

## Answer To Angry Birds Parabolic 3 Edition

Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

Blindsight is the Hugo Award-nominated novel by Peter Watts. "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there; but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An easy-to-use book, containing 10 engaging projects that will help you learn how to build video games with the easy to use Scratch 2.0 environment. If you are a new, or current Scratch user and would like to improve your understanding of the new Scratch 2.0 interface, and learn how to make video games, this book is ideal for you. Each project is explained in-depth from start to finish, so everyone can follow along, even if you don't have much previous experience with the software. If you want to become a video game designer, this book is an easy-to-use and friendly guide about the world of interactive media. It will teach, challenge, and inspire you to create great interactive projects. The classic book on the development of human language by the world's leading expert on language and the mind. In this classic, the world's expert on language and mind lucidly explains everything you always wanted to know about language: how it works, how children learn it, how it changes, how the brain computes it, and how it evolved. With deft use of examples of humor and wordplay, Steven Pinker weaves our vast knowledge of language into a compelling story: language is a human instinct, wired into our brains by evolution. The Language Instinct received the William James Book Prize from the American Psychological Association and the Public Interest Award from the Linguistics Society of America. This edition includes an update on advances in the science of language since The Language Instinct was first published.

Video Games as a Medium for Learning

The Physics at Play in the World's Most Popular Game

Mindstorms

Game Feel

Why So Many Predictions Fail—but Some Don't

The Language Instinct

Sultana's Dream: A Feminist Utopia

Stanford mathematician and NPR Math Guy Keith Devlin explains why, fun aside, video games are the ideal medium to teach middle-school math. Aimed primarily at teachers and education researchers, but also of interest to game developers who want to produce videogames for mathematics education, Mathematics Education for a New Era: Video Games as a Medium for

Learning describes exactly what is involved in designing and producing successful math educational videogames that foster the innovative mathematical thinking skills necessary for success in a global economy. Read the author's monthly MAA column Devlin's Angle

In this landmark book, Seven Stories Press presents a powerful collection of literary, philosophical, and political writings of the masked Zapatista spokesperson, Subcomandante Insurgente Marcos. Introduced by Nobel Prize winner José Saramago, and illustrated with beautiful black and white photographs, Our Word Is Our Weapon crystallizes "the passion of a rebel, the poetry of a movement, and the literary genius of indigenous Mexico." Marcos first captured world attention on January 1, 1994, when he and an indigenous guerrilla group calling themselves "Zapatistas" revolted against the Mexican government and seized key towns in Mexico's southernmost state of Chiapas. In the six years that have passed since their uprising, Marcos has altered the course of Mexican politics and emerged an international symbol of grassroots movement-building, rebellion, and democracy. The prolific stream of poetic political writings, tales, and traditional myths that Marcos has penned since January 1, 1994 fill more than four volumes. Our Word Is Our Weapon presents the best of these writings, many of which have never been published before in English. Throughout this remarkable book we hear the uncompromising voice of indigenous communities living in resistance, expressing through manifestos and myths the universal human urge for dignity, democracy, and liberation. It is the voice of a people refusing to be forgotten the voice of Mexico in transition, the voice of a people struggling for democracy by using their word as their only weapon.

The benefits of reading stories to our children at nighttime have been shared countless times over, and for good reason. Reading promotes literacy. Why is it that we don't do math with our children before bed? This book is a collection of prompts that can inspire mathematical discussions that you and your children can have before bed, at dinner, or at anytime.

The clock is relentlessly ticking! Our world teeters on a knife-edge between a peaceful and prosperous future for all, and a dark winter of death and destruction that threatens to smother the light of civilization. Within 30 years, in the 2030 decade, six powerful 'drivers' will converge with unprecedented force in a statistical spike that could tear humanity apart and plunge the world into a new Dark Age. Depleted fuel supplies, massive population growth, poverty, global climate change, famine, growing water shortages and international lawlessness are on a crash course with potentially catastrophic consequences. In the face of both doomsaying and denial over the state of our world, Colin Mason cuts through the rhetoric and reams of conflicting data to muster the evidence to illustrate a broad picture of the world as it is, and our possible futures. Ultimately his message is clear: we must act decisively, collectively and immediately to alter the trajectory of humanity away from catastrophe. Offering over 100 priorities for immediate action, The 2030 Spike serves as a guidebook for humanity through the treacherous minefields and wastelands ahead to a bright, peaceful and prosperous future in which all humans have the opportunity to thrive and build a better civilization. This book is powerful and essential reading for all people concerned with the future of humanity and planet earth.

