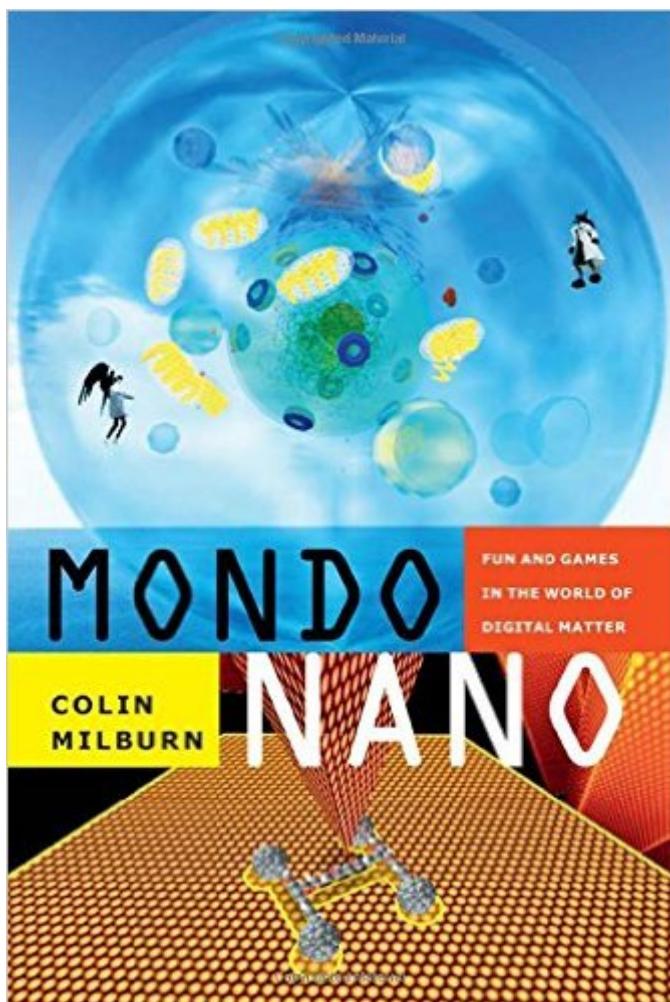


The book was found

Mondo Nano: Fun And Games In The World Of Digital Matter (Experimental Futures)



Synopsis

In *Mondo Nano* Colin Milburn takes his readers on a playful expedition through the emerging landscape of nanotechnology, offering a light-hearted yet critical account of our high-tech world of fun and games. This expedition ventures into discussions of the first nanocars, the popular video games *Second Life*, *Crysis*, and *BioShock*, international nanosoccer tournaments, and utopian nano cities. Along the way, Milburn shows how the methods, dispositions, and goals of nanotechnology research converge with video game culture. With an emphasis on play, scientists and gamers alike are building a new world atom by atom, transforming scientific speculations and video game fantasies into reality. Milburn suggests that the closing of the gap between bits and atoms entices scientists, geeks, and gamers to dream of a completely programmable future. Welcome to the wild world of *Mondo Nano*.

Book Information

Series: Experimental Futures

Paperback: 424 pages

Publisher: Duke University Press Books (April 6, 2015)

Language: English

ISBN-10: 0822357437

ISBN-13: 978-0822357438

Product Dimensions: 6 x 0.9 x 8.9 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,107,319 in Books (See Top 100 in Books) #142 in Books > Science & Math > Physics > Nanostructures #3002 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games #3513 in Books > Computers & Technology > Games & Strategy Guides

[Download to continue reading...](#)

Mondo Nano: Fun and Games in the World of Digital Matter (Experimental Futures) Matter, Dark Matter, and Anti-Matter: In Search of the Hidden Universe (Springer Praxis Books) Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Beautiful Data: A History of Vision and

Reason since 1945 (Experimental Futures) Staying with the Trouble: Making Kin in the Chthulucene (Experimental Futures) Il mondo della luna, Hob.XXVIII:7 (Overture): Full Score [A2667] Experimental Psychology (PSY 301 Introduction to Experimental Psychology) Is Technology Good for Education? (Digital Futures) Indoor Action Games for Elementary Children: Active Games and Academic Activities for Fun and Fitness The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Humphrey's Book of Fun Fun Fun Measuring the Digital World: Using Digital Analytics to Drive Better Digital Experiences (FT Press Analytics) Sharks: 15 Weirdest Sharks in The World! Fun Facts, Pictures and More! (Shark Fun Facts, Shark Pictures, Shark Facts for Kids, Shark Books for Intermediate ... (Weirdest Animals in the World! Book 2) CMOS SRAM Circuit Design and Parametric Test in Nano-Scaled Technologies: Process-Aware SRAM Design and Test (Frontiers in Electronic Testing) Enzyme Nanoparticles: Preparation, Characterisation, Properties and Applications (Micro and Nano Technologies) Ultra-Low Voltage Nano-Scale Memories (Integrated Circuits and Systems) Embedded Memories for Nano-Scale VLSIs (Integrated Circuits and Systems) Nano-CMOS Circuit and Physical Design Electrostatic Effects in Soft Matter and Biophysics: Proceedings of the NATO Advanced Research Workshop on Electrostatic Effects in Soft Matter and ... 1-13 October 2000 (Nato Science Series II:)

[Dmca](#)