The Geeky Kids Guide To Building Your Own Gaming PC

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The Geek Dad's Guide to Weekend Fun - Ken Denmead 2011-05-03
The wildly popular DIY dad follows up his instant New York Times bestseller with a fresh batch of geeky weekend science projects for the whole family to enjoy. Ken Denmead struck a chord with parents and kids across America with his GeekDad blog on Wired.com, which receives more than one million page views per month. His debut book, Geek Dad, was on bestseller lists and in its seventh printing just two months after hitting store shelves. With The Geek Dad's Guide to Weekend Fun, he keeps the nerdtastic novelties coming, with projects that teach readers how to: •Build

homemade robots from scratch •Write and direct simple stop-motion movies •Hack into mechanical toys to add cool electronic twists, and more United by the premise that to really understand science and how something works you must design and build it yourself or remake it better, Geek Parents everywhere will celebrate this latest installment of weekend workshop wonders. Watch a Video

The Ultimate Roblox Book: An Unofficial Guide, Updated Edition - David Jagneaux 2022-02-01
Build and create your own Roblox world with this updated, easy-to-use guide. Roblox, the largest user-generated online gaming platform that allows users to create and share their own game worlds and gaming creations, has taken the digital world by storm! With updated screenshots and instructions, The Ultimate Roblox Book, Updated Edition provides brand-new information on game changes and the latest features so you can make the most out of your Roblox game. With everything from instructions for playing the games to tips on creating your own worlds to the basics of coding, this updated guide gives you all the tools you need to get started.

The Geek Handbook - Mikki Halpin 2001-03-14
He has reached every level of Myst. Her room is littered with soda cans. He idolizes Data from Star Trek®. But all your favorite geek really wants is to be understood.... Whether you're friends with a geek, work with one, love one, or hate one, The Geek Handbook provides handy instructions for analyzing and understanding all things geek, including: How Your Geek Relates to Others Geek organizations and gathering spots Getting Your Geek to Exercise Klingon™ martial arts as workout strategy The Geek Diet Soda, pizza, and other geek food groups; how to help your geek thrive

Ada Lace, on the Case - Emily Calandrelli 2017-08-29
From Emily Calandrelli—host

of Xploration Outer Space, correspondent on Bill Nye Saves the World, and graduate of MIT—comes the first novel in a brand-new chapter book series about an eight-year-old girl with a knack for science, math, and solving mysteries with technology. Ada Lace—third-grade scientist and inventor extraordinaire—has discovered something awful: her neighbor's beloved Yorkie has been dognapped! With the assistance of a quirky neighbor named Nina (who is convinced an alien took the doggie) and her ever-growing collection of gadgets, Ada sets out to find the wrongdoer. As their investigation becomes more and more mysterious, Ada and Nina grow closer, proving that opposites do, in fact, attract.

The Geek's Guide to Wizarding Mastery in One Epic Tome - Megan O'Russell 2020-12-23 Not all wizards were born to be heroes. Things not to do when you find out you're a wizard: #1 Do not destroy your apartment with magical fire. You WILL NOT get the security deposit back. #2 Do not form an alliance with the guy who is trying to murder you. This will end badly. #3 Do not drag the girl you're desperately in love with into your wizard mess. You risk her watching you fail miserably. #4 Under no circumstances should you get in the middle of an epic magical battle. Death will happen. Lots of death and bad things. This Epic Tome contains all four books in The Tale of Bryant Adams: How I Magically Messed Up My Life in Four Freakin' Days Seven Things Not to Do When Everyone's Trying to Kill You Three Simple Steps to Wizarding Domination Five Spellbinding Laws of International Larceny Praise for How I Magically Messed Up My Life in Four Freakin' Days "This is a magical, fast-paced, fantasy packed—with a lovely dose of modern day teen—ride." – Tonja "How I Magically Messed Up My Life in Four Freakin' Days by Megan O'Russell is the funniest book for teens/middle grade I have read in so long!" – M.W. "Megan O'Russell's heart-

stopping magical adventures get better and better and I can't wait for her next one!" – Sherry Author Interview Why did you choose to write a fantasy book that heavily involves a cell phone? Phones are a huge part of everyday life. Smart phone are these tiny pieces of massive technology we use everyday without really thinking about how astounding they are. But what if phones could be used for more than just scrolling through social media? What if an entire magical library could be hidden in your pocket? I wanted modern convenience to meet magic in a new way. What does Bryant Adams bring to the world of wizards that readers haven't seen before? Bryant Adams is not your standard hero. He is not the chosen one, and the world may be doomed if he's in charge of saving us all. Bryant is a geek—the nerdy sidekick of the coolest kid in high school—who's trying really hard to survive being a wizard but is too terrified to talk to the girl of his dreams. He's just a boy trying to get through his teen years without too much emotional damage...and then magic happens. Who would enjoy this book? If you like humor with a touch of snark, romance with a hint of wit, and magic that might destroy the world as we know it, Bryant Adams is the wizard for you.

