1.	Record Nr.	UNINA9910780537903321
	Titolo	Privatization, law, and the challenge to feminism / / edited by Brenda Cossman and Judy Fudge
	Pubbl/distr/stampa	Toronto, [Ontario] ; ; Buffalo, [New York] ; ; London, [England] : , : University of Toronto Press, , 2002 ©2002
	ISBN	1-282-02310-1 1-4426-7877-1 0-8020-8509-1 9786612023101
	Descrizione fisica	1 online resource (508 p.)
	Disciplina	305.42/0971
	Soggetti	Women - Government policy - Canada Women - Legal status, laws, etc - Canada Sex discrimination against women - Canada Human services - Contracting out - Canada Privatization - Social aspects - Canada Electronic books. Kanada Canada
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	Introduction: Privatization, law, and the challenge to feminism / Judy Fudge and Brenda Crossman -- Tax law and social reproduction: the gender of fiscal policy in an age of privatization / Lisa Philipps -- From segregation to privatization: equality, the law, and women public servants, 1908-2001 / Judy Fudge -- Privatizing pension risk: gender, law and financial markets / Mary Condon -- Family feuds: neo-liberal and neo-conservative visions of the reprivatization project / Brenda Cossman -- Public entrance -- private member / Audrey Macklin -- Creeping privatization in health care: implications for women as the state redraws its role / Joan M. Gilmour -- Public bodies, private

genetics in a post-Keynesian era / Roxanne Mykitiuk -- Both pitied and scorned: child prostitution in an era of privatization / Dianne L. Martin -- Conclusion: privatization, and policy: feminism and the future / Judy Fudge and Brenda Cossman.

Sommario/riassunto	Examining eight case studies on the role of law in various arenas, this collection of essays addresses the reconfiguration of the relations between the state, the market, and the family caused by privatization.

2.

Record Nr.	UNISA996248334103316
Autore	Likaka Osumaka <1953->
Titolo	Naming colonialism : history and collective memory in the Congo, 1870-1960 / / Osumaka Likaka
Pubbl/distr/stampa	Madison, WI, : University of Wisconsin Press, c2009
ISBN	1-282-42420-3
	9786612424205
	0-299-23363-4
Edizione	[1st ed.]
Descrizione fisica	xii, 220 p
Collana	Africa and the diaspora: history, politics, culture
Disciplina	967.51/02
Soggetti	Kongo language - Epithets
	Nicknames - Congo (Brazzaville) - History
	Nicknames - Congo (Democratic Republic) - Kinshasa - History
	Congo (Brazzaville) Colonization
	Congo (Democratic Republic) Colonization
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Contents -- List of Illustrations -- Acknowledgments -- Introduction: Naming and African Voices -- 1. The Dynamics of Naming in Precolonial Congo: An Overview -- 2. Colonialism and the Village World: Contexts to Naming -- 3. Naming, Colonialism, Making History, and Social Memories -- 4. Early Naming, Explorations, Trade, and Rubber Collection -- 5. Naming and Belgian Colonial Rule -- 6. Talking under One's Breath: Praise Names as Strategic Ambiguities -- 7. Confronting African Voices: Negotiations and Instrumentalization of

Names -- Conclusions -- Sample of Names Used in This Work -- Notes -- Works Cited -- Index.

Sommario/riassunto   What's in a name? As Osumaka Likaka argues in this illuminating study, the names that Congolese villagers gave to European colonizers reveal much about how Africans experienced and reacted to colonialism. The arrival of explorers, missionaries, administrators, and company agents allowed Africans to observe Westerners' physical appearances, behavior, and cultural practices at close range--often resulting in subtle yet trenchant critiques. By naming Europeans, Africans turned a universal practice into a local mnemonic system, recording and preserving the village's understanding of colonialism in the form of pithy verbal expressions that were easy to remember and transmit across localities, regions, and generations.

3. Record Nr.   UNINA9910746295003321

Autore   Jackson Simon

Titolo   Accelerating Unity Through Automation : Power Up Your Unity Workflow by Offloading Intensive Tasks / / by Simon Jackson

Pubbl/distr/stampa   Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023

ISBN   9781484295083
                          1484295080

Edizione   [1st ed. 2023.]

Descrizione fisica   1 online resource (312 pages)

Disciplina   794.8/151

Soggetti   Video games - Programming
                          Game Development

Lingua di pubblicazione   Inglese

Formato   Materiale a stampa

Livello bibliografico   Monografia

Note generali   Includes index.

Nota di contenuto   Chapter 1: What is Automation? -- Chapter 2: What is Gained Through Automation, the Highlights -- Chapter 3: Services Covered by This Title -- Chapter 4: Automation Hosting -- Chapter 5: Structure of Automation -- Chapter 6: Validation, Checking Your Code -- Chapter 7: Testing, Making Sure It Runs -- Chapter 8: Building and Publishing -- Chapter 9: Setting Up Unity Game Services Automation -- Chapter 10: Setting up Azure DevOps -- Chapter 11: Setting up GitHub Actions

-- Chapter 12: Final Notes.

Sommario/riassunto	Building games with Unity is hard enough without having to stand up and go and make a coffee each time you want to just build your project or find out days/weeks down the line that some change you made while building your dream has incurred a debt that means your project cannot be built for one of your target platforms without a lot of rework. Through automation, many of these hardships can be detected early and free up time and stress by monitoring your project as it is being created, identify risks and issues as you write the code, and free up your machine while lengthy build processes are running. The change might be hard, but once setup, it will give you peace of mind that everything you create will run, updates will be automatically managed, and your players are less likely to be drafting one-star reviews on your next publication. What You Will Learn • Build the automation of your dreams to accelerate your project •Get detailed examples for generating workflows tailored to your needs • Learn to save time and money by having a backend work for you Who Is This Book For Developers having experience with Unity and interested in learning about (with no foreknowledge in) automation will greatly benefit from this book.