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## South and West

Examines several current clinical approaches to trauma focused treatment, integrating these interventions into a broader clinical context. Emphasizes basic therapeutic skills such as empathic listening, instilling resilience, and creating meaning, in the service of empirically-supported, highly efficacious trauma interventions.

## Real Life

Clutter has a negative effect on your life. You want to live differently, but you haven't been able to make progress. Marcie Lovett, author of *The Clutter Book*, will motivate you to make the

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changes you want. Learn to let go of what you don't need and find room for what you value. The direct, accessible writing style and interactive exercises will inspire you to succeed. In this book, Marcie guides you through the process of letting go of the clutter that is keeping you from achieving success. Whether your clutter is caused by things, commitments or thoughts, Marcie encourages you to make the choices to conquer your challenges. If previous attempts at letting go of clutter have not been successful for you, you will benefit from the motivation and wisdom Marcie offers. Written in a straightforward and accessible style, filled with insight and real-life stories, the book enables readers to learn from the experience of others and overcome obstacles to success. You will understand why you keep clutter, save time and money by avoiding unnecessary purchases, discover the habits that hold you back, find ways to fight procrastination and create systems that allow you to retrieve and return items. Whether you want to live with less or live with what you have, this is the book for you.

### **The Real Witches' Craft**

"I'm Not Saying, I'm Just Saying," a novel in flash fiction, is a raw, honest look at parenting, commitment, morality, and the spaces that grow between and within us when we don't know what to say. In these 115 titled chapters, a man, who learns he has a 5-year-old son, is caught between the life he knows and a life he may not yet be ready for. This is a book that tears down the boundaries in relationships, sentences, origin and identity, no matter how quickly its narrator tries to build them up. "Matthew Salesses' "I'm Not Saying, I'm Not Saying" is an absolute stunner of a novel. Told in short, sharp vignettes with prose that is taut, yet overflowing with meaning, this is the story of a year in the life of a complex and haunted, cobbled together family. The beauty of Salesses' writing here lies in his fearlessness, the emotional blows to the heart and

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head and gut he's willing to deliver, as if to say: This, this is life And we are all, in one way or another, survivors." -Kathy Fish, author of "Together We Can Bury It" "Matthew Salesses has written an extraordinary and startlingly original novel that explores connection and disconnection, the claims and limitations of the self, and the shifting terrain of truth. Poetic, unforgettable, shot through with fury and yearning, "I'm Not Saying, I'm Just Saying" captures in clear and chilling flashes our capacity for the cruelty and tenderness of love." -Catherine Chung, author of "Forgotten Country" "In Matt Salesses's smart novel-in-shorts, a newly-minted father flees telling his own story by any means necessary-by sarcasm, by denial, by playful and precise wordplay-rarely allowing space for his emerging feelings to linger. But the truth of who we might be is not so easily escaped, and it is in the accumulation of many such moments that our narrator, like us, is revealed: both the people we have been, and the better people we might be lucky enough to one day hope to become." -Matt Bell, author of "In the House upon the Dirt between the Lake and the Woods" ""I'm Not Saying, I'm Just Saying" renders the messiness of life, family, love in its myriad complex forms-romance lost and found, blood ties, squandered, unrequited-via 115 micro-stories that add up to a pointillist masterpiece." -Marie Myung-Ok Lee, author of "Somebody's Daughter" "Through a series of provocative, beautiful, and at times, brutally raw shorts, Matthew Salesses creates a complex, vulnerable portrait of modern fatherhood and masculinity. Narrated by our seemingly reckless, yet hyper-observant narrator, these vignettes build with tension and trepidation, until we, like the members of this reluctant, fractured family, realize the weight, burden and comfort that only comes from finally belonging." -Aimee Phan, author of "The Reeducation of Cherry Truong"

