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## MICROTIMES

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## CD REVIEW

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## PARENTOLOGY

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## EVERYTHING YOU WANTED TO KNOW ABOUT THE SCIENCE OF RAISING CHILDREN BUT WERE TOO EXHAUSTED TO ASK

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*Simon and Schuster An award-winning scientist offers his unorthodox approach to childrearing: "Parentology is brilliant, jaw-droppingly funny, and full of wisdom...bound to change your thinking about parenting and its conventions" (Amy Chua, author of Battle Hymn of the Tiger Mother). If you're like many parents, you might ask family and friends for advice when faced with important choices about how to raise your kids. You might turn to parenting books or simply rely on timeworn religious or cultural traditions. But when Dalton Conley, a dual-doctorate scientist and full-blown nerd, needed childrearing advice, he turned to scientific research to make the big decisions. In Parentology, Conley hilariously reports the results of those experiments, from bribing his kids to do math (since studies show conditional cash transfers improved educational and health outcomes for kids) to teaching them impulse control by giving them weird names (because evidence shows kids with unique names learn not to react when their peers tease them) to getting a vasectomy (because fewer kids in a family mean smarter kids). Conley encourages parents to draw on the latest data to rear children, if only because that level of engagement with kids will produce solid and happy ones. Ultimately these experiments are very loving, and the outcomes are redemptive—even when Conley's sassy kids show him the limits of his profession. Parentology teaches you everything you need to know about the latest literature on parenting—with lessons that go down easy. You'll be laughing and learning at the same time.*

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## STEREO REVIEW'S SOUND & VISION

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**POPULAR PHOTOGRAPHY****POPULAR SCIENCE**

*Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.*

**STEREO REVIEW****CONSUMER BUYING GUIDE 2000**

*Consumer Guide Books*

**POPULAR PHOTOGRAPHY****THE ILLUSTRATED GUIDE TO ASSISTIVE TECHNOLOGY & DEVICES****TOOLS AND GADGETS FOR LIVING INDEPENDENTLY**

*Demos Medical Publishing A Doody's Core Title 2012 This new illustrated guide to assistive technologies and devices chronicles the use of AT/AD - technology used by individuals with disabilities to perform functions that might otherwise be difficult or impossible. This book empowers people to use assistive technologies to overcome some of their physical or mental limitations and have a more equal playing field. It includes real-life examples about how people with disabilities are using assistive technology (AT) to assist them in daily tasks, and discusses emotional issues related to AT/AD.*

**BEST BUY BOOK 2000**

*Consumer Guide Books Expert product evaluations and price analyses lead readers through the maze of merchandise to find the best buys on everything from computers and cameras to vacuum cleaners and bread machines. Included are valuable facts, features, prices, reviews, tips, and best budget buys for 465 products. 150+ photos.*

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*Contains "Records in review."*

**HIGH FIDELITY/MUSICAL AMERICA****SWITCHING TO VOIP****A SOLUTIONS MANUAL FOR NETWORK PROFESSIONALS**

*"O'Reilly Media, Inc." More and more businesses today have their receive phone service through Internet instead of local phone company lines. Many businesses are also using their internal local and wide-area network infrastructure to replace legacy enterprise telephone networks. This migration to a single network carrying voice and data is called convergence, and it's revolutionizing the world of*