Camp Out! - Lynn Brunelle 2007-01-01
Provides information and advice on camping gear, setting up camp, food, useful wilderness skills, weather, exploring nature, crafts, games, and other topics for a safe, environmentally sound, and entertaining camping experience.

Geek Dad - Ken Denmead 2010-05-04
The ultimate DIY project guide for techie dads raising kids in their own geeky image, in the spirit of The Dangerous Book for Boys Today's generation of dads grew up more tech-savvy than ever. Rather than joining the Little League team, many grew up playing computer games, Dungeons and Dragons, and watching Star Wars. Now

with kids of their own, these digital-age dads are looking for fresh ways to share their love of science and technology, and help their kids develop a passion for learning and discovery. Enter supergeek, and father of two, Ken Denmead. An engineer and editor of the incredibly popular GeekDad blog on wired.com, Ken has created the ultimate, idea-packed guide guaranteed to help dads and kids alike enjoy the magic of playtime together and tap into the infinite possibility of their imagination. With illustrations throughout, this book offers projects for all ages to suit any timeframe or budget. With Denmead's expert guidance, you and your child can: •Fly a night-time kite ablaze with lights or launch a video camera with balloons •Construct the "Best Slip n' Slide Ever," a guaranteed thrill ride •Build a working lamp with LEGO bricks and CDs •Create a customized comic strip or your own board game •Transform any room into a spaceship •Make geeky crafts like cyborg jack-o'-lanterns or Ethernet cuff links Brimming with endlessly fun and futuristic tidbits on everything from gaming to gadgets, GeekDad helps every tech-savvy father unleash his inner kid-and bond with the next generation of brainiacs. Watch a Video

A Family Guide to Terrariums for Kids - Patricia Buzo 2020
With A Family Guide toTerrariums for Kids, budding botanists and artists can build, plant, and grow their own living worlds under glass following 15 unique and inspiring terrarium plans.

Geek Silicon Valley - Ashlee Vance 2007-11-01
Silicon Valley veterans and newbies alike will want to explore this book that delves into the rich history behind the region that birthed the world's most important industry. Technology journalist Ashlee Vance has captured almost every aspect of the area stretching between San Francisco and San Jose, California, starting with the eager radio and electronics

enthusiasts of the early 1900s and ending with the computing powerhouses of today such as Google and Apple. Along the way, the book profiles the people and places that have elevated Silicon Valley to an almost mythic pedestal. This book delivers Silicon Valley, taking us from success story to failed startup and back again as we drive the roads from San Francisco to Menlo Park, Palo Alto, Mountain View, Sunnyvale, Santa Clara and San Jose. It's full of profiles of the larger-than-life characters that pioneered the processor, computer, and Internet revolutions. The book's vibrant design includes "Silicon Valley Soundbytes" packed with insider information and trivia, and "Click Here" sidebars, which suggest places to eat, drink, and shop. Place by place, readers get the inside scoop on all the addresses that count, which include Microsoft research centers; the headquarters of Google, Hewlett-Packard, Intel, Sun Microsystems, and Oracle; research powerhouses such as Stanford University, NASA Ames, and Lawrence Livermore National Laboratory; the Computer History Museum and The Tech Museum; the Shoreline Amphitheater; the Churchill Club; and many more.

Math Geek - Raphael Rosen 2015-06-18
The new "sine" of mathematical geekdom! Do you dream about long division in your sleep? Does the thought of solving abstruse equations bring a smile to your face? Do you love celebrating pi every March? Then, Math Geek was made for you! With this guide, you'll learn even more about the power of numbers as you explore their brilliant nature in ways you've never imagined. From manhole covers to bubbles to subway maps, each page gives you a glimpse of the world through renowned mathematicians' eyes and reveals how their theorems and equations can be applied to nearly everything you encounter. Covering dozens of your favorite math topics, you'll find fascinating answers to

questions like: How are the waiting times for buses determined? Why is Romanesco Broccoli so mesmerizing? How do you divide a cake evenly? Should you run or walk to avoid rain showers? Filled with compelling mathematical explanations, Math Geek sheds light on the incredible world of numbers hidden deep within your day-to-day life.

