, scholars, reviewers and bloggers) look at video games through both senses of "well played." The goal is to help develop and define a literacy of games as well as a sense of their value as an experience. Video games are a complex medium that merits careful interpretation and insightful analysis

The Higher Frontier Christopher L. Bennett 2020-03-10 An all-new Star Trek movie-era adventure featuring James T. Kirk! Investigating the massacre of a telepathic minority, Captain James T. Kirk and the crew of the U.S.S. Enterprise confront a terrifying new threat: faceless, armored hunters whose extradimensional technology makes them seemingly unstoppable. Kirk must team with the powerful telepath Miranda Jones and the enigmatic Medusans to take on these merciless killers in an epic battle that will reveal the true faces of both enemy and ally!

Corporate Entrepreneurship & Innovation Michael H. Morris 2010-11-30 CORPORATE ENTREPRENEURSHIP & INNOVATION is a comprehensive, one-of-a-kind text for the emerging business arena of entrepreneurship and innovation. Built on years of research and experience, this unique text employs a clear and informative how-to approach and features sections and chapters organized according to a summary model of the corporate entrepreneurship process. A professional format and look make the text especially appealing and appropriate for sophisticated readers and experienced business professionals. This groundbreaking text fulfills a real business need, because many executives consider entrepreneurial behavior a key to sustaining their companies' competitive advantage, but few possess genuine knowledge of the subject or understand how to apply it. The Third Edition of CORPORATE ENTREPRENEURSHIP & INNOVATION provides detailed, actionable answers to the what, how, where, and who questions surrounding corporate entrepreneurship in today's dynamic business environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Christmas Story Jean Shepherd 2010-10-27 A beloved, bestselling classic of humorous and nostalgic Americana—the book that inspired the equally classic Yuletide film and the live musical on Fox. The holiday film *A Christmas Story*, first released in 1983, has become a bona fide Christmas perennial, gaining in stature and fame with each succeeding year. Its affectionate, wacky, and wryly realistic portrayal of an American family's typical Christmas joys and travails in small-town Depression-era Indiana has entered our imagination and our hearts with a force equal to *It's a Wonderful Life* and *Miracle on 34th Street*. This edition of *A Christmas Story* gathers together in one hilarious volume the gems of autobiographical humor that Jean Shepherd drew upon to create this enduring film. Here is young Ralphie Parker's shocking discovery that his decoder ring is really a device to promote Ovaltine; his mother and father's pitched battle over the fate of a lascivious leg lamp; the unleashed and unnerving savagery of Ralphie's duel in the show with the odious bullies Scut Farkas and Grover Dill; and, most crucially, Ralphie's unstoppable campaign to get Santa—or anyone else—to give him a Red Ryder carbine action 200-shot range model air rifle. Who

cares that the whole adult world is telling him, "You'll shoot your eye out, kid"? The pieces that comprise *A Christmas Story*, previously published in the larger collections *In God We Trust*, *All Others Pay Cash* and *Wanda Hickey's Night of Golden Memories*, coalesce in a magical fashion to become an irresistible piece of Americana, quite the equal of the film in its ability to warm the heart and tickle the funny bone.

Serenity: Leaves on the Wind Joss Whedon 2014-11-18 In the film *Serenity*, outlaw Malcolm Reynolds and his crew revealed to the entire 'verse the crimes against humanity undertaken by the sinister government--the Alliance. Here, in the official follow-up to the film, the crew has been in hiding since becoming everyone's most wanted, and now they are forced to come out. River uncovers more secrets, leading these former Browncoats on a dangerous mission against the Alliance that, with hope, will bring them together again . . . Television writer Zack Whedon (*Deadwood*, *Southland*, *Agents of S.H.I.E.L.D.*) continues the saga of Joss Whedon's space cowboys!

Fighting Fantasy Steve Jackson 2010-09-02 A shrinkwrapped pack of ten titles from Steve Jackson and Ian Livingstone's peerless interactive game book series, *Fighting Fantasy*. The pack includes: *The Warlock of Firetop Mountain*, *The Citadel of Chaos*, *Deathrap Dungeon*, *Stormslayer*, *Creature of Havoc*, *City of Thieves*, *Bloodbones*, *Night of the Necromancer*, *House of Hell*, *Eye of the Dragon*.

A History of Graphic Design Philip B. Meggs 1992 Here is the first definitive history of graphic communication. More than a thousand vivid illustrations chronicle our fascinating & unceasing quest to give visual form to ideas.