### **Crafting a Rule of Life**

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Many books, fiction and nonfiction alike, purport to probe the inner workings of the U.S. Central Intelligence Agency. Many attempt to create spine-tingling suspense or allege that America's civilian spy operation has run amok and been infested with rogues and criminals. Not that *The Craft We Chose* lacks suspense, harrowing encounters, or its own share of villains, but this book is different; it is a straightforward, honest, surprisingly captivating memoir by one of the CIA's most well-known and honored career officers. For more than three decades, Richard L. Holm worked in the agency's Directorate of Operations now the National Clandestine Service the component directly responsible for collecting human intelligence. His assignments took him to seven countries on three continents, and his travels added many more destinations. At almost every turn Holm encountered his share of dangerous characters and situations, including one that nearly ended his life before he turned 30. *The Craft We Chose* is more than a chronicle of those episodes. It also reveals Holm's private life, his roots and family, his courtship and marriage, and his four daughters, whom he affectionately calls his platoon.

## **Narrative Design**

### **The Black Toad**

Includes DIY projects and ideas for the home.

### **Craft We Chose**

Got fur balls? Are your favorite sweaters covered with cat hair? Do you love to make quirky and one-of-a-kind crafting projects? If so, then it's time to throw away your lint roller and curl up with your kitty! *Crafting with Cat Hair* shows readers how to transform stray

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clumps of fur into soft and adorable handicrafts. From kitty tote bags and finger puppets to fluffy cat toys, picture frames, and more, these projects are cat-friendly, eco-friendly, and require no special equipment or training. You can make most of these projects in under an hour—with a little help, of course, from your feline friends!

## 3D Technology in Fine Art and Craft

U.S. Air Force Major George Filer belongs to the generation of pilots and airmen who first became aware of the strange aircraft showing up in the Earth's atmosphere after World War II. These men - military professionals who flew planes, commanded ships, served as radar operators and air traffic controllers at air fields around the world - began to whisper amongst themselves about encounters with suspected extraterrestrial aircraft. During secret debriefings at U.S. bases, pilots and air crew told their commanders of seeing strange lights at night and in the daylight, groups of saucer- or cigar-shaped craft that easily paced them just a few yards off their plane's wingtip. Award-winning investigative reporter John Guerra spent four years interviewing Filer, a decorated intelligence officer. From objects in the skies over Cold War Europe to a UFO overflight during the Cuban Missile Crisis to strange lights over the DMZ during the Tet Offensive, Filer leaves nothing out about his Air Force UFO encounters, providing Guerra all the amazing details of his six decades investigating extraterrestrials and their craft. Filer's most memorable case - the shooting of an alien at Fort Dix Army Base in 1978 - is fully recounted for the first time in this book. Filer - who readers have seen on countless UFO documentaries - is also a member of the Disclosure Project, the famous panel of military experts, astronauts, and scientists that urges the U.S. government to release all it knows about UFOs to the public. Then, in the fall of 2017, the Pentagon released the F-18 gun camera footage of what can only be described as an extraterrestrial vehicle outperforming

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U.S. Navy fighters off San Diego. For the first time, after decades of denying what its intelligence officers, pilots, base commanders and air traffic control personnel know to be true, the military finally admitted to what Filer describes in this incredible book.

## **Trauma Therapy in Context**

Recognizing the importance that modeling plays in the learning process, high school English teacher Kelly Gallagher shares how he gets his students to stand next to and pay close attention to model writers, and how doing so elevates his students' writing abilities. --from publisher description.

## **Disappear Doppelgänger Disappear**

Narrative designers and game designers are critical to the development of digital and analog games. This book provides a detailed look at the work writers and designers perform every day on game development projects. It includes practical advice on how to break into the game industry as a writer or game designer. Readers can use the templates and detailed instructions provided here to create lively portfolios that will help open the door to jobs in the game industry. Key features of this book: • An intimate look at the workings of AAA game development from someone who has spent decades embedded on teams at well-known companies. • An insider's look at the game industry, including advice on breaking into the industry. • Detailed instructions for creating a portfolio to demonstrate narrative design and game design skills to prospective employers. • Lessons and exercises to help students develop narrative design and game design skills. • A how-to guide for college instructors teaching classes in narrative design and game design. Detailed assignments and syllabi are included. Author Bio: Michael Breault is a 35-year industry veteran who has contributed

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his writing and game design skills to over 130 published games. He currently teaches narrative design and game design courses at Webster University in St. Louis. The courses he creates and teaches are based on the tasks narrative designers and game designers undertake every day while developing games. These classes provide his students with a real-world view of the work they will be doing as writers and designers in the game industry.