Geek Mom - Natania Barron 2012-10-30
It's fast becoming a geek world out there, and all moms need to show off their tech smarts and superhero-like skills in order to keep their savvy kids entertained and engaged. Geek Mom: Projects, Tips, and Adventures for Moms and Their 21st-Century Families explores the many fun and interesting ways that digital-age parents and kids can get their geek on together. Imaginative ideas for all ages and budgets include thrifty Halloween costumes, homemade lava lamps, hobbit feasts, and magical role-playing games. There are even projects for moms to try when they have a few precious moments alone. With six sections spanning everything from home-science experiments to superheroes, this comprehensive handbook from the editors of Wired.com's popular GeekMom blog is packed with ideas guaranteed to inspire a love of learning and discovery. Along the way, parents will also find important tips on topics such as determining safe online communities for children, organizing a home learning center, and encouraging girls to love science. Being geeky is all about exploring the world with endless curiosity. Geek Mom is your invitation to introducing the same sense of wonder and imagination to the next generation.

Why You Should Build Your Business Not Your IT Department - David E. Eisner 2015-02-27
ARE YOU GETTING ALL YOU CAN FROM YOUR IT EXPERT OR PROVIDER? ARE YOUR QUESTIONS BEING ANSWERED? IS THEIR ADVICE LEADING YOUR BUSINESS IN THE RIGHT

DIRECTION? If you've answered no to any or all of these questions, this book can provide you with the tools you need to turn things around. In today's business world, industry leaders need to stay up to date with current technology trends for fear of falling behind. As if the technology alone weren't enough to boggle small business owners, now they have a variety of management options to choose from. First, there were too many technology choices and nowhere to go. Now, there are too many places to go. The reward for choosing well, however, can be unprecedented growth. In this book, David E. Eisner, founder of one of the top IT managed services providers in the world, provides small business owners with the right tools to select an IT partner to help them grow. He provides everything to consider when looking for a solution to your technology needs. Unless you are an IT expert yourself, you will likely spend too much time and resources trying to address your technology predicaments, and you may even lose money trying to tackle this yourself rather than hiring a professional. These decisions can make or break a business in some cases, so they certainly should not be handled lightly. In order for your small business to succeed in the long run, your employees, clients, and technology need to work together seamlessly. You need a partner with experience in staying ahead of the game, and David can help you find that someone.

A Parent's Guide to the Best Kids' Comics - Scott Robins 2012-05-03
"Children are made readers on the laps of their parents." -- Author Emilie Buchwald Filled with beautifully illustrated reviews and a wealth of recommendations, A Parent's Guide to the Best Kids' Comics lovingly and thoughtfully reveals a world of graphic novels sure to capture the imagination and curiosity of your child. Children's literature experts and library

professionals Scott Robins and Snow Wildsmith select and review 100 age-appropriate books, and recommend another 750 titles for children from pre-kindergarten to eighth grade in this full-color, first-of-its-kind guide. You'll also find an educator's bibliography, website recommendations, and a bounty of resources to make this magical journey informative as well as delightful. Jeff Smith and Vijaya Iyer, producers of the highly acclaimed and award-winning Bone series, provide a Foreword for the book.

Arduino Workshop - John Boxall 2013-05-13 The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In Arduino Workshop, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: – A digital thermometer that charts temperature changes on an LCD –A GPS logger that records data from your travels, which can be displayed on Google Maps – A handy tester that lets you check the voltage of any single-cell battery – A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: – An electronic version of the classic six-sided die – A binary quiz game that challenges your number conversion skills – A motorized remote control tank with collision detection to keep

it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

Rise of the Time Lords: A Geek's Guide to Christianity - Michael Belote 2012-08-29 Rise of the Time Lords: A Geek's Guide to Christianity is the debut novel by popular blogger and professional engineer Michael Belote. In it, Belote shares the Gospel for the Geeks: how we can learn about the Trinity from a Pringles can, heaven from Doctor Who, grace from air conditioners, and the nature of man from Schrodinger's cat.

Geek Dad - Ken Denmead 2010-05-04 The ultimate DIY project guide for techie dads raising kids in their own geeky image, in the spirit of The Dangerous Book for Boys Today's generation of dads grew up more tech-savvy than ever. Rather than joining the Little League team, many grew up playing computer games, Dungeons and Dragons, and watching Star Wars. Now with kids of their own, these digital-age dads are looking for fresh ways to share their love of science and technology, and help their kids develop a passion for learning and discovery. Enter supergeek, and father of two, Ken Denmead. An engineer and editor of the incredibly popular GeekDad blog on wired.com, Ken has created the ultimate, idea-packed guide guaranteed to help dads and kids alike enjoy the magic of playtime together and tap into the infinite possibility of their imagination. With illustrations throughout, this book offers projects for all ages to suit any timeframe or budget. With Denmead's expert guidance, you and your child can: •Fly a night-time kite ablaze with lights or launch a video camera with balloons •Construct the "Best Slip n' Slide Ever," a guaranteed thrill ride •Build a working lamp with LEGO bricks and CDs •Create a customized comic strip or your

own board game •Transform any room into a spaceship •Make geeky crafts like cyborg jack-o'-lanterns or Ethernet cuff links Brimming with endlessly fun and futuristic tidbits on everything from gaming to gadgets, GeekDad helps every tech-savvy father unleash his inner kid-and bond with the next generation of brainiacs. Watch a Video

Geek Dad - Ken Denmead 2012
Calling all Geek Dads! What would it take to tear your kids away from their computers? How about if they could launch a camera into orbit, make their own cartoon film, or even build a rope swing?This hands-on manual is packed with fun-filled projects for dads and kids to enjoy together. Water slides, electronic origami, illuminated wallets, exploding drinks... There are activities for all ages, from five to 15 years old. With easy to follow step-by-step instructions you can choose a perfect project to fill a few minutes or to make a long afternoon fly past.It's time to get geeky.