telecommunications by slashing costs and empowering users. The technology of families driving this convergence is called VoIP, or Voice over IP. VoIP has advanced Internet-based telephony to a viable solution, piquing the interest of companies small and large. The primary reason for migrating to VoIP is cost, as it equalizes the costs of long distance calls, local calls, and e-mails to fractions of a penny per use. But the real enterprise turn-on is how VoIP empowers businesses to mold and customize telecom and datacom solutions using a single, cohesive networking platform. These business drivers are so compelling that legacy telephony is going the way of the dinosaur, yielding to Voice over IP as the dominant enterprise communications paradigm. Developed from real-world experience by a senior developer, O'Reilly's *Switching to VoIP* provides solutions for the most common VoIP migration challenges. So if you're a network professional who is migrating from a traditional telephony system to a modern, feature-rich network, this book is a must-have. You'll discover the strengths and weaknesses of circuit-switched and packet-switched networks, how VoIP systems impact network infrastructure, as well as solutions for common challenges involved with IP voice migrations. Among the challenges discussed and projects presented: building a softPBX configuring IP phones ensuring quality of service scalability standards-compliance topological considerations coordinating a complete system ?switchover? migrating applications like voicemail and directoryservices retro-interfacing to traditional telephony supporting mobile users security and survivability dealing with the challenges of NAT To help you grasp the core principles at work, *Switching to VoIP* uses a combination of strategy and hands-on "how-to" that introduce VoIP routers and media gateways, various makes of IP telephone equipment, legacy analog phones, IPTables and Linux firewalls, and the Asterisk open source PBX software by Digium. You'll learn how to build an IP-based or legacy-compatible phone system and voicemail system complete with e-mail integration while becoming familiar with VoIP protocols and devices. *Switching to VoIP* remains vendor-neutral and advocates standards, not brands. Some of the standards explored include: SIP H.323, SCCP, and IAX Voice codecs 802.3af Type of Service, IP precedence, DiffServ, and RSVP 802.1a/b/g WLAN If VoIP has your attention, like so many others, then *Switching to VoIP* will help you build your own system, install it, and begin making calls. It's the only thing left between you and a modern telecom network.

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**AUDIO**

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**BEST BUY BOOK 2003**

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[Consumer Guide Books Pub](#) Reviews a variety of current consumer products and helps consumers obtain the most value for their money.

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**THE RADIO AMATEURS' JOURNAL**

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**PERFECT**

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[Lulu.com](#) *Drew* now knows the real mission her creators were trying to accomplish; create a perfect world. In other words, taking people, eventually all of the people on earth, and turning them into mechanically altered, perfect, human beings. That is what *Drew* previously found out happened to her. But, although *Drew*, *Jessica* and *Michael* know that they need to somehow stop the creators, *Drew* also knows that she's made another enemy along the way; one possibly even more dangerous than the creators. As *Drew* struggles to detach herself from the people who "created" her and untangle the mess they've made, she discovers that it might not be as easy as she thought, that she is destined to play a larger role in this plan than she ever intended.

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**AMATEUR RADIO**

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## CONSUMERS DIGEST

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## LOST IN A GOOD GAME

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## WHY WE PLAY VIDEO GAMES AND WHAT THEY CAN DO FOR US

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*Icon Books 'Etchells writes eloquently ... A heartfelt defence of a demonised pastime' The Times 'Once in an age, a piece of culture comes along that feels like it was specifically created for you, the beats and words and ideas are there because it is your life the creator is describing. Lost In A Good Game is exactly that. It will touch your heart and mind. And even if Bowser, Chun-li or Q-Bert weren't crucial parts of your youth, this is a flawless victory for everyone' Adam Rutherford When Pete Etchells was 14, his father died from motor neurone disease. In order to cope, he immersed himself in a virtual world - first as an escape, but later to try to understand what had happened. Etchells is now a researcher into the psychological effects of video games, and was co-author on a recent paper explaining why WHO plans to classify 'game addiction' as a danger to public health are based on bad science and (he thinks) are a bad idea. In this, his first book, he journeys through the history and development of video games - from Turing's chess machine to mass multiplayer online games like World of Warcraft- via scientific study, to investigate the highs and lows of playing and get to the bottom of our relationship with games - why we do it, and what they really mean to us. At the same time, Lost in a Good Game is a very unusual memoir of a writer coming to terms with his grief via virtual worlds, as he tries to work out what area of popular culture we should classify games (a relatively new technology) under.*

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## HI FI/STEREO REVIEW

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## ELECTRONICS BUYING GUIDE 2006

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*Digital technology is touching all aspects of our lives from cell phones to digital cameras. Going digital can be exhilarating for some, but stressful for others. Deciding on the right digital product can be difficult when you look at all the choices that are available in the market place. The new edition of Consumers' Report Digital Buying Guide 2006 can guide consumers in selecting a digital product and easing their anxieties about their purchase. The experts provide hundreds of smart ways to: "Save money and find the best values in computers, plasma televisions, cell phones, cameras, DVD players and more "Get the right high speed Internet connection or go wireless "Establish a communication link between your home computers (networking) "Weeding out spam and protecting your computer from security and privacy threats "Shoot, enhance, and send digital pictures by email "Download music from the internet "Create a home theater with high-definition TV "Enjoy the latest video games online of off "Plus: Exclusive e-Ratings of the best shopping websites*

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