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Includes the first readable English translation of the Laws of Edward the Confessor and a much-needed critical edition of its Latin text. This book is an attempt to present under one cover the current state of knowledge concerning the potential lightning effects on aircraft and that means that are available to designers and operators to protect against these effects. The impetus for writing

this book springs from two sources- the increased use of nonmetallic materials in the structure of aircraft and the constant trend toward using electronic equipment to handle flight-critical control and navigation function. This fully illustrated volume covers the history of radar meteorology, deals with the issues in the field from both the operational and the scientific viewpoint, and looks ahead to future issues and how they will affect the current atmosphere. With over 200 contributors, the volume is a product of the entire community and represents an unprecedented compendium of knowledge in the field. This book presents current applications of remote sensing techniques for clouds and precipitation for the benefit of students, educators, and scientists. It covers ground-based systems such as weather radars and spaceborne instruments on satellites. Measurements and modeling of precipitation are at the core of weather forecasting, and long-term observations of the cloud system are vital to improving atmospheric models and climate projections. The first section of the book focuses on the use of ground-based weather radars to observe and measure precipitation and to detect and forecast storms, thunderstorms, and tornadoes. It also discusses the observation of clouds using ground-based millimeter radar. The second part of the book concentrates on spaceborne remote sensing of clouds and precipitation. It includes cases from the Tropical Rainfall Measuring Mission (TRMM) and the Global Precipitation Measurement (GPM) mission, using satellite radars to observe precipitation systems. Then, the focus is on global cloud observations from the CloudSat, Cloud-Aerosol Lidar and Infrared Pathfinder Satellite Observation (CALIPSO), including a perspective on the Earth Clouds, Aerosols, and Radiation Explorer (EarthCARE) satellite. It also addresses global atmospheric water vapor profiling for clear and cloudy conditions using microwave observations. The final part of this volume provides a perspective into advances in cloud modeling using remote sensing observations.

A study of the experiences of the lesser English lords and landowners at the time of the Norman conquest and the aftermath After the murder of Edmund Ironside in 1016, Canute the Dane seized the crown of Wessex, banishing Edmund's small sons, Edmund and Edward, to Sweden with a 'letter of death'. However, their lives were spared and the continental wanderings of the Anglo-Saxon princes began. Gabriel Ronay fills in the years of their exile concluding with Edward's death forty years later, just forty-eight hours after his triumphant return to England. When Edward Ironside was murdered in 1016, Canute the Dane seized the crown of Wessex. The following year, conscious of the threat posed to his rule by Edmund's small sons, Edmund and Edward Ætheling, he banished them to

Sweden, with a 'letter of death'. The Swedish king, however, spared their lives, and the Continental wanderings of the Anglo-Saxon princes began; their uncertain fate greatly exercised the minds of contemporary English chroniclers. Forty years later the ageing, childless Edward the Confessor learned that his nephew Edward was living in Hungary; he invited him to return home, casting him in a crucial role in the struggle to avert a Norman takeover, but forty-eight hours after his triumphant homecoming he was dead, and the events that were to lead to the Norman conquest of 1066 were set in motion. Drawing on sources from as far afield as Iceland and Kievan Russia, this account of the extraordinary years of the princes' exile is a story stranger than fiction, unravelled by Gabriel Ronay with all the excitement of a modern-day crime study. GABRIEL RONAY wrote for The Times for many years. He was born in Transylvania, and studied at the universities of Budapest and Edinburgh. He came to Britain after the crushing of the 1956 Hungarian Revolution. Looks at the history of Russia during the Kievan period, from 862 to 1237. On the surface, it seems like teaching about games should be easy. After all, students are highly motivated, enjoy engaging with course content, and have extensive personal experience with videogames. However, games education can be surprisingly complex. Why computer games can be ethical, how players use their ethical values in gameplay, and the implications for game design. Despite the emergence of computer games as a dominant cultural industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games. Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case studies examining single-player games (using

Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay. A multidisciplinary index covering the journal literature of the arts and humanities. It fully covers 1,144 of the world's leading arts and humanities journals, and it indexes individually selected, relevant items from over 6,800 major science and social science journals. Vols. include the Proceedings of the association's 12th-27th annual conventions.

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