Agnostic-Ish

Blindsight

My Search for Faith in a Scientific World

The Blithedale Romance

Goldilocks

The Seasons of a Fisherman

*A gargantuan, mind-altering comedy about the Pursuit of Happiness in America Set in an addicts' halfway house and a tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, Infinite Jest explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, Infinite Jest bends every rule of fiction without sacrificing for a moment its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do. "The next step in fiction...Edgy, accurate, and darkly witty...Think Beckett, think Pynchon, think Gaddis. Think." --Sven Birkerts, The Atlantic*

*Roderick L. Haig-Brown is one of the world's most beloved fly-fishing writers. Here, for the first time in one paperback volume, are his popular seasons books: Fisherman's Spring, Fisherman's Summer, Fisherman's Fall, and Fisherman's Winter. They chronicle a fisherman's year, from the brightening days of spring through a loving portrait of the author's home rivers in British Columbia during the summer, and on into the excitement of fall fishing and a winter away to fish the great rivers of Argentina and Chile.As Verlyn Klinkenborg has said, I think it forms some sort of watershed experience in every angler's reading when he comes upon Roderick Haig-Brown for the first time. And so it does. The Seasons of a Fisherman is an excellent place to start.*

*A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDs to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)*

Includes music.

The 2030 Spike

Math Before Bed

Gleason's Pictorial Drawing-room Companion

The Last Lecture

Leslie's

National Geographic Angry Birds Furious Forces

Mathematics Education for a New Era

*A gripping science fiction thriller where five women task themselves with ensuring the survival of the human race—if you mixed "... The Martian and The Handmaid's Tale, this sci-fi novel would be the incredible result" (Book Riot). "Best of 2020" --Library Journal "Best of 2020" --Kirkus "Best of 2020 – runner up" --Polygon "Our favorite books of 2020" –GeekDad "Despite increasing restrictions on the freedoms of women on Earth, Valerie Black is spearheading the first all-female mission to a planet in the Goldilocks Zone, where conditions are just right for human habitation. It's humanity's last hope for survival, and Naomi, Valerie's surrogate daughter and the ship's botanist, has been waiting her whole life for an opportunity like this - to step out of Valerie's shadow and really make a difference. But when things start going wrong on the ship, Naomi begins to suspect that someone on board is concealing a terrible secret - and realizes time for life on Earth may be running out faster than they feared. . . . "Goldilocks is a thrilling, character-driven space opera", perfect for readers of The Martian, The Power, and Station Eleven (Shelf Awareness).*

*Praise for How I Became a Quant "Led by two top-notch quants, Richard R. Lindsey and Barry Schachter, How I Became a Quant details the quirky world of quantitative analysis through stories told by some of today's most successful quants. For anyone who might have thought otherwise, there are engaging personalities behind all that number crunching!" --Ira Kawaller, Kawaller & Co. and the Kawaller Fund "A fun and fascinating read. This book tells the story of how academics, physicists, mathematicians, and other scientists became professional investors managing billions." --David A. Krell, President and CEO, International Securities Exchange "How I Became a Quant should be must reading for all students with a quantitative aptitude. It provides fascinating examples of the dynamic career opportunities potentially open to anyone with the skills and passion for quantitative analysis." --Roy D. Henriksson, Chief Investment Officer, Advanced Portfolio Management "Quants"—those who design and implement mathematical models for the pricing of derivatives, assessment of risk, or prediction of market movements—are the backbone of today's investment industry. As the greater volatility of current financial markets has driven investors to seek shelter from increasing uncertainty, the quant revolution has given people the opportunity to avoid unwanted financial risk by literally trading it away, or more specifically, paying someone else to take on the unwanted risk. How I Became a Quant reveals the faces behind the quant revolution, offering you the chance to learn firsthand what it's like to be a quant today. In this fascinating collection of Wall Street war stories, more than two dozen quants detail their roots, roles, and contributions, explaining what they do and how they do it, as well as outlining the sometimes unexpected paths they have followed from the halls of academia to the front lines of an investment revolution.*