A Geek Girl's Guide to Electronics and the Internet of Things - Audrey O'Shea 2020-09-16
A straightforward demystification of electronics and the Internet of Things A Geek Girl's Guide to Electronics and the Internet of Things breaks down and simplifies electronics and the Internet of Things for the layperson. Written by a leading technical school instructor with a talent for bringing complex topics to everyday people, this book provides concrete examples and practical advice for anyone interested in building, repairing, or studying electronics and functional Internet of Things (IoT) devices. A Geek Girl's Guide to Electronics and the Internet of Things explores a wide range of topics including, among others: Ohm's and Watt's Law Series and Parallel Circuits Diodes, transistors, capacitors and relays Motors and Pulse with Modulation Using light to control electricity Photovoltaic Cells and Transducers Enhancing circuits with

Arduino Connecting circuits to networks The distinguished author's website includes videos to help you build and enhance projects, along with deeper information to enrich your learning. Additionally, the book goes beyond theory and teaches readers how circuit components become IoT devices and provide the data that drive our modern world. The combination of hands-on activities and solid pedagogy ensures long-lasting retention of the material for everyone.
Unbored - Joshua Glenn 2013-07-18
Unbored is the book every modern child needs. Brilliantly walking the line between cool and constructive, it's crammed with activities that are not only fun and doable but that also get kids standing on their own two feet. If you're a kid, you can: -- Build a tipi or an igloo -- Learn to knit -- Take stuff apart and fix it -- Find out how to be constructively critical -- Film a stop-action movie or edit your own music -- Do parkour like James Bond -- Make a little house for a mouse from lollipop sticks -- Be independent! Catch a bus solo or cook yourself lunch -- Make a fake exhaust for your bike so it sounds like you're revving up a motorcycle -- Design a board game -- Go camping (or glamping) -- Plan a road trip -- Get proactive and support the causes you care about -- Develop your taste and decorate your own room -- Make a rocket from a coke bottle -- Play farting games There are gross facts and fascinating stories, reports on what stuff is like (home schooling, working in an office...), Q&As with inspiring grown-ups, extracts from classic novels, lists of useful resources and best ever lists like the top clean rap songs, stop-motion movies or books about rebellion. Just as kids begin to disappear into their screens, here is a book that encourages them to use those tech skills to be creative, try new things and change the world. And it gets parents to join in. Unbored is fully illustrated, easy to use and appealing to young and old, girl and boy. Parents will be

comforted by its anti-perfectionist spirit and humour. Kids will just think it's brilliant.

Geek Mom - Kathy Ceceri 2012
The editors of GeekMom, sister site to Wired's GeekDad blog, offer a range of cool projects and parenting advice centered around raising kids in the tech age.

Geek Parenting - Stephen H. Segal 2016-04-05
It takes a starship to raise a child. Or a time machine. Or a tribe of elves. Fortunately, Geek Parenting offers all that and more, with thoughtful mini-essays that reveal profound child-rearing advice (and mistakes) from the most beloved tales of geek culture. Nerds and norms alike can take counsel from some of the most iconic parent–child pairings found in pop culture: Aunt May and Peter Parker, Benjamin and Jake Sisko, Elrond and Arwen, even Cersei and Joffrey. Whether you're raising an Amazon princess, a Jedi Padawan, a brooding vampire, or a standard-issue human child, Geek Parenting helps you navigate the ion storms, alternate realities, and endless fetch quests that come with being a parent. Includes parenting experts from across time and space, such as: Luke and Vader Korra and Tenzin Wednesday and Morticia Addams Frodo and Bilbo Rose and Jackie Tyler Carl and Michonne Thor, Loki, and Odin Starbuck, Apollo and Adama Stewie and Lois Sarah Manning and Mrs. S. T'Challa and T'Chaka Spock, Sarek, and Amanda Claudia and Lestat San and Moro Perseus and Zeus Dorothy and Auntie Em Bruce Wayne and Alfred Buffy and Giles Meg Murry and Aunt Beast Orpheus and Morpheus Paul Atreides and Lady Jessica Kal-El and Jor-El Chakotay and Kolopak Scott and Dr. Evil Diana and Hippolyta Alexander and Worf

Self Esteem for Kids: A Guide for Parents - Zomer Publishing 2016-07-09
Your child's first day at kindergarten! As you expected, your child runs to a corner out of fear and intimidation from

the large crowd. This image only brings you back to the memories of your shying away from the first crowds you were expected to mingle with. Like your parents, it is always a good idea to try to motivate interaction on part of your child. This is part of the parent's initiative roles in any little ones' life.

