

A Mind At Play How Claude Shannon Invented The Information Age

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A Mind at Play: How Claude Shannon Invented the Information Age Audio CD – Audiobook, 20 July 2017 by Jimmy Soni (Author), Rob Goodman (Author), Jonathan Yen (Narrator) 4.4 out of 5 stars 128 ratings

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A Mind at Play is a very interesting book for many reasons. The subtitle “ How Claude Shannon Invented the Information Age ” is one reason. It is a great biography of a mathematician whose life and production are not that well-known.

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A Mind at Play: How Claude Shannon Invented the Information Age is a biography of Claude Shannon, an American mathematician, electrical engineer, and cryptographer known as "the father of information theory". The biography was written by Jimmy Soni and Rob Goodman, and published by Simon & Schuster in 2017. A Mind at Play is the second biography co-authored by Soni and Goodman, the first being a biography of Cato entitled Rome's Last Citizen.

~~A Mind at Play - Wikipedia~~

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Buy A Mind at Play: The Brilliant Life of Claude Shannon, Inventor of the Information Age by Soni, Jimmy, Goodman, Rob (ISBN: 9781445682778) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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Jimmy Soni and Rob Goodman will discuss their new book, A Mind at Play: How Claude Shannon Invented the Information Age. Claude Shannon ' s groundbreaking work...

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A Mind at Play PDF. October 10, 2017. 2 min read. Book Description: " A charming account of one of the twentieth century ' s most distinguished scientists...Readers will enjoy this portrait of a modern-day Da Vinci. "

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A Mind at Play is an insightful and moving portrait of the very original genius whose work affects nearly every aspect of the modern age."--Dr. Mark Levinson, Director, Particle Fever Biografía del autor. Jimmy Soni has served as an editor at The New York Observer and the Washington Examiner and as managing editor of Huffington Post.

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4.0 out of 5 stars A mind at play, indeed. 28 August 2017. Loved reading this biography of Claude Shannon. On top of writing a proper biography that has clearly had the benefit of significant support from its subject ' s immediate family, the authors have produced a tremendous profile of Shannon ' s character and personality. Furthermore, this ...

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Winner of the Neumann Prize for the History of Mathematics **Named a best book of the year by Bloomberg and Nature** ***'Best of 2017' by The Morning Sun** "We owe Claude Shannon a lot, and Soni & Goodman ' s book takes a big first step in paying that debt." —San Francisco Review of Books "Soni and Goodman are at their best when they invoke the wonder an idea can instill. They summon the right level of awe while stopping short of hyperbole." —Financial Times "Jimmy Soni and Rob Goodman make a convincing case for their subtitle while reminding us that Shannon never made this claim himself." —The Wall Street Journal "Soni and Goodman have done their research...A Mind at Play reveals the remarkable human behind some of the most important theoretical and practical contributions to the information age." —Nature "A Mind at Play shows us that you don't need to be a genius to learn from a genius. Claude Shannon's inventive, vibrant life demonstrates how vital the act of play can be to making the most of work." —Inc. " A charming account of one of the twentieth century ' s most distinguished scientists...Readers will enjoy this portrait of a modern-day Da Vinci. " —Fortune In their second collaboration, biographers Jimmy Soni and Rob Goodman present the story of Claude Shannon—one of the foremost intellects of the twentieth century and the architect of the Information Age, whose insights stand behind every computer built, email sent, video streamed, and webpage loaded. Claude Shannon was a groundbreaking polymath, a brilliant tinkerer, and a digital pioneer. He constructed the first wearable computer, outfoxed Vegas casinos, and built juggling robots. He also wrote the seminal text of the digital revolution, which has been called " the Magna Carta of the Information Age. " In this elegantly written, exhaustively researched biography, Soni and Goodman reveal Claude Shannon ' s full story for the first time. With unique access to Shannon ' s family and friends, A Mind at Play brings this singular innovator and always playful genius to life.

Chronicles the life and times of the lesser-known Information Age intellect, revealing how his discoveries and innovations set the stage for the digital era, influencing the work of such collaborators and rivals as Alan Turing, John von Neumann and Vannevar Bush.