*Gamification in Education: Breakthroughs in Research and PracticeBreakthughs in Research and PracticeGeel Global In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.*

Insights from 25 of Wall Street's Elite

Physics for Scientists and Engineers, Volume 2

The Training of the Twelve

Art of Doing Science and Engineering

Inerrancy and Worldview

Learning to Lean

Gamification in Education: Breakthroughs in Research and Practice

Provides basic information about the biology, life cycles, and behavior of birds, along with brief profiles of each of the eighty bird families in North America.

"We cannot change the cards we are dealt, just how we play the hand."—Randy Pausch
A lot of professors give talks titled "The Last Lecture." Professors are asked to consider their demise and to ruminate on what matters most to them. And while they speak, audiences can't help but mull the same question: What wisdom would we impart to the world if we knew it was our last chance? If we had to vanish tomorrow, what would we want as our legacy? When Randy Pausch, a computer science professor at Carnegie Mellon, was asked to give such a lecture, he didn't have to imagine it as his last, since he had recently been diagnosed with terminal cancer. But the lecture he gave—"Really Achieving Your Childhood Dreams"—wasn't about dying. It was about the importance of overcoming obstacles, of enabling the dreams of others, of seizing every moment (because "time is all you have...and you may find one day that you have less than you think"). It was a summation of everything Randy had come to believe. It was about living. In his book, Randy Pausch has combined the humor, inspiration and intelligence that made his lecture such a phenomenon and given it an indelible form. It is a book that will be shared for generations to come.
Dyrefortællinger fra Canada.

Achieve success in your physics course by making the most of what PHYSICS FOR SCIENTISTS AND ENGINEERS has to offer. From a host of in-text features to a range of outstanding technology resources, you'll have everything you need to understand the natural forces and principles of physics. Throughout every chapter, the authors have built in a wide range of examples, exercises, and illustrations that will help you understand the laws of physics AND succeed in your course! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

English Mechanic and World of Science

A Game Designer's Guide to Virtual Sensation

The Handy Math Answer Book

Lesson Plans

A Book of Animal Life

Countdown to Global Catastrophe

The Sibley Guide to Bird Life & Behavior

Highly effective thinking is an art that engineers and scientists can be taught to develop. By presenting actual experiences and analyzing them as they are described, the author conveys the developmental thought processes employed and shows a style of thinking that leads to successful results is something that can be learned. Along with spectacular successes, the author also conveys how failures contributed to shaping the thought processes. Provides the reader with a style of thinking that will enhance a person's ability to function as a problem-solver of complex technical issues. Consists of a collection of stories about the author's participation in significant discoveries, relating how those discoveries came about and, most importantly, provides analysis about the thought process and reasoning that took place as the author and his associates progressed through engineering problems. "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playlist with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and to feel the results. The playlist allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playlist will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book. working through each one of them feel described.

Gigerenzer is one of the researchers of behavioral intuition responsible for the science behind Malcolm Gladwell's bestseller Blink. Gladwell showed how snap decisions often yield better results than careful analysis. Now, Gigerenzer explains why intuition

Sultanas Dream, first published in 1905 in a Madras English newspaper, is a witty feminist utopia tale of reverse purdah that posits a world in which men are confined indoors and women have taken over the public sphere, ending a war nonviolently and restoring health and beauty to the world."The Secluded Ones" is a selection of short sketches, first published in Bengali newspapers, illuminating the cruel and comic realities of life in purdah.

