1.	Record Nr. Autore Titolo Pubbl/distr/stampa	UNINA9910148655003321 Johnson Steven Wonderland : How Play Made the Modern World East Rutherford : , : Penguin Publishing Group, , 2016 ©2016
	Descrizione fisica	1 online resource (264 pages)
	Classificazione	HIS037000TEC057000SCI075000
	Disciplina	609
	Soggetti	Amusements
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Sommario/riassunto	"From the New York Times-bestselling author of How We Got to Now and Where Good Ideas Come From, a look at he world-changing innovations we made while keeping ourselves entertained. This lushly illustrated history of popular entertainment takes along-zoom approach, contending that the pursuit of novelty and wonder is a powerful driver of world-shaping technological change. Steven Johnson argues that, throughout history, the cutting edge of innovation lies wherever people are working the hardest to keep themselves and others amused. Johnson's storytelling is just as delightful as the inventions he describes, full of surprising stops along the journey from simple concepts to complex modern systems. He introduces us to the colorful innovators of leisure: the explorers, proprietors, showmen, and artists who changed the trajectory of history with their luxurious wares, exotic meals, taverns, gambling tables, and magic shows. Johnson compellingly argues that observers of technological and social trends should be looking for clues in novel amusements. You'll find the future wherever people are having the most fun"