## **Crafting with Cat Hair**

"An insightful guide for readers, writers, and instructors from all walks of life," this manifesto and practical guide challenges current models of craft and the writing workshop by showing how they fail marginalized writers, and how cultural expectations inform storytelling (Kirkus Reviews). The traditional writing workshop was established with white male writers in mind; what we call craft is informed by their cultural values. In this bold and original examination of elements of writing--including plot, character, conflict, structure, and believability--and aspects of workshop--including the silenced writer and the imagined reader--Matthew Salesses asks questions to invigorate these familiar concepts. He upends Western notions of how a story must progress. How can we rethink craft, and the teaching of it, to better reach writers with diverse backgrounds? How can we invite diverse storytelling traditions into literary spaces? Drawing from examples including *One Thousand and One Nights*, *Curious George*, Ursula K. Le Guin's *A Wizard of Earthsea*, and the Asian American classic *No-No Boy*, Salesses asks us to reimagine craft and the workshop. In the pages of exercises included here, teachers will find suggestions for building syllabi, grading, and introducing new methods to the classroom; students will find revision and editing guidance, as well as a new lens for reading their work. Salesses shows that we need to interrogate the lack of diversity at the core of

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published fiction: how we teach and write it. After all, as he reminds us, "When we write fiction, we write the world."

## Shop Class as Soulcraft

Long recognized as a master teacher at writing programs like VONA, the Loft, and the Stonecoast MFA, with *A Stranger's Journey*, David Mura has written a book on creative writing that addresses our increasingly diverse American literature. Mura argues for a more inclusive and expansive definition of craft, particularly in relationship to race, even as he elucidates timeless rules of narrative construction in fiction and memoir. His essays offer technique-focused readings of writers such as James Baldwin, ZZ Packer, Maxine Hong Kingston, Mary Karr, and Garrett Hongo, while making compelling connections to Mura's own life and work as a Japanese American writer. In *A Stranger's Journey*, Mura poses two central questions. The first involves identity: How is writing an exploration of who one is and one's place in the world? Mura examines how the myriad identities in our changing contemporary canon have led to new challenges regarding both craft and pedagogy. Here, like Toni Morrison's *Playing in the Dark* or Jeff Chang's *Who We Be*, *A Stranger's Journey* breaks new ground in our understanding of the relationship between the issues of race, literature, and culture. The book's second central question involves structure: How does one tell a story? Mura provides clear, insightful narrative tools that any writer may use, taking in techniques from fiction, screenplays, playwriting, and myth. Through this process, Mura candidly explores the newly evolved aesthetic principles of memoir and how questions of identity occupy a central place in contemporary memoir.

## Losing Butch

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A highly entertaining and indispensable manual on how to write good fiction. If you want to write at all, whether from real life or not, you must be willing and able to use your imagination. That means you must be willing to take risks and sometimes look the fool. You must be willing to transform experience, not simply record it. If you were a good liar, daydreamer, or troublemaker as a child, you'll probably make a good fiction writer. Daydreams, lies, and trouble. That's the stuff of fiction. In *Turning Life into Fiction*, Robin Hemley offers a highly entertaining and in-depth manual—with writing exercises on how to convert real life into good storytelling. He covers a wide range of subjects, including how to record and generate ideas from daily life and how to write effectively using true anecdotes, real places, and real people. A self-proclaimed liar and thief, Hemley also addresses the legal and ethical concerns of "borrowing" experience from the lives of strangers and loved ones. Lively, informative, and inspirational, *Turning Life into Fiction* is an invaluable text for any fiction writer. First published in 1994, this new edition is updated and expanded to include nearly a dozen short stories that Hemley refers to throughout the book.