Building an Unbeatable Business One Crazy Idea at a Time

Infinite Jest

The Innovation Stack

Gut Feelings

The Intelligence of the Unconscious

Answering Modern Challenges to the Bible

Statistical Rethinking

Though the Bible presents a personal and relational God, popular modern worldviews portray an impersonal divine force in a purely material world. Readers influenced by this competing worldview hold assumptions about fundamental issues—like the nature of humanity, evil, and the purpose of life—that present profound obstacles to understanding the Bible. In Inerrancy and Worldview, Dr. Vern Poythress offers the first worldview-based defense of scriptural inerrancy, showing how worldview differences create or aggravate most perceived difficulties with the Bible. His positive case for biblical inerrancy implicitly critiques the worldview of theologians like Enns, Sparks, Allert, and McGowan. Poythress, who has researched and published in a variety of fields—including science, linguistics, and sociology—deals skillfully with the challenges presented in each of these disciplines. By directly addressing key examples in each field, Poythress shows that many difficulties can be resolved simply by exposing the influence of modern materialism. Inerrancy and Worldview ' s positive response to current attempts to abandon or redefine inerrancy will enable Christians to respond well to modern challenges by employing a worldview that allows the Bible to speak on its own terms.

This is a book about science, religion, and the world in between. I was born into a Christian family, but fell out of religion and in love with the scientific method. I had little need of faith, I thought, when science could tell me so much more about the world, and ask so little of me in return. But as I aged into young adulthood, a new chapter of my story began. Did I really know why I believed what I believed? How could I be so certain of my convictions when I hadn't even honestly considered the evidence? This book traces my journey through the furthest reaches of thought, a journey that took me through the realms of psychology, biology, physics, and belief. Could I find a place for faith in the modern world? Or was I right to cast it off as I did?

From the cofounder of Square, an inspiring and entertaining account of what it means to be a true entrepreneur and what it takes to build a resilient, world-changing company
In 2009, a St. Louis glassblowing artist and recovering computer scientist named Jim McKelvey lost a sale because he couldn't accept American Express cards. Frustrated by the high costs and difficulty of accepting credit card payments, McKelvey joined his friend Jack Dorsey (the cofounder of Twitter) to launch Square, a startup that would enable small merchants to accept credit card payments on their mobile phones. With no expertise or experience in the world of payments, they approached the problem of credit cards with a new perspective, questioning the industry's assumptions, experimenting and innovating their way through early challenges, and achieving widespread adoption from merchants small and large. But just as Square was taking off, Amazon launched a similar product, marketed it aggressively, and undercut Square on price. For most ordinary startups, this would have spelled the end. Instead, less than a year later, Amazon was in retreat and soon discontinued its service. How did Square beat the most dangerous company on the planet? Was it just luck? These questions motivated McKelvey to study what Square had done differently from all the other companies Amazon had killed. He eventually found the key: a strategy he calls the Innovation Stack. McKelvey's fascinating and humorous stories of Square's early days are blended with historical examples of other world-changing companies built on the Innovation Stack to reveal a pattern of ground-breaking, competition-proof entrepreneurship that is rare but repeatable. The Innovation Stack is a thrilling business narrative that's much bigger than the story of Square! It is an irreverent first-person look inside the world of entrepreneurship, and a call to action for all of us to find the entrepreneur within ourselves and identify and fix unsolved problems—one crazy idea at a time.

UPDATED FOR 2020 WITH A NEW PREFACE BY NATE SILVER "One of the more momentous books of the decade." —The New York Times Book Review
Nate Silver built an innovative system for predicting baseball performance, predicted the 2008 election within a hair ' s breadth, and became a national sensation as a blogger—all by the time he was thirty. He solidified his standing as the nation's foremost political forecaster with his near perfect prediction of the 2012 election. Silver is the founder and editor in chief of the website FiveThirtyEight. Drawing on his own ground-breaking work, Silver examines the world of prediction, investigating how we can distinguish a true signal from a universe of noisy data. Most predictions fail, often at great cost to society, because most of us have a poor understanding of probability and uncertainty. Both experts and laypeople mistake more confident predictions for more accurate ones. But overconfidence is often the reason for failure. If our appreciation of uncertainty improves, our predictions can get better too. This is the "prediction paradox." The more humility we have about our ability to make predictions, the more successful we can be in planning for the future. In keeping with his own aim to seek truth from data, Silver visits the most successful forecasters in a range of areas, from hurricanes to baseball to global pandemics, from the poker table to the stock market, from Capitol Hill to the NBA. He explains and evaluates how these forecasters think and what bonds they share. What lies behind their success? Are they good—or just lucky? What patterns have they unraveled? And are their forecasts really right? He explores unanticipated commonalities and exposes unexpected juxtapositions. And sometimes, it is not so much how good a prediction is in an absolute sense that matters but how good it is relative to the competition. In other cases, prediction is still a very rudimentary—and dangerous—science. Silver observes that the most accurate forecasters tend to have a superior command of probability, and they tend to be both humble and hardworking. They distinguish the predictable from the unpredictable, and they notice a thousand little details that lead them closer to the truth. Because of their appreciation of probability, they can distinguish the signal from the noise. With everything from the health of the global economy to our ability to fight terrorism dependent on the quality of our predictions, Nate Silver ' s insights are an essential read.

