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This two volume monograph about the region of Thy in the early Bronze Age provides a high resolution archaeological and ecological model of the organisation of landscape, settlements and households during the period 1500-1100 BC. Bordering the North Sea to the west, and the calmer waters of the Limfjord to the east, the region of Thy in Denmark experienced four centuries of intense economic and demographic expansion. By combining results from environmental and economic research (pollen and palaeo-botanical analyses) with intensive field surveys and excavations of farmsteads with exceptional preservation, it has been possible to open a window to the changes that transformed Bronze Age society and its environment during a few centuries of exceptional expansion and wealth consumption. The results from this interdisciplinary venture made it possible to link together the histories of local farmsteads with the wider regional and global history of the Bronze Age in North-western Europe during this period. Here is much to feed on for students and researchers of the Bronze Age alike.

The City in Transgression explores the unacknowledged, neglected, and ill-defined spaces of the built environment and their transition into places of resistance and residence by refugees, asylum seekers, migrants, the homeless, and the disadvantaged. The book draws on urban and spatial theory, socio-economic factors, public space, and architecture to offer an intimate look at how urban sites and infrastructure are transformed into spaces for occupation. Anderson proposes that the varied innovations and adaptations of urban spaces enacted by such marginalized figures – for whom there are no other options – herald a radical new spatial programming of cities. The book explores cities and sites such as Mexico City and London, the Mexican/US border, the Calais Jungle, and Palestinian camps in Beirut and utilizes concepts associated with 'mobility' – such as anarchy, vagrancy, and transgression – alongside photography, 3D modelling, and 2D imagery. From this constellation of materials and analysis, a radical spatial picture of the city in transgression emerges. By focusing on the 'underside of urbanism', The City in Transgression reveals the potential for new spatial networks that can cultivate the potential for self-organization so as to counter the existing dominant urban models of capital and property and to confront some of the major issues facing cities amid an age of global human mobility. This book is valuable reading for those interested in architectural theory, modern history, human geography and mobility, climate change, urban design, and transformation.

This book will take you back to 1938, when Germany was at war, and one single mother struggled to make dreams come true for herself and her children. Nina tells you the story of her mother's courage, determination, and love in a frightening world.

This book focuses on the human aspects of wearable technologies and game design, which are often neglected. It shows how user centered practices can optimize wearable experience, thus improving user acceptance, satisfaction and engagement towards novel wearable gadgets. It describes both research and best practices in the applications of human factors and ergonomics to sensors, wearable technologies and game design innovations, as well as results obtained upon integration of the wearability principles identified by various researchers for aesthetics, affordance, comfort, contextual-awareness, customization, ease of use, ergonomy, intuitiveness, obtrusiveness, information overload, privacy, reliability, responsiveness, satisfaction, subtlety, user friendliness and wearability. The book is based on the AHFE 2018 Conference on Human Factors and Wearable Technologies and the AHFE 2018 Conference on Human Factors in Game Design and Virtual Environments , held on July 21 – 25, 2018 in Orlando, Florida, and addresses professionals, researchers, and students dealing with the human aspects of wearable, smart and/or interactive technologies and game design research.

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