Team Geek - Brian W. Fitzpatrick 2012-07-06 Annotation In this book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams and users while trying to develop software.

The Fangirl's Guide to the Universe - Sam Maggs 2020-10-27 From notable geek girl Sam Maggs, The Fangirl's Guide to the Universe is the ultimate handbook for teens living the nerdy life. Fandom, pop culture, feminism, cosplay, cons, books, memes, podcasts, vlogs, OTPs and RPGs and MMOs and more—there's never been a better time to be a fangirl, or a better guide to navigate the wide universe of fandoms. This handbook is packed with tips, playthroughs, and cheat codes, including: · How to make nerdy friends · How to rock cosplay · How to write fanfic with feels · How to defeat internet trolls · How to attend your first con And more! Featuring wisdom from Sam and insightful interviews with fangirl faves like Danielle Paige, Rainbow Rowell, and Preeti Chhibber, The Fangirl's Guide to the Universe highlights the joys of fandom community and offers a fun, feminist take on the often male-dominated world of geekdom. This refreshed edition updates The Fangirl's Guide to the Galaxy including new interviews.

A Geek Girl's Guide to Electronics and the Internet of Things - Audrey O'Shea 2020-09-16 A straightforward demystification of electronics and the Internet of Things A Geek Girl's Guide to Electronics and the Internet of Things breaks down and simplifies electronics and the

Internet of Things for the layperson. Written by a leading technical school instructor with a talent for bringing complex topics to everyday people, this book provides concrete examples and practical advice for anyone interested in building, repairing, or studying electronics and functional Internet of Things (IoT) devices. A Geek Girl's Guide to Electronics and the Internet of Things explores a wide range of topics including, among others: Ohm's and Watt's Law Series and Parallel Circuits Diodes, transistors, capacitors and relays Motors and Pulse with Modulation Using light to control electricity Photovoltaic Cells and Transducers Enhancing circuits with Arduino Connecting circuits to networks The distinguished author's website includes videos to help you build and enhance projects, along with deeper information to enrich your learning. Additionally, the book goes beyond theory and teaches readers how circuit components become IoT devices and provide the data that drive our modern world. The combination of hands-on activities and solid pedagogy ensures long-lasting retention of the material for everyone. *Web Geek's Guide to the Android-Enabled Phone* - Jerri Ledford 2009-09-18 Web Geek's Guide to the Android-Enabled Phone Covers Android 1.5 Make the Most of Your Android-Enabled Phone! Out of the way BlackBerry. Move over iPhone. There's a more intelligent alternative to the same old smartphone. Google's Android mobile phone platform has all the capabilities of these phones and more. With this book, you'll unlock every bit of power that's built into the Android phone and learn how to take advantage of the incredibly innovative Android applications pouring into the marketplace. You'll even learn how to build (and sell) your own new applications. You'll begin with a quick, practical tour of the first Android phone–the T-Mobile G1. You won't just learn how to use your Android phone's built-in applications, you'll also learn

tips and tricks that'll make you a power user, fast! From email and YouTube to Google Maps and GPS, if Android can do it, this book will help you do it even better. Are you inspired by Android's great apps? Create your own! This book gets you started with a complete introduction to Google's powerful, free Android development toolset! Covers all this, and more... Get online with Android's built-in web browser Connect via Gmail Mobile–or any other email service you like Use Android's core applications, including Contacts, Calendar, Alarm, Calculator, and Camera Have fun with Android: from music and video to the hottest games Add new capabilities to your Android phone using third-party applications Build your own Android applications including: design tips, tools, coding explanations, and instructions for publishing via the Android market Learn time-saving Android keyboard shortcuts Troubleshoot problems with your Android phone, step-by-step

Big Science for Little People - Lynn Brunelle 2016-09-20 Make your child's first forays into science fun! 52 clever and easy experiments for things that will zip, zoom, and fly, and fizz, bubble, and burst. For children ages 4 to 8. Introduce future engineers, inventors, naturalists, and artists to the physics and chemistry, biology and ecology behind everyday play. Create chemical reactions, explore gravity and friction, transform states of matter, play with air pressure, and much more through 52 simple experiments that zip and zoom, fly and fizz, bubble and burst. Geek mom Lynn Brunelle has created an interactive guide perfect for both kids and their parents: the projects will engage children, and the informative lessons will help parents when asked the inevitable question, why? The projects include: 1. The Exploding Lunch Bag: Will you get out of the way before the vinegar and baking soda react with a fizzy burst? 2. Seed Hunt: Seek out whirly, sticky, and smooth seeds for a

science-filled outdoor adventure! 3. The Marshmallow Launcher: Harness energy to fling sugary treats in the name of science. 4. And many more!

