

COMPUTER FACTOID

[fac - toid 'usk' toid' n. a single fact
or statistic variously regarded as being
trivial, useless, unsubstantiated, etc.]

COMPUTER FACTOIDS

TALES FROM THE HIGH-TECH UNDERBELLY



KIRK KIRKSEY

Computer Factoids Tales From The High Tech Underbelly

Marne Ventura



Computer Factoids Tales From The High Tech Underbelly:

Computer Factoids Kirk Kirksey, 2005-04 Computers are those unfathomable contraptions everyone everywhere loves to hate We can't live with them but we can't live without them Contempt for our byte based existence has developed universal appeal crossing boundaries of culture economics religion and language Everyone you know has a those stupid computers story If you think you have heard it all STOP The digital revolution began in 1951 Computer Factoids chronicles behind the scenes digital weirdness from Day One Kirk Kirksey covers the landscape of computer history cyber legend digital mythology and Internet lore Put away your pocket protector because you won't find any techno babble on these pages Each of these 39 high tech yarns is an easy read with a serious dose of attitude Whether it is a computer powered by rotting potatoes or a symphony performed by obsolete dot matrix printers or a computerized bra equipped with a modem these tales of the digital surreal will make you stand up and shout Honey you're not going to believe this *Racing the Beam* Nick Montfort, Ian Bogost, 2020-02-25 Exploring the cultural and technical influence of the Atari VCS video game console with examples from 6 famous game cartridges like Pac Man Combat and Star Wars The Empire Strikes Back The Atari Video Computer System dominated the home video game market so completely that Atari became the generic term for a video game console The Atari VCS was affordable and offered the flexibility of changeable cartridges Nearly a thousand of these were created the most significant of which established new techniques mechanics and even entire genres This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives developing a critical approach that examines the relationship between platforms and creative expression Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges Combat Adventure Pac Man Yars Revenge Pitfall and Star Wars The Empire Strikes Back They describe the technical constraints and affordances of the system and track developments in programming gameplay interface and aesthetics Adventure for example was the first game to represent a virtual space larger than the screen anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto by allowing the player to walk off one side into another space and Star Wars The Empire Strikes Back was an early instance of interaction between media properties and video games Montfort and Bogost show that the Atari VCS often considered merely a retro fetish object is an essential part of the history of video games **Ambient Rhetoric** Thomas J. Rickert, 2013-05-10 In Ambient Rhetoric Thomas Rickert seeks to dissolve the boundaries of the rhetorical tradition and its basic dichotomy of subject and object With the advent of new technologies new media and the dispersion of human agency through external information sources rhetoric can no longer remain tied to the autonomy of human will and cognition as the sole determinants in the discursive act Rickert develops the concept of ambience in order to engage all of the elements that comprise the ecologies in which we exist Culling from Martin Heidegger's hermeneutical phenomenology in Being and Time Rickert finds the basis for ambience in Heidegger's assertion that humans do not exist in a

vacuum there is a constant and fluid relation to the material informational and emotional spaces in which they dwell Hence humans are not the exclusive actors in the rhetorical equation agency can be found in innumerable things objects and spaces As Rickert asserts it is only after we become attuned to these influences that rhetoric can make a first step toward sufficiency Rickert also recalls the foundational Greek philosophical concepts of kairos time chora space place and periechon surroundings and cites their repurposing by modern and postmodern thinkers as informational scaffolding for how we reason feel and act He discusses contemporary theory in cognitive science rhetoric and object oriented philosophy to expand his argument for the essentiality of ambience to the field of rhetoric Rickert then examines works of ambient music that incorporate natural and artificial sound spaces and technologies finding them to be exemplary of a more fully resonant and experiential media In his preface Rickert compares ambience to the fermenting of wine how its distinctive flavor can be traced to innumerable factors including sun soil water region and grape variety The environment and company with whom it is consumed further enhance the taste experience And so it should be with rhetoric to be considered among all of its influences As Rickert demonstrates the larger world that we inhabit and that inhabits us must be fully embraced if we are to advance as beings and rhetors within it Internet der Dinge Florian Sprenger, Christoph Engemann, 2015-10-27 Das Internet der Dinge wird als neue Stufe der Digitalisierung und Zukunft unseres computergestützten Weltzugangs angepriesen Unsichtbar smart miniaturisiert und allgegenwärtig sollen Gadgets und Devices unseren Alltag durchdringen Die Vernetzung der Dinge durch Chips Tags und Sensoren transformiert unser Verhältnis zur Technik und verschafft den Dingen einen neuen Ort in der Welt Dieser Band versammelt Erstübersetzungen paradigmatischer englischer Texte sowie aktuelle Analysen deutschsprachiger Autoren und liefert einen Überblick über den gegenwärtigen Stand der Diskussion zur Geschichte zur Epistemologie zu Techniken und zu Anwendungen des Internets der Dinge Mit Beiträgen von Natascha Adamowsky John Seely Brown Mercedes Bunz Ian Bogost Ina Bolinski Keller Easterling Christoph Engemann Jennifer Gabrys Sebastian Giermann Kai Hofmann Gerrit Hornung Sabina Jeschke Timo Kaerlein Linus Neumann Jussi Parikka Stefan Rieger Jens Richter Michael Seemann Florian Sprenger und Mark Weiser **Brian Eno** Bernd Stiegler, Robert Stockhammer, Johannes Ullmaier, 2024-10-01 Dieser Band beschäftigt sich mit Brian Eno einem vielseitigen Musiker und Künstler Eno begann seine musikalische Karriere 1971 bei der Band Roxy Music verließ diese jedoch nach den beiden ersten Alben um fortan eine Solokarriere in Angriff zu nehmen die bis heute andauert Neben etwa drei eigenen Soloalben sind diverse Kooperationen mit Robert Fripp Cluster und Harmonia Harold Budd und David Byrne Karl Hyde seinem Bruder Roger Eno und vielen weiteren zu verzeichnen Eno firmierte als Produzent an höchst unterschiedlichen Künstlern Innen und Bands wobei die bekanntesten von ihm mitsignierten Kooperationen etwa bei der sich auf insgesamt vier Alben erstreckenden Zusammenarbeit mit Bowie durchaus fließend sind Schon 1974 begann der Velvet Underground Fan die Zusammenarbeit mit John Cale aus der außer zwei nur von diesem signierten Produktionen noch deutlich später ein gemeinsames Album hervorging Um 1978 lag ein