## Code Craft

*Grandmothering: Real Life in Real Families*, is a unique book for grandmothers with in-depth look at the thoughts, feelings, and experiences of grandmothers today, based on more than 80 interviews, with information, tips, and advice about the challenges and joys—both contemporary and timeless. The book is comprehensive; it covers giving advice and help to the grandchildren's parents, changes in the social context and customs of parenting over the generations, taking care of grandchildren, getting along with the other grandparents, money and gifts, travel with children, passing on culture and family history, how and when to say no, and many other topics. It's about all kinds of families,

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including adoptive families, gay and lesbian parents, stepfamilies and multiracial families.

## **Class Act**

Insiders call it the Craft. Founded in London in 1717 as a way of binding men in fellowship, Freemasonry proved so addictive that within two decades it had spread across the globe. Masonic influence became pervasive. Under George Washington, the Craft became a creed for the new American nation. Masonic networks held the British empire together. Under Napoleon, the Craft became a tool of authoritarianism and then a cover for revolutionary conspiracy. Both the Mormon Church and the Sicilian mafia owe their origins to Freemasonry. Yet the Masons were as feared as they were influential. In the eyes of the Catholic Church, Freemasonry has always been a den of devil-worshippers. For Hitler, Mussolini and Franco, the Lodges spread the diseases of pacifism, socialism and Jewish influence, so had to be crushed. Freemasonry's story yokes together Winston Churchill and Walt Disney; Wolfgang Mozart and Shaquille O'Neal; Benjamin Franklin and Buzz Aldrin; Rudyard Kipling and 'Buffalo Bill' Cody; Duke Ellington and the Duke of Wellington. John Dickie's *The Craft* is an enthralling exploration of a the world's most famous and misunderstood secret brotherhood, a movement that not only helped to forge modern society, but has substantial contemporary influence, with 400,000 members in Britain, over a million in the USA, and around six million across the world.

## **Crafting Truth**

Real-World Writers shows teachers how they can teach their pupils to write well and with pleasure, purpose and power. It demonstrates how classrooms can be transformed into genuine communities of

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writers where talking, reading, writing and sharing give children confidence, motivation and a sense of the relevance writing has to their own lives and learning. Based on their practical experience and what research says is the most effective practice, the authors share detailed guidance on how teachers can provide writing study lessons drawing on what real writers do and how to teach grammar effectively. They also share a variety of authentic class writing projects with accompanying teacher notes that will encourage children to use genres appropriately, creatively and flexibly. The authors' simple yet comprehensive approach includes how to teach the processes and craft knowledge involved in creating successful and meaningful texts. This book is invaluable for all primary practitioners who wish to teach writing for real.

### **Craft in the Real World**

From the bestselling author of *The Hundred-Year Flood* comes an incredibly entertaining and profoundly affecting tour de force about a Korean American man's strange and ordinary attempts to exist. Matt Kim is always tired. He keeps passing out. His cat is dead. His wife and daughter have left him. He's estranged from his adoptive family. People bump into him on the street as if he isn't there. He is pretty sure he's disappearing. His girlfriend, Yumi, is less convinced. But then she runs into someone who looks exactly like her, and her doppelgänger turns out to have dated someone who looks exactly like Matt. Except the other Matt was superior in every way. He was clever, successful, generous, and beloved--until one day he suddenly and completely vanished without warning. How can Matt Kim protect his existence when a better version of him wasn't able to? Or is his worse life a reason for his survival? Set in a troubling time in which a presidential candidate is endorsed by the KKK and white men in red hats stalk Harvard Square, *Disappear* is a haunting and frighteningly funny

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novel about Asian American stereotypes, the desires that make us human, puns, and what happens to the self when you have to become someone else to be seen.