Tokyo Geek's Guide - Gianni Simone 2017-07-11 Tokyo is ground zero for Japan's famous "geek" or otaku culture--a phenomenon that has now swept across the globe. This is the most comprehensive Japan travel guide ever produced which features Tokyo's geeky underworld. It provides a comprehensive run-down of each major Tokyo district where geeks congregate, shop, play and hang out--from hi-tech Akihabara and trendy Harajuku to newer and lesser-known haunts like chic Shimo-Kita and working-class Ikebukuro. Dozens of iconic shops, restaurants, cafes and clubs in each area are described in loving detail with precise directions to get to each location. Maps, URLs, opening hours and over 400 fascinating color photographs bring you around Tokyo on an unforgettable trip to the centers of Japanese manga, anime and geek culture. Interviews with local otaku experts and people on the street let you see the world from their perspective and provide insights into Tokyo and Japanese culture, which will only continue to spread around the globe. Japanese pop culture, in its myriad forms, is more widespread today than ever before--with J-Pop artists playing through speakers everywhere, Japanese manga filling every bookstore; anime cartoons on TV; and toys and video games, like Pokemon Go, played by tens of millions of people. Swarms of visitors come to Tokyo each year on a personal quest to soak in all the otaku-related sights and enjoy Japanese manga, anime, gaming and idol culture at its very source. This is the go-to resource for those planning a trip, or simply dreaming of visiting one day!

A Kid's Guide to Fandom - Amy Ratcliffe 2021-05-04 Help young fans get in touch with their inner geeks with the

ultimate guidebook for creating, sharing, and enjoying the world of fandom. Being a fan is a big deal. Whether it's comics, video games, podcasts, cosplay, books, films, or something else, there are so many ways to share and celebrate with the things that you love. So, it's high time for a guide to help young fans navigate the world of fandom and its many flourishing communities—from fan works to cosplay, gaming, podcasting, and more! Filled with history, trivia, tips and advice to getting started, and insight from creators and artists from across pop culture and specializing in a wide variety of mediums, A Kid's Guide to Fandom is the perfect geeky primer for young fans. Organized by type of fandom medium, each chapter offers a brief introduction, facts, history sidebars, and easy to digest information on how to: Create Fan Fic or Fan Art Design and Create a Cosplay Start a Podcast Design and Create Games (video games, tabletop, and other role playing games) Find and Create Supportive Communities Find and Attend Conventions Plus, interviews with popular creatives like Alan Gratz, Erin Lefler, Jen Bartel, Daniel José Older, Rose Eveleth, Kat Kruger, Jordan Dené Ellis, Liz Crowder, and more.
Snip, Burn, Solder, Shred - David Erik Nelson 2010-11-15 Snip, Burn, Solder, Shred is packed with fun craft and toy-making projects for geeks on a budget. Inside, you'll find illustrated instructions for 24 quirky playthings. Part I: Kid Stuff contains child-friendly projects like the Lock-N-Latch Treasure Chest and a PVC TeePee; Part II: The Electro-Skiffle Band is devoted to homemade musical instruments; and Part III: The Locomotivated showcases moving toys, like a muzzleloader that shoots marshmallows and a steam-powered milk-carton boat. Each project costs just $10 or less to make and is suitable for anyone, regardless of experience level. As you build, you'll learn useful sewing and

carpentry skills, and the appendix offers a primer on electronics and soldering. You (and your kids) will have hours of fun making projects like: –A simple electric guitar – An oversized joy buzzer that (safely) administers a 100-volt jolt – Cool, mess-free, screen-printed T-shirts – Kites made from FedEx envelopes – Booming Thunderdrums made from salvaged x-ray film – Classic board games like Go, Tafl, and Shut-the-Box Whether you're a mom or dad in search of a rainy day activity, a Scout leader looking to educate and entertain your troop, or just a DIY weekend warrior, the projects in Snip, Burn, Solder, Shred will inspire and amuse you. Now, roll up your sleeves and make!