Selected Writings

Anger Management Workbook for Kids and Teens

And Selections from The Secluded Ones

How The Mind Creates Language

Our Word is Our Weapon

We

Scratch 2.0 Game Development HOTSHOT

Another Angry Birds National Geographic mash-up! This fun, engaging paperback uses Angry Birds to explain the physics at work in the world--and behind the popular game. National Geographic's trademark science blends with Angry Birds' beloved entertainment to take readers into the world of physics. Rhett Allain, physics professor and Wired blogger explains basic accessible ways: the Angry Birds come along for the ride to illustrate concepts we see in the real world--as well as in the Angry Birds games. Packed with science and a sense of humor, this book will improve readers' understanding of the world and how it works--and it may just improve their Angry Birds scores as well. Rovio Learning is known for collaborating with institutions, such as the National Geographic Society and NASA. The recent collaboration with CERN brings quantum physics to the reach of children. There is no subject that young children can not learn - when the medium is age-appropriate, fun and engaging!

From modern-day geniuses such as balancing a checkbook, following the stock market, buying a home, and figuring out credit card finance charges to appreciating historical developments by Pythagoras, Archimedes, Newton, and other mathematicians, this engaging resource addresses more than 1,000 questions related to mathematics. Organized into chapters that are easily accessible format, this reference provides clear and concise explanations about the fundamentals of algebra, calculus, geometry, trigonometry, and other branches of mathematics. It contains the latest mathematical discoveries, including newly uncovered mathematical documents and updates on how science continues to use math to make cutting-edge innovations.
supersting theory, robotics, and computers. With fun math facts and illuminating figures, The Handy Math Answer Book explores the uses of math in everyday life and helps the mathematically challenged better understand and enjoy the magic of numbers.

Yevgeny Zamiatin's We is set in an urban glass city called OneState, regulated by spies and secret police. Citizens of the tyrannical OneState wear identical clothing and are distinguished only by the number assigned to them at birth. The story follows a man called D-503, who dangerously begins to veer from the 'norms' of society after meeting I-330, a woman who finds himself caught up in a secret plan to destroy OneState and liberate the city. The failed utopia of We has been compared to the works of H.G. Wells, George Orwell, and Aldous Huxley. It was the first novel banned by the Soviets in 1921, and was finally published in its home country over a half-century later. We is a part of Momentum's Classic Science Fiction science fiction yet written." — Ursula K. Le Guin

Too much anger can be costly, both physically and emotionally. Most kids and teens can use their anger in appropriate ways in some situations, and yet be ineffective in others. The Anger Management Workbook for Kids and Teens reduces levels of anger, especially in provocative situations. Kids and Teens will learn effective coping behaviors to stop escalation and homework assignments allow participants to apply their newly acquired skills. The Anger Management Workbook for Kids and Teens employs the three major anger control interventions by using model presentations, rehearsal, positive feedback and promoting. The Workbook is designed especially for adolescents and pre-adolescents.

English Mechanics and the World of Science

Or, Passages Out of the Gospels Exhibiting the Twelve Disciples of Jesus Under Discipline for the Apostleship

Reasoning About a Highly Connected World

The Signal and the Noise

Designing Virtual Worlds

Networks, Crowds, and Markets

How I Became a Quant

Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the links that connect us, and the ways that our decisions can have consequences for others.

Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas.

Breakthroughs in Research and Practice

The Watchers of the Trails

Geometry

Record of Christian Work

Children, Computers, And Powerful Ideas

A Bayesian Course with Examples in R and Stan