## **The Secret Life of Programs**

"Real Health Real Life" is about creating "realistic wellness." It's about letting go of "perfectionism" that so many of us strive for. Real Health, Real Life gives you a relaxing approach on how to be well through fitness, holistic nutrition, internal cleansing emotional health, and spirit. Real Health, Real Life" goes below the surface, to the core, dealing with and acknowledging emotions and underlying issues. It's a wellness book with a spiritual twist. Real Health, Real Life is divided into 3 sections. Section 1 starts with holistic nutrition and different ways of eating, juicing and internal cleansing. Section 2 deals with metabolism and fitness, but in a unique way: this fitness blends physical fitness with mental fitness, empowering the mind, thoughts and self-esteem, as well as the physical body. Section 3 is about wellness. The term wellness includes everything from holistic therapies, emotional health, relationships, Ego Love vs Real Love, honoring, loving and valuing yourself, as well as spirituality. The book also includes the author's personal experiences.

## **The Craft of Wargaming**

## **The Hundred Year Flood**

Though relatively unsung in the English-speaking world, Jean Rouch (1917–2004) was a towering figure of ethnographic cinema. Over the course of a fifty-year career, he completed over one hundred films, both documentary and fiction, and exerted an

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influence far beyond academia. Exhaustively researched yet elegantly written, *The Adventure of the Real* is the first comprehensive analysis of his practical filmmaking methods. Rouch developed these methods while conducting anthropological research in West Africa in the 1940s–1950s. His innovative use of unscripted improvisation by his subjects had a profound impact on the French New Wave, Paul Henley reveals, while his documentary work launched the genre of cinema-vérité. In addition to tracking Rouch's pioneering career, Henley examines the technical strategies, aesthetic considerations, and ethical positions that contribute to Rouch's cinematographic legacy. Featuring over one hundred and fifty images, *The Adventure of the Real* is an essential introduction to Rouch's work.

### **Craft a Life You Love**

In *Craft a Life You Love*, readers will learn how to focus their creative energy and make things (and make things happen) by implementing small—yet powerful—changes in their everyday lives. In this memoir and hardworking handbook, creativity and craft maven Amy Tangerine, shows readers how to find their flow, maintain a positive mindset, and cultivate a rich and fulfilling life by focusing on what truly matters. Chapters explore how to craft the soul, craft the right mindset, craft the right environment, craft good habits, rediscover your creative mojo, and maintain momentum, with each section offering exercises for taking your creative practice to the next level. For anyone who has felt disconnected from their creativity or has had trouble saving a space for their passions, *Craft a Life You Love* will teach you how to make time for creativity each and every day.

### **Storycraft**

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Computer programming is not abstract and programs run on a machine. Knowing how computers work and how programs run on them is essential to becoming a better programmer. Foundations of Computer Programming fills in the gaps in computer education by giving readers a look under the hood of programming, at the machine. Readers learn how software behaves, how programs manipulate data in memory, how computers process languages, and how web browsers work. They'll also learn how to write efficient programs, computer security basics, and real-world considerations to have in mind when writing code.

## **Real-World Writers: A Handbook for Teaching Writing with 7-11 Year Olds**

Daniel Nash struggles to reconcile his feelings of betrayal with his desire to understand his life. His hopes of uncovering the secrets revealed in his father's journals are quickly dashed, and he works with a private investigator to discover the truth. Worry about his wife, Sarah, combines with his efforts to cope with his childhood trauma, an unexpected death, and the recent revelations. His obsession with the past threatens to destroy his stable life. Meanwhile, Sarah and her father, Tristan, continue to combat the lingering discord that developed between them years before but refuse to take their main focus from Daniel. As he reviews his biological father's efforts to be a good man, Daniel searches for a way to comprehend shocking disclosures. He questions his own goodness as he fights not to emotionally withdraw from those around him, especially the two people he knows will always love him, Sarah and Tristan.