The Ultimate DIY Geek Toys Guide - Science Popular 2013-05-21
Who wouldn't want to invent a robot that makes and serves you cocktails, or to build and play a life-sized Operation game? Not to mention creating and wielding your own DIY light saber! Now readers can make their own versions of these nerdtastic crafts (along with 100 more crazy and cool tech projects) with the helpful, handy, and often hilarious Geek Toys. There's a new movement afoot—a whole generation of makers and tech-savvy innovators who excel at making wild and fascinating projects using electronics and found materials. In Geek Toys, you get a collection of these amazing ideas from the DIY masters at Popular Science magazine—from a theremin you can make for under $15 to a motorized skateboard, from an epic potato gun to an LED lighter you can wave during rock-concert power ballads. It's never been a better time to be a geek. Activities include: Kit Out the Ultimate All-in-One Brewing Machine Tap a Melon Keg Break into Your Beer Install a Shower Beer Caddy Chill Your Beer Really, Really Fast Disguise Your Brew Reuse Those Red Party Cups Meet the Drink-Slinging Droid Serve Up Shots in Jello Cups Make Drinks Glow in the Dark Mod Your Toaster for Far-from-

Average Toast Freeze LEGO™ Ice Cubes Cook a Hot Dog with Electrical Current Wield a Potato Gun Improvise a Planetarium Put on a Liquid Light Show Jam out to a Sound-Reactive Lightbox Wave an LED Lighter at a Concert Party with an LED Glow Stick Disco on an LED-Lit Dance Floor Make a Sonic Tunnel of Fire Turn Your Campfire Green Hold a Flaming Ball in Your Bare Hand Set off a Spinning Fire Tornado Ignite a Home-made Sparkler Wreak Havoc with the Ultimate Squirt Gun Make a Mini Catapult Play with a Bike-Part Spirogram Turn Junk Mail into Pencils Set Up a Turntable Zoetrope Turn an Old Skateboard Deck into a Hoverboard Mix Magnetic Silly Putty Cook Some Ferrofluid Catch a Thrill on a Backyard Coaster Set Up a DIY Pinball Game Enjoy Skee-Ball at Home Build a Mint-Tin Racer Shake Up a Martini in a Mint Tin Strum a Mint-Tin Guitar Carry a Pocket Billard Set Build a Mini Arcade Cinch a Nintendo-Controller Belt Build a Life-Sized Operation™ Game Play Giant Checkers Wield a DIY Light Saber Make a Reflection Hologram Hack Your Magic 8 Ball Go Anywhere with Virtual-Reality Glasses File-Share with a USB Dead Drop Build a Bristlebot Rig an Animatronic Hand Ride a Robotic Giraffe Scratch a Pizza-Box Turntable Craft a Boom Box Duffel Bag Make Your Tie Glow in the Dark Put Headphones in Your Hoodie Use a Glove on a Touchscreen Pump Jams Through an Old-School Phonograph Amplify Music with Paper Cups Make Custom-Fit Earbuds Put a New Spin on an Old CD Amuse Yourself with a Flipperdinger Play a Pocket Theremin

A Geek's Guide To Get Laid!: Have Sex Even If You're Fat, Ugly Or Worse! - Dave Briner 2011-04-20

Building Your Own Computer Made Easy - James Bernstein 2019
Everyone has to get a new computer at some time or another so why not get the computer you always wanted? Sure you can buy a nice

computer off of the store shelf but you never really get exactly what you want that way. When you build your own computer, you are in charge of what components are going to be used so you know that it will perform the way you want it to. The goal of this book is to help you choose the parts (components) for your new computer so you can end up with a computer that does what you want it to do. Then you will be taken through the build process with step by step instructions and illustrations making it easy to get your new computer up and running in no time. Finally you will be guided through the process of installing an operating system on your computer so you can start enjoying your work. The chapters in the book cover the following topics: Chapter 1 - Why Build Your Own Computer? Chapter 2 - Choosing Components Chapter 3 - Planning Your Build Chapter 4 - Putting the Pieces Together Chapter 5 - Initial Power Up Chapter 6 - Installing Your Operating System About the Author James Bernstein has been working with various companies in the IT field since 2000, managing technologies such as SAN and NAS storage, VMware, backups, Windows Servers, Active Directory, DNS, DHCP, Networking, Microsoft Office, Exchange, and more. He has obtained certifications from Microsoft, VMware, CompTIA, ShoreTel, and SNIA, and continues to strive to learn new technologies to further his knowledge on a variety of subjects. He is also the founder of the website OnlineComputerTips.com, which offers its readers valuable information on topics such as Windows, networking, hardware, software, and troubleshooting. Jim writes much of the content himself and adds new content on a regular basis. The site was started in 2005 and is still going strong today.