The Omnivore's Dilemma Michael Pollan 2015-08-04 This acclaimed bestseller and modern classic has changed America's relationship with food. It's essential reading for kids who care about the environment and climate change. "What's for dinner?" seemed like a simple question—until journalist and supermarket detective Michael Pollan delved behind the scenes. From fast food and big organic to small farms and old-fashioned hunting and gathering, this young readers' adaptation of Pollan's famous food-chain exploration encourages kids to consider the personal and global implications of their food choices. With plenty of photos, graphs, and visuals, *The Omnivore's Dilemma* serves up a bold message to the generation most impacted by climate change: It's time to take charge of our national eating habits—and it starts with you.

Millennial Nuns The Daughters of Saint Paul 2021-07-06 More and more people-- especially millennials-- are turning to religion as a source of comfort and solace in our increasingly chaotic world. Rather than live a cloistered life of seclusion, the Daughters of Saint Paul actively embrace social media to evangelize, collectively calling themselves the #MediaNuns. In this collective memoir, eight of these Sisters share their own discernment journeys, struggles and crises of faith that they have overcome, and episodes from their daily lives. They offer practical takeaways and tips for living a more spiritually-fulfilled life, no matter your religious affiliation. -- adapted from jacket

Conducting Research in Conservation Helen Newing 2010-10-18 *Conducting Research in Conservation* is the first textbook on social science research methods written specifically for use in the expanding and increasingly multidisciplinary field of environmental conservation. The first section on planning a research project includes chapters on the need for social science research in conservation, defining a research topic, methodology, and sampling. Section two focuses on practical issues in carrying out fieldwork with local communities, from fieldwork preparation and data collection to the relationships between the researcher and the study community. Section three provides an in-depth focus on a range of social science methods including standard qualitative and quantitative methods such as participant observation, interviewing and questionnaires, and more advanced methods, such as ethnobiological methods for documenting local environmental knowledge and change, and participatory methods such as the 'PRA' toolbox. Section four then demonstrates how to analyze social science data qualitatively and quantitatively; and the final section outlines the writing-up process and what should happen after the end of the formal research project. This book is a comprehensive and accessible guide to social science research methods for students of conservation related subjects and practitioners trained in the natural sciences. It features practical worldwide examples of conservation-related research in different ecosystems such as forests; grasslands; marine and riverine systems; and farmland. Boxes provide definitions of key terms, practical tips, and brief narratives from students and practitioners describe the practical issues that they have faced in the field.

Philosophy, a School of Freedom Unesco 2007 Originally published in French as "La Philosophie, une Ecole

de la Liberte. Enseignement de la philosophie et apprentissage du philosophe : Etat des lieux et regards pour l'avenir." - This study is dedicated to all those who engaged themselves, with vigour and conviction, in the defence of the teaching of philosophy a fertile guarantor of liberty and autonomy. This publication is also dedicated to the young spirits of today, bound to become the active citizens of tomorrow.

Odd Thomas Dean Koontz 2007-06-29 Meet Odd Thomas, the unassuming young hero of Dean Koontz's dazzling New York Times bestseller, a gallant sentinel at the crossroads of life and death who offers up his heart in these pages and will forever capture yours. "The dead don't talk. I don't know why." But they do try to communicate, with a short-order cook in a small desert town serving as their reluctant confidant. Sometimes the silent souls who seek out Odd want justice. Occasionally their otherworldly tips help him prevent a crime. But this time it's different. A stranger comes to Pico Mundo, accompanied by a horde of hyena-like shades who herald an imminent catastrophe. Aided by his soul mate, Stormy Llewellyn, and an unlikely community of allies that includes the King of Rock 'n' Roll, Odd will race against time to thwart the gathering evil. His account of these shattering hours, in which past and present, fate and destiny, converge, is a testament by which to live—an unforgettable fable for our time destined to rank among Dean Koontz's most enduring works.

Youth in Revolt C.D. Payne 2009-11-03 The hilarious, take-no-prisoners novel about a cynical, sex-obsessed teenager's pining love for an intelligent girl—the basis for the major motion picture starring Michael Cera. *Youth in Revolt* is the journals of Nick Twisp, California's most precocious diarist, whose ongoing struggles to make sense out of high school, deal with his divorced parents, and lose his virginity result in his transformation from an unassuming fourteen-year-old to a modern youth in open revolt. As his family splinters, worlds collide, and the police block all routes out of town, Nick must cope with economic deprivation, homelessness, the gulag of the public schools, a competitive type-A father, murderous canines, and an inconvenient hair trigger on his erectile response—all while vying ardently for the affections of the beautiful Sheeni Saunders, teenage goddess, and ultimate intellectual goad.