## **Real Health, Real Life**

From the author of the highly acclaimed, New York Times

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bestselling novel *Pax* comes a gorgeous and moving middle grade novel that is an ode to introverts, dreamers, and misfits everywhere. Ware can't wait to spend summer "off in his own world"—dreaming of knights in the Middle Ages and generally being left alone. But then his parents sign him up for dreaded Rec camp, where he must endure Meaningful Social Interaction and whatever activities so-called "normal" kids do. On his first day Ware meets Jolene, a tough, secretive girl planting a garden in the rubble of an abandoned church next to the camp. Soon he starts skipping Rec, creating a castle-like space of his own in the church lot. Jolene scoffs, calling him a dreamer—he doesn't live in the "real world" like she does. As different as Ware and Jolene are, though, they have one thing in common: for them, the lot is a refuge. But when their sanctuary is threatened, Ware looks to the knights' Code of Chivalry: Thou shalt do battle against unfairness wherever faced with it. Thou shalt be always the champion of the Right and Good—and vows to save the lot. But what does a hero look like in real life? And what can two misfit kids do?

### **I'm Not Saying, I'm Just Saying**

A philosopher and mechanic extolls the virtues of manual labor, describing how the satisfactions and challenges of creating with one's own hands promotes a sense of connection to life that office work suppresses.

### **The Craft**

From the best-selling author of the National Book Award-winning *The Year of Magical Thinking*: two extended excerpts from her never-before-seen notebooks--writings that offer an illuminating glimpse into the mind and process of a legendary writer. Joan Didion has always kept notebooks: of overheard dialogue,

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observations, interviews, drafts of essays and articles--and here is one such draft that traces a road trip she took with her husband, John Gregory Dunne, in June 1970, through Louisiana, Mississippi, and Alabama. She interviews prominent local figures, describes motels, diners, a deserted reptile farm, a visit with Walker Percy, a ladies' brunch at the Mississippi Broadcasters' Convention. She writes about the stifling heat, the almost viscous pace of life, the sulfurous light, and the preoccupation with race, class, and heritage she finds in the small towns they pass through. And from a different notebook: the "California Notes" that began as an assignment from Rolling Stone on the Patty Hearst trial of 1976. Though Didion never wrote the piece, watching the trial and being in San Francisco triggered thoughts about the city, its social hierarchy, the Hearsts, and her own upbringing in Sacramento. Here, too, is the beginning of her thinking about the West, its landscape, the western women who were heroic for her, and her own lineage, all of which would appear later in her acclaimed 2003 book, *Where I Was From*. One of TIME's most anticipated books of 2017 One of The New York Times Book Review's "What You'll Be Reading in 2017" Included among the Best Books of March 2017 by both LitHub and Signature

## **Leather Crafts**

Almost everything about Wallace, an introverted African-American transplant from Alabama, is at odds with the lakeside Midwestern university town where he is studying for a biochem degree. For reasons of self-preservation, he has kept a distance even from his own friends - some dating each other, some dating women, some feigning straightness. But a series of confrontations with colleagues, and an unexpected encounter with a young straight man, conspire to fracture his defences, while revealing hidden currents of resentment and desire that threaten the equilibrium of their community.

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## **A Stranger's Journey**

The possibilities for creation are endless with 3D printing, sculpting, scanning, and milling, and new opportunities are popping up faster than artists can keep up with them. 3D Technology in Fine Art and Craft takes the mystery out of these exciting new processes by demonstrating how to navigate their digital components and showing their real world applications. Artists will learn to incorporate these new technologies into their studio work and see their creations come to life in a physical form never before possible. Featuring a primer on 3D basics for beginners, interviews, tutorials, and artwork from over 80 artists, intellectual property rights information, and a comprehensive companion website, this book is your field guide to exploring the exhilarating new world of 3D. Follow step-by-step photos and tutorials outlining the techniques, methodologies, and finished products of master artists who have employed 3D technology in new and inventive ways Learn how to enlarge, reduce, and repurpose existing artwork and create virtual pieces in physical forms through a variety of mediums Research your options with an accessible list of pros and cons of the various software, 3D printers, scanners, milling machines, and vendors that provide services in 3D technology Listen to podcasts with the artists and learn more tips and tricks through the book's website at [www.digitalsculpting.net](http://www.digitalsculpting.net)

## **Wishcraft**

In this practical workbook Stephen A. Macchia looks to St. Benedict as a guide for discovering your rule of life. It takes time and effort; you must listen to God and discern what he wants you to be and do for his glory. But through the disciplines of Scripture, prayer and reflection with a small group you will journey toward Christlikeness.