Team Geek - Brian W. Fitzpatrick 2012-07-06 In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly

messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The

publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

Geeky Pedagogy - Jessamyn Neuhaus 2019-09 Geeky Pedagogy is a funny, evidence-based, multidisciplinary, pragmatic, highly readable guide to the process of learning and relearning how to be an effective college teacher. It is the first college teaching guide that encourages faculty to embrace their inner nerd, inviting readers to view themselves and their teaching work in light of contemporary discourse that celebrates increasingly diverse geek culture and explores stereotypes about super-smart introverts. Geeky Pedagogy avoids the excessive jargon, humorlessness, and endless proscriptions that plague much published advice about teaching. Neuhaus is aware of how embodied identity and employment status shape one's teaching context, and she

eschews formulaic depictions of idealized exemplar teaching, instead inviting readers to join her in an engaging, critically reflective conversation about the vicissitudes of teaching and learning in higher education as a geek, introvert, or nerd. Written for the wonks and eggheads who want to translate their vast scholarly expertise into authentic student learning, Geeky Pedagogy is packed with practical advice and encouragement for increasing readers' pedagogical knowledge

The Geek's Guide to the Writing Life - Stephanie Vanderslice 2017-12-14 The desire to create, to write, to fulfil our artistic dreams is a powerful human need. Yet the number of people who make a living solely by their pen is actually quite small. What does that mean for the rest of us, the self-described writing geeks, who are passionate about writing and who still want to sustain successful literary lives? What does it really mean to find time to build a rewarding writing life while pursuing a career, being a partner or raising a family, in the distracted, time-deprived, 21st-century? In The Geek's Guide to the Writing Life, based on her Huffington Post blog of the same name, Stephanie Vanderslice shares the secrets and tools to developing a successful, rewarding writing practice in a way that inspires the reader to persevere through the inevitable lows and even the highs of a literary life, so that anyone can pursue the path to realizing their artistic dreams.

The Geek Dad Book for Aspiring Mad Scientists - Ken Denmead 2011-11 Provides a collection of ideas for science fair projects and family activities, including making topsoil, understanding calories, and building a MacGyver radio.

Naming Your Little Geek - Scott Rubin 2020-08-04 The ultimate book of baby names for comic book nerds, sci-fi fans and more—with the meanings and stories behind more than 1,000 names!

Having trouble finding a baby name that celebrates your favorite fandom? Whether you want your child's name to stand out in a crowd or fit in on the playground, Naming Your Little Geek is here to save the day! This ultimate guidebook is complete with every name a geek could want to give their baby—from Anakin and Frodo to Indiana and Clark; and from Gwen and Wanda to Buffy and Xena—plus their meanings, and a list of all the legends who have borne them. Naming Your Little Geek covers everything from comic book superheroes to role-playing game icons, Starfleet officers to sword and sorcery legends with characters who have appeared on film and TV, in novels and comic books, on the tabletop, and beyond. With nearly 1,100 names referencing more than 4,400 characters from over 1,800 unique sources, it's the perfect resource for parents naming a child or anyone looking for a super cool and meaningful new name.
Geektionary - Gregory Bergman 2010-12-18 "The last WoW module was clunky and a bit slow on my rig but it had a great toolset for building adventures for my avatar. Now I'm at sixtieth level! Awesome!" Whether it's about science fiction, Star Trek, sports, comics, or computers, geekspeak is full of mysterious words and phrases. But now there's an easy way to understand what it's all about. With this book you can dork out with the best of 'em. Here are more than 1,000 words and their definitions, including such gems as: LARP Red Shirt Wilhelm Scream Xenomorph Munchkin* So don't worry if you don't know what a midochlorian is or what to do with a proton pack. With this book, you'll never be confused again. Which doesn't mean what you think it means, unless you're a fan of roleplaying games.
Build - Tony Fadell 2022-05-03 **New York Times, Wall Street Journal, and USAToday Bestseller** Tony Fadell led the teams that created the iPod, iPhone and Nest Learning Thermostat and learned

enough in 30+ years in Silicon Valley about leadership, design, startups, Apple, Google, decision-making, mentorship, devastating failure and unbelievable success to fill an encyclopedia. So that's what this book is. An advice encyclopedia. A mentor in a box. Written for anyone who wants to grow at work—from young grads navigating their first jobs to CEOs deciding whether to sell their company—Build is full of personal stories, practical advice and fascinating insights into some of the most impactful products and people of the 20th century. Each quick 5-20 page entry builds on the previous one, charting Tony's personal journey from a product designer to a leader, from a startup founder to an executive to a mentor. Tony uses examples that are instantly captivating, like the process of building the very first iPod and iPhone. Every chapter is designed to help readers with a problem they're facing right now—how to get funding for their startup, whether to quit their job or not, or just how to deal with the jerk in the next cubicle. Tony forged his path to success alongside mentors like Steve Jobs and Bill Campbell, icons of Silicon Valley who succeeded time and time again. But Tony doesn't follow the Silicon Valley credo that you have to reinvent everything from scratch to make something great. His advice is unorthodox because it's old school. Because Tony's learned that human nature doesn't change. You don't have to reinvent how you lead and manage—just what you make. And Tony's ready to help everyone make things worth making.