X-Men 2011-05-11 Contains material originally published in magazine form as Marvel graphic novel #5: God loves, man kills.

Economic Survey 2008-09 India. Ministry of Finance. Economic Division 2009 A flagship annual document of the Ministry of Finance, Government of India, *Economic Survey 2008-09* reviews the developments in the Indian economy over the past 12 to 18 months, summarizes the performance on major development programmes, and highlights the policy initiatives of the government and the prospects of the economy in the short to medium term. With detailed statistical data covering all aspects of the economy-- macro as well as sectoral-- the report provides an overview of the following issues: state of the Indian economy; challenges, policy responses, and medium-term prospects; fiscal policy and monetary management; financial intermediation and the role of markets; external sector, balance of payments, and trade; agriculture and industrial development; energy, infrastructure, and communications; human development and public programs. The Survey highlights that the fallout of the global financial crisis on the Indian economy has been palpable in the industry and trade sectors and has also permeated the services sector. While some segments, especially the export-oriented industries have suffered, the Indian economy has resiliently withstood the adverse global economic situation and posted a growth rate of 6.7 per cent in 2008-09. The Survey also identifies the wide-ranging challenges faced by the Indian economy and suggests short- and long-term policy measures for sustaining growth and improving governance and the human development profile of the country through a process of inclusive development.

The Game Console 2.0 Evan Amos 2021-08-31 This revised and expanded second edition of the bestselling *The Game Console* contains brand new content, with coverage of 50 more consoles, variants, and accessories in 50 added pages. *The Game Console 2.0* is a gorgeous coffee table book for geeks and gamers that brings together highly detailed photos of more than 100 video game consoles and their electronic interiors spanning nearly five decades. Revised and updated since the first edition's celebrated 2018 release, *The Game Console 2.0* is an even bigger archival collection of vividly detailed photos of more than 100 video-game consoles. This ultimate archive of gaming history spans five decades and nine distinct generations, chronologically covering everything from market leaders to outright failures, and tracing the gaming industry's rise, fall, and monumental resurgence. The book's 2nd edition features more classic

game consoles and computers, a section on retro gaming in the modern era, and dozens of new entries — including super-rare finds, such the Unisonic Champion 2711, and the latest ninth-generation consoles. You'll find coverage of legendary systems like the Magnavox Odyssey, Atari 2600, NES, and the Commodore 64; systems from the '90s and 2000s; modern consoles like the Nintendo Switch, Xbox Series X|S, and PlayStation 5; and consoles you never knew existed. Get a unique peek at the hardware powering the world's most iconic video-game systems with *The Game Console 2.0* — the perfect gift for geeks of all stripes and every gamer's must-have coffee-table book.

Super-Villain Team-Up 2008-02-20 While the heroes are away fighting World War Hulk, the villains can play...M.O.D.O.K., sick of being hunted and hounded by A.I.M., gathers together an eclectic team of Marvel's Most Wanted to pull off one last, big score. But news travels fast along the grapevine of villainy - and pretty soon every bad guy in the Marvel Universe is gunning for the Big-Headed One's unspeakably powerful prize. Executing their heist may be the easy part, because getting away with their loot alive is going to be the real challenge for M.O.D.O.K.'s 11! Collects *Super-Villain Team-Up/Modok's 11 #1-5*.

The Supervillain Reader Robert Moses Peaslee 2020-01-15 Contributions by Jerold J. Abrams, José Alaniz, John Carey, Maurice Charney, Peter Coogan, Joe Cruz, Phillip Lamarr Cunningham, Stefan Danter, Adam Davidson-Harden, Randy Duncan, Richard Hall, Richard Heldenfels, Alberto Hermida, Víctor Hernández-Santaolalla, A. G. Holdier, Tiffany Hong, Stephen Graham Jones, Siegfried Kracauer, Naja Later, Ryan Litsey, Tara Lomax, Tony Magistrale, Matthew McEniry, Cait Mongrain, Grant Morrison, Robert Moses Peaslee, David D. Perlmutter, W. D. Phillips, Jared Poon, Duncan Prettyman, Vladimir Propp, Noriko T. Reider, Robin S. Rosenberg, Hannah Ryan, Lennart Soberon, J. Richard Stevens, Lars Stoltzfus-Brown, John N. Thompson, Dan Vena, and Robert G. Weiner *The Supervillain Reader*, featuring both reprinted and original essays, reveals why we are so fascinated with the villain. The obsession with the villain is not a new phenomenon, and, in fact, one finds villains who are “super” going as far back as ancient religious and mythological texts. This innovative collection brings together essays, book excerpts, and original content from a wide variety of scholars and writers, weaving a rich tapestry of thought regarding villains in all their manifestations, including film, literature, television, games, and, of course, comics and sequential art. While *The Supervillain Reader* focuses on the latter, it moves beyond comics to show how the vital concept of the supervillain is part of our larger consciousness. Editors Robert Moses Peaslee and Robert G. Weiner collect pieces that explore how the villain is a complex part of narratives regardless of the original source. The Joker, Lex Luthor, Harley Quinn, Darth Vader, and Magneto must be compelling, stimulating, and proactive, whereas the superhero (or protagonist) is most often reactive. Indeed, whether in comics, films, novels, religious tomes, or video games, the eternal struggle between villain and hero keeps us coming back to these stories over and over again.