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## **A Good Man's Life**

How fast things can change. In a heartbeat, a nearly perfect family is damaged, and eventually destroyed, by events outside of their control. And then, little by little, over a span of many years, Butch experienced loss after loss, and found that he was losing everything that was important to him. Eventually, perhaps accelerated by his prescribed medicines, he couldn't take it anymore.

## **Crafting Connections**

In the tradition of *Native Speaker* and *The Family Fang*, Matthew Salesses weaves together the tangled threads of identity, love, growing up, and relationships in his stunning first novel, *The Hundred Year Flood*. This beautiful and dreamlike debut follows twenty-two-year-old Tee as he escapes to Prague in the wake of his uncle's suicide and the aftermath of 9/11. Tee tries to convince himself that living in a new place will mean a new identity and a chance to shed the parallels between him and his adopted father. His life intertwines with Pavel Picasso, a painter famous for revolution; Katka, his equally alluring wife; and Picasso's partner--a giant of a man with an American name. In the shadow of a looming flood that comes every one hundred years, Tee contemplates his own place in life as both mixed and adopted and as an American in a strange land full of heroes, myths, and ghosts.

## **Turning Life Into Fiction**

Documentaries such as Zana Briski and Ross Kauffman's *Born into Brothels*, Michael Moore's *Fahrenheit 9/11*, Jeffrey Blitz's *Spellbound*, along with *March of the Penguins* and *An Inconvenient Truth* have achieved critical as well as popular success. Although nonfiction film may have captured imaginations, many viewers

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enter and leave theaters with a naive concept of "truth" and "reality"-for them, documentaries are information sources. But is truth or reality readily available, easily acquired, or undisputed? Or do documentaries convey illusions of truth and reality? What aesthetic means are used to build these illusions? A documentary's sounds and images are always the product of selection and choice, and often underscore points the filmmaker wishes to make. *Crafting Truth* illuminates the ways these films tell their stories; how they use the camera, editing, sound, and performance; what rhetorical devices they employ; and what the theoretical, practical, and ethical implications of these choices are. Complex documentary concepts are presented through easily accessible language, images, and a discussion of a wide range of films and videos to encourage new ways of thinking about and seeing nonfiction film.

## **Minercraft for Makers**

Part of the artisanal/DIY movement is about authenticity and quality, with a return to simplicity, real values, genuine materials, and careful craftsmanship. Leather is one of those authentic materials, and while it has always been used for handbags and gloves, it's enjoying a resurgence in the field of crafts. Simple objects elegantly made of leather are featured everywhere on maker blogs, photo-sharing sites, tutorials, and craft marketplaces. Leather is in the real world, too, in heavily curated hipster boutiques and well-edited coffee shops that sell sundries. *Idiot's Guides: Leather Crafts* offers 20 projects (illustrated with copious step-by-step photos), ranging from beginner to advanced, each one building on the skills that have been taught in prior projects. Unlike most existing books on leathercraft, which come with a heavy whiff of the '70s, this one has a sleek, modern aesthetic. The projects are functional, and the minimal, elegant embellishment and natural finishes will keep them timeless.

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## **Decorating for Real Life**

New York Times bestselling author Jerry Craft returns with a companion book to *New Kid*, winner of the 2020 Newbery Medal, the Coretta Scott King Author Award, and the Kirkus Prize. This time, it's Jordan's friend Drew who takes center stage in another laugh-out-loud funny, powerful, and important story about being one of the few kids of color in a prestigious private school. Eighth grader Drew Ellis is no stranger to the saying "You have to work twice as hard to be just as good." His grandmother has reminded him his entire life. But what if he works ten times as hard and still isn't afforded the same opportunities that his privileged classmates at the Riverdale Academy Day School take for granted? To make matters worse, Drew begins to feel as if his good friend Liam might be one of those privileged kids. He wants to pretend like everything is fine, but it's hard not to withdraw, and even their mutual friend Jordan doesn't know how to keep the group together. As the pressures mount, will Drew find a way to bridge the divide so he and his friends can truly accept each other? And most important, will he finally be able to accept himself? *New Kid*, the first graphic novel to win the Newbery Medal, is now joined by Jerry Craft's powerful *Class Act*.