Schwerpunkt auf Musik die heute dem Bereich der New Wave zugerechnet wird Ultravox Talking Heads Devo und am krachigsten Ende des Spektrums die auf dem Sampler No New York präsentierte Gruppe Später produzierte Eno aber auch Musiker die seine typischen Fans wohl allenfalls deshalb haben weil eben Eno sie produzierte Toto und James Carmel U2 und Coldplay Sin ad O Connor Jean Michel Jarre und Peter Gabriel Natürlich ist es im begrenzten Rahmen eines Doppelhefts von Augenblick nicht möglich Brian Enos Aktivitäten in all ihren Facetten gerecht zu werden Die Beiträge sind daher Erkundungen im Universum seines Schaffens und versuchen dessen Vielfalt auch mittels unterschiedlicher Genres Rechnung zu tragen Der erste Teil versammelt teils künstlerische teils wissenschaftliche Essays über verschiedene Aspekte von Enos Arbeiten der zweite drei lange Interviews ausgehend von Eno aber auch über ihn hinausgehend und sein Werk kontextualisierend Am Ende steht schließlich eine Reihe von kürzeren oder längeren Besprechungen einzelner Alben in chronologischer Folge Also Leinen los zur Erkundung des ENO Archipels

Electronic Brains Mike Hally, 2005-09-23 We've come so far so fast Within a relatively short period of time we've managed to put enormous computing power in offices and homes around the globe But before there was an IBM computer before there were laptops and personal PCs there were small independent teams of pioneers working on the development of the very first computer Scattered around the globe and ranging in temperament and talent they forged the future in basement labs backyard workshops and old horse barns Tracing the period just after World War II when the first truly modern computers were developed Electronic Brains chronicles the escapades of the world's first techies Some of the initial projects are quite famous and well known such as LEO the Lyons Electronic Office which was developed by the catering company J Lyons Co in London in the 1940s Others are a bit more arcane such as the ABC which was built in a basement at Iowa State College and was abandoned to obscurity at the beginning of WWII And then like the tale of the Rand 409 which was constructed in a barn in Connecticut under the watchful eye of a stuffed moose there are the stories that are virtually unknown All combine to create a fascinating history of a now ubiquitous technology Relying on extensive interviews from surviving members of the original teams of hardware jockeys author Mike Hally recreates the atmosphere of the early days of computing Rich with provocative and entertaining descriptions we are introduced to the many eccentric obsessive and fiercely loyal men and women who laid the foundations for the computerized world in which we now live As the acronyms fly fast and furious UNIVAC CSIRAC and MESM to name just a few Electronic Brains provides a vivid sense of time place and science

Tales from the Tech Line David Pogue, 1998 MacWorld columnist Dave Pogue shares the best ever tales from computer tech support hotlines humorous stories which prove that technology can turn even college professors and top execs into babbling fools

Torrid Tales of Technology Telford Tanager, 2020-10-30 *Hi-Tech Hustler Scrap Book* Gregory D. Evans, William R. Fisher, 2005-06-01 Categories Computer Crimes Computer Espionage Computer Forensics Computer Fraud Computer Theft Computer Hacking Identity Theft Spam Spyware Viruses Worms Hi Tech Piracy

12 Biggest Breakthroughs in Computer Technology Marne Ventura, 2024-07-15 Introduces 12 of the

most influential moments in the development of computer technology Amazing facts are included along with information about key players and the science behind each breakthrough

Computer Factoids Tales From The High Tech Underbelly Book Review: Unveiling the Power of Words

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