Warehouse 13 Greg Cox 2011-06-28 THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: “Snag it, bag it, tag it.” Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

Jonas Eden Maguire 2010-03-01 When her boyfriend becomes the fourth student at her high school to die over the course of a year, and Darina starts seeing the dead teenagers, she discovers that they have come

back to deal with unresolved problems, and she begins helping them so they can go to their final rest.

Greenlights Matthew McConaughey 2020-10-20 From the Academy Award®-winning actor, an unconventional memoir filled with raucous stories, outlaw wisdom, and lessons learned the hard way about living with greater satisfaction. I've been in this life for fifty years, been trying to work out its riddle for forty-two, and been keeping diaries of clues to that riddle for the last thirty-five. Notes about successes and failures, joys and sorrows, things that made me marvel, and things that made me laugh out loud. How to be fair. How to have less stress. How to have fun. How to hurt people less. How to get hurt less. How to be a good man. How to have meaning in life. How to be more me. Recently, I worked up the courage to sit down with those diaries. I found stories I experienced, lessons I learned and forgot, poems, prayers, prescriptions, beliefs about what matters, some great photographs, and a whole bunch of bumper stickers. I found a reliable theme, an approach to living that gave me more satisfaction, at the time, and still: If you know how, and when, to deal with life's challenges - how to get relative with the inevitable - you can enjoy a state of success I call 'catching greenlights.' So I took a one-way ticket to the desert and wrote this book: an album, a record, a story of my life so far. This is fifty years of my sights and seens, felts and figured-outs, cools and shamefuls. Graces, truths, and beauties of brutality. Getting away withs, getting caughts, and getting wets while trying to dance between the raindrops. Hopefully, it's medicine that tastes good, a couple of aspirin instead of the infirmary, a spaceship to Mars without needing your pilot's license, going to church without having to be born again, and laughing through the tears. It's a love letter. To life. It's also a guide to catching more greenlights-and to realizing that the yellows and reds eventually turn green too. Good luck.

The Rough Guide to Corsica Rough Guides 2009-05-01 The Rough Guide to Corsica is the ultimate travel guide with clear maps and detailed coverage of all the best attractions Corsica has to offer. Discover the vibrant regions of Corsica from the beautiful island beaches of Corsica, to the amazing GR20 trail and scenic walks through this lush Mediterranean island. New full-colour features explore the most atmospheric festivals in Corsica and the charming traditional villages in Corsica with detailed information on traditional food, language and livelihoods. Find detailed practical advice on what to see and do in Corsica whilst relying on up-to-date descriptions of the best accommodation in Corsica; from Corsica's luxurious hotels to budget campsites in Corsica, bars in Corsica, restaurants in Corsica, and the best scenic walks and hikes around Corsica. This Rough Guide unearths the best places to hike, mountain bike, canyon, horse ride and scuba dive. Explore all corners of Corsica with the clearest maps of any guide. Make the most of your holiday with *The Rough Guide to Corsica*.

Laser A2 : [new level]. Class audio CD : includes material for KET Malcolm Mann 2012

The Spirit Mark Cotta Vaz 2008 A companion volume to the film about murdered rookie cop Denny Colt, who is reborn as a superhero known as The Spirit, features commentary from cast and crew, production art, color photographs, and screenplay excerpts.

Understanding and Supporting 'Families with Complex Needs' Nathan Hughes 2018-10-01 This book is a printed edition of the Special Issue "Understanding and Supporting 'Families with Complex Needs'" that was published in *Social Sciences*

Reading & Writing Informational Text in the Primary Grades Nell K. Duke 2003 Increasingly, research supports the importance of teaching children to read and write informational text, but few resources show us how to do it well. This book fills that gap. The authors explain why it's important to weave informational text into the primary curriculum. From there, they provide a framework for organizing your time and space, and classroom-tested strategies for incorporating informational text into reading, writing, and the content areas. For use with Grades K-3.