

1. Record Nr.	UNINA9911097709403321
Autore	Murray Stuart
Titolo	Autism / / Stuart Murray
Pubbl/distr/stampa	New York : , : Routledge, , 2012
ISBN	1-136-65218-3 97866613434883 1-136-65219-1 1-283-43488-1 0-203-80599-2 9780203805992
Edizione	[1st ed.]
Descrizione fisica	1 online resource (131 p.)
Collana	The Routledge series integrating science and culture
Classificazione	SOC026000
Disciplina	362.19685882 616.85/882 616.85882
Soggetti	Autism Autism spectrum disorders
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 108-112) and index.
Nota di contenuto	Chapter 6. Conclusion: After the FactPart II: Social, Cultural, and Political Histories; Chapter 7. Autism before Modern Medicine; Chapter 8. The Development of Child Psychiatry: Kanner and Asperger; Chapter 9. Psychoanalysis, BrunoBettelheim, Parents, and Blame; Chapter 10. Organizations and Associations; Chapter 11. The Rise of Neurodiversity:Demands, Advocacy, and Legislation; Chapter 12. Cultural Representations: Outsider and Insider Accounts; Chapter 13. Conclusion: History in the Making; Part III: Major Controversies; Chapter 14. A Lack of Consensus; Chapter 15.Causing Autism
Sommario/riassunto	"Autism is the first book on the condition that seeks to combine medical, historical and cultural approaches to an understanding of the condition. Its purpose is to present a rounded portrayal of the ways in which autism is currently represented in the world, It focuses on three broad areas: the facts of scientific research, including new ideas surrounding research into genetics and neuroscience, as well as the

details of diagnosis and therapy; the history of the condition as it developed through psychiatric approaches to the rise of parent associations, neurodiversity and autism advocacy; and the fictional and media narratives through which it is increasingly expressed in the contemporary moment. Accessible and written in clear English, Autism is designed for student audiences in English, Disability Studies, Cultural Studies, History, Sociology, and Medicine and Health, as well as medical practitioners and the general reader. Autism is a condition surrounded by misunderstanding and often defined by contestation and argument. The purpose of this book is to bring clarity to the subject of autism across the full range of its manifestations"--

2. Record Nr.	UNINA9911104810003321
Titolo	Second Life for dummies / / by Sarah Robbins and Mark Bell
Pubbl/distr/stampa	Hoboken, NJ, : Wiley, c2008
ISBN	1-118-05196-3 0-470-27723-8 9780470277232
Descrizione fisica	1 online resource (338 p.)
Collana	--For dummies
Classificazione	547.4833
Disciplina	793.9 794.8
Soggetti	Second Life (Game)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index
Nota di bibliografia	Includes index.
Nota di contenuto	Second Life For Dummies; About the Authors; Dedication; Authors' Acknowledgments; Table of Contents; Part I: Second Life Overview and Basics; Chapter 1: The Meaning of (Second) Life; Chapter 2: Tweaking Your System: Adjusting Your Computer to Best Run Second Life; Chapter 3: Starting Your Second Life; Chapter 4: Navigating the Second Life Interface and World; Part II: Living Your Second Life - Exploring and Socializing; Chapter 5: Creating Your Second Life Persona; Chapter 6: Jumping into the Conversation: Express Yourself; Chapter 7: Getting a

Social Second Life

Chapter 8: Staying in Your Second Life Comfort ZonePart III: Inventory, Cash, and Land; Chapter 9: Becoming Materialistic with Your Second Life Inventory; Chapter 10: Understanding the Second Life Economy; Chapter 11: Spending Your Cash in Second Life; Chapter 12: Staking Your Claim in Second Life; Part IV: Building and Customizing; Chapter 13: Building Basics; Chapter 14: Taking Your Building Skills to the Next Level; Chapter 15: The Clothes Make the Avatar: Creating Your Own Clothing; Chapter 16: Making a Statement with Poses, Animations, and Gestures

Part V: Real Life Opportunities in Second LifeChapter 17: Getting Paid in Second Life (It's Not Easy); Chapter 18: Bringing Big Business to Second Life; Chapter 19: Education in Second Life; Part VI: The Part of Tens; Chapter 20: Ten (Or So) Great Places to Shop; Chapter 21: Ten Great Places to Visit; Index

Sommario/riassunto

You've heard all about Second Life. Maybe you've already jumped with both feet-and gotten stuck. Or maybe you're a Second Life veteran who wants to build something or run a business. Fear not! Second Life For Dummies is here to hold your hand, pat your back, and cheer you on through this new and enchanting reality. Written by a pair of Second Life old timers, this easy-to-use, flip-and-find guide is packed with expert advice, seasoned insight, and handy tips and tricks to get you moving fast. You'll find out how to set up your account, create an avatar, meet people and socialize, and