## **Grandmothering**

A former managing editor of the "Oregonian" who guided several Pulitzer Prize-winning narratives to publication shares guidelines for writers of nonfiction that encompass such topics as story theory, scene establishment, and preparing work for submission.

## **The Clutter Book**

The Craft of Wargaming is designed to support supervisors,

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planners, and analysts who use wargames to support their organizations' missions. The authors focus on providing analysts and planners with a clear methodology that allows them to initiate, design, develop, conduct, and analyze wargames. Built around the analytic wargaming construct, organizations or individuals can easily adapt this methodology to construct educational and experiential wargames.?? The book breaks the wargame creation process into five distinct phases: Initiate, Design, Develop, Conduct, and Analyze. For each phase, the authors identify key tasks a wargaming team must address to have a reasonable chance at designing, developing, conducting, and analyzing a successful wargame. While these five stages are critical to the process of constructing any wargame, it should be understood that the craft of wargaming is learned through active participation, not by reading or watching. This craft must be practiced as part of the learning process, and the included practical exercises provide an opportunity to experience the construction of an analytical wargame.?? The authors also discuss critical supervisory tasks that are essential to manage the wargaming team's efforts. While the creators are focused on the design and development of the game itself, supervisors must set conditions for the wargame to be a success (best practices) and beware of the pitfalls that may set the wargame up to fail (worst practices). The book demonstrates using the analytical wargaming framework to create relevant and useful planning wargames. It also reinforces using the analytical wargaming framework for seminar wargames that, without rigor, are useless. The book demonstrates the benefits of using the analytical wargaming process to design educational and experiential games.??

## **Write Like this**

A guide to writing computer code covers such topics as variable

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naming, presentation style, error handling, and security.

## **Here in the Real World**

Discover the magical practices of Devon and the author's homeland of Cornwall. Within the West Country, the charms, magical practices, and traditions of witchcraft survived long after they had faded in other parts of the British Isles. This book explores the region's fascinating practices of working with spirit forces of the land, the faerie, and animal and plant energies.

## **Strange Craft: The True Story of an Air Force Intelligence Officer's Life with UFOs**

A follow-up to the best-selling 'The Real Witches' Handbook', this work provides practical advice on becoming a Wiccan, teaching the skills and techniques for celebrating the craft and taking your magic on to the next level.

## **The Adventure of the Real**

Minecraft has sold more than one hundred million copies worldwide (about 25 million of those units for the PC and Mac). According to Mojang, since the beginning of 2016 Minecraft continues to average 53,000 copies sold per day. Microsoft bought Minecraft (and Mojang) in 2014 for \$2.5 billion. In 2016, Microsoft released a version of Minecraft specifically for educators called MinecraftEdu that is used by thousands of teachers around the world. Minecraft for Makers explores the intersection of this creative and beloved electronic game with the real world. It gives readers the opportunity to take familiar objects from the game - such as blocks, jack o'lanterns, and mobs - and make real-world versions of them. Begin with simple crafting projects using wood,

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paint, and LEGOs. Then move up to projects that involve basic electronics with LEDs. And, finally, advance to Arduino microcontroller projects that teach programming skills and basic robotics. The skills build progressively on one another, from chapter to chapter, and the emphasis is on fun all the way! Chapters include: Basic Projects (Item Frame with Diamond Sword, LEGO Minecraft Block, Minecraft Chess Pieces) LED Projects (Glowing Minecraft Block, Glowstone Chandelier, Minecraft Chess Board) Arduino Projects (Minecraft Jack O'Lantern, Night and Day Clock, Robot Creeper)

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