Read Book A Mind At Play How Claude Shannon Invented The Information Age

Examines the psychological processes involved in playing video games, discusses behavior problems frequent players can develop, and compares video games to other fads of the past

All kinds of people are secretly (or not so secretly) fascinated by the erotic possibilities of hypnosis. Many of us know that hypnosis doesn't really have the kind of mind-melting power we see in movies. Still, we can't help but get turned on at the thought of either controlling someone, or being controlled by someone, into doing things we've been told we shouldn't do ... but really, inside, kind of want to. In this book, Mark Wiseman (Wiseguy) will teach you how to put your partner into a hypnotic trance safely and effectively. Then the fun begins as you learn how to: Create or intensify arousal and desire Turn their entire body into an erogenous zone eager for your touch Get kinky with hypnotic bondage, flogging, or tickling Give them intense pleasure using his Five-Point Palm Exploding Orgasm technique and more! Whether you are new to hypnosis or have already learned the basics, Mind Play will give you the tools you need to become a skilled, responsible erotic hypnotist. This 2017 edition has been updated to reflect changes in community standards and resources.

Winner of the 2017 JPBM Communications Award for Expository and Popular Books. "A delightful meta-biography--playful indeed--of a brilliant iconoclast." --James Gleick, author of The Information John Horton Conway is a singular mathematician with a lovely loopy brain. He is Archimedes, Mick Jagger, Salvador Dali, and Richard Feynman all rolled into one--he boasts a rock star's charisma, a slyly bent sense of humor, a polymath's promiscuous curiosity, and an insatiable compulsion to explain everything about the world to everyone in it. At Cambridge, Conway wrestled with "Monstrous Moonshine," discovered the aptly named surreal numbers, and invented the cult classic Game of Life--more than just a cool fad, Life demonstrates how simplicity generates complexity and provides an analogy for mathematics and the entire universe. As a "mathemagician" at Princeton, he used ropes, dice, pennies, coat hangers, even the occasional Slinky, as props to extend his winning imagination and share his many nerdish delights. He granted Roberts full access to his idiosyncrasies and intellect both, though not without the occasional grumble: "Oh hell," he'd say. "You're not going to put that in the book. Are you?!?"

Sets out the principles of banking law and explains both case law and legislation. Author from University of Sydney, Australia.

Are videogames bad for us? It's the question on everyone's mind, given teenagers' captive attention to videogames and the media's tendency to scapegoat them. It's also—if you ask clinical psychologist Alexander Kriss—the wrong question. In his therapy office, Kriss looks at videogames as a window into the mind. Is his patient Liz really “addicted” to Candy Crush—or is she evading a deeper problem? Why would aspiring model Patricia craft a hideous avatar named “Pat”? And when Jack immerses himself in Mass Effect, is he eroding his social skills—or honing them via relationship-building gameplay? Weaving together Kriss's personal history, patients' experiences, and professional insight—and without shying away from complex subjects, such as online harassment—The Gaming Mind disrupts our assumptions about “gamers” and explores how gaming can be good for us. It offers guidance for parents, clinicians, and the rest of us to better understand the gaming mind. Like any mode of play, at their best, videogames reveal who we are—and what we want from our lives.

A prize-winning biography of one of the foremost intellects of the twentieth century: Claude Shannon, the neglected architect of the Information Age.

“The Pro Tour's hottest coach” (Golf Digest) distills the lessons of a private strategy session into an indispensable “soft skills” companion. Credited with transforming the short games of world-class golfers like Rory McIlroy, Phil Mickelson, Annika Sorenstam, and Yani Tseng, Dave Stockton is one of the most sought-after coaches in golf. Yet Stockton's natural abilities are more like the average player's than those of most tour superstars. Not particularly long off the tee and average in terms of ballstriking, Stockton has won multiple major championships through a willingness to set his ego aside and analyze his game objectively—precisely what make him so effective as an instructor. The hallmark of Stockton's coaching is the idea that “trying doesn't work.” He shows students how to get out of their own way and let their subconscious take over. In Own Your Game, Stockton recreates the experience of riding eighteen holes with him at one of his highly sought-after corporate outings. He explains how any player can learn to use his or her mind effectively—both in the microcosm of the shot at hand and in plotting a way through a round. Amateur golfers are tired of trying to imitate the swings of the pros—to mostly disastrous results. Stockton gives players the tools and the freedom to play better with the swing they currently have. Portable, conversational, practical—and complete with a mini-guide to playing business golf with colleagues and clients—Own Your Game shows how players at all levels can master the all-important mental game.

A psychological analysis based on the author's studies in play behavior reveals how play is essential to the development of social skills, problem-solving abilities, and creativity.

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