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BOYER SANTOS

WESCON Conference Record MIT Press (MA)
Prior to 1862, when the Department of Agriculture was established, the report on agriculture was prepared and published by the Commissioner of Patents, and forms volume or part of volume, of his annual reports, the first being that of 1840. Cf. Checklist of public documents ... Washington, 1895, p. 148.
The Car That Knew Too Much MIT Press
The automobile sector is one of the most archetypal global industries and is seen by many as one of the main drivers behind the homogenisation of world markets due to firms' internationalization strategies and the social practices that firms impose. This book argues that this is not entirely the case due to the heterogeneity of firms and the diversity of strategies pursued. It highlights the diversity and forms of internationalization and the preference for regionalization rather than globalization that has occurred over the past decade. This book looks specifically at the American and Asian car industry.
Control Engineering MIT Press
The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In Democratizing Innovation, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and why it often pays users to reveal their innovations freely for the use of all.The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel's many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is concentrated among "lead users," who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for. An electronic version of this book is available under a

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Globalization or Regionalization of the American and Asian Car Industry? MIT Press
Since its creation in 1884, Engineering Index has covered virtually every major engineering innovation from around the world. It serves as the historical record of virtually every major engineering innovation of the 20th century. Recent content is a vital resource for current awareness, new production information, technological forecasting and competitive intelligence. The world?s most comprehensive interdisciplinary engineering database, Engineering Index contains over 10.7 million records. Each year, over 500,000 new abstracts are added from over 5,000 scholarly journals, trade magazines, and conference proceedings. Coverage spans over 175 engineering disciplines from over 80 countries. Updated weekly.
Lubrication Engineering MIT Press
A new approach to safety, based on systems thinking, that is more effective, less costly, and easier to use than current techniques. Engineering has experienced a technological revolution, but the basic engineering techniques applied in safety and reliability engineering, created in a simpler, analog world, have changed very little over the years. In this groundbreaking book, Nancy Leveson proposes a new approach to safety—more suited to today's complex, sociotechnical, software-intensive world—based on modern systems thinking and systems theory. Revisiting and updating ideas pioneered by 1950s aerospace engineers in their System Safety concept, and testing her new model extensively on real-world examples, Leveson has created a new approach to safety that is more effective, less expensive, and easier to use than current techniques. Arguing that traditional models of causality are inadequate, Leveson presents a new, extended model of causation (Systems-Theoretic Accident Model and Processes, or STAMP), then shows how the new model can be used to create techniques for system safety engineering, including accident analysis, hazard analysis, system design, safety in operations, and management of safety-critical systems. She applies the new techniques to real-world events including the friendly-fire loss of a U.S. Blackhawk helicopter in the first Gulf War; the Vioxx recall; the U.S. Navy SUBSAFE program; and the bacterial contamination of a public water supply in a Canadian town. Leveson's approach is relevant even beyond safety engineering, offering techniques for “reengineering” any large sociotechnical system to improve safety and manage risk.
Refrigeration Engineering MIT Press
This book covers one and a quarter century of the automobile, conceived as a cultural history of its technology, aimed at engineering students and all those who wish to have a concise introduction into the basics of automotive technology and its long-term development . Its approach is systemic and includes the behavior of drivers, producers, nonusers, victims, and other "stakeholders" as well as the discourse around mobility. Nowadays, students of innovation prefer the term co-evolution, emphasizing the parallel and mutually dependent development of technology and society. This acknowledges the importance of contingency and of the impact of the past upon the present, the very reason why The Evolution of Automotive Technology: A Handbook looks at car technology from a long-term perspective. Often we will conclude that the innovation was in the (re)arrangement of existing technologies. Since its beginnings, car manufacturers have brought a total of 1 billion automobiles to the market. We are currently witnessing an explosion toward the second billion. Looking back, we can see this history evolve through five distinctive phases: • Emergence (1880–1917) • Persistence (1917–1940) • Exuberance (1945–1973) • Doom (1973–2000) • Confusion (2001–present) The Evolution of Automotive Technology: A Handbook helps us understand how these phases impacted society and, in turn, shows us how car technology was influenced by car users themselves.
Index of patents MIT Press
Instrumentation and automatic control systems.
Engineering Abstracts Anchor
The inside story of the groundbreaking experiment that captured what people think about the life-and-death dilemmas posed by driverless cars. Human drivers don't find themselves facing such moral dilemmas as "should I sacrifice myself by driving off a cliff if that could save the life of a little girl on the road?" Human brains aren't fast enough to make that kind of calculation; the car is over the cliff in a nanosecond. A self-driving car, on the other hand, can compute fast enough to make such a decision--to do whatever humans have programmed it to do. But what should that be? This book investigates how people want driverless cars to decide matters of life and death. In The Car That Knew Too Much, psychologist Jean-François Bonnefon reports on a groundbreaking experiment that captured what people think cars should do in situations where not everyone can be saved. Sacrifice the passengers for pedestrians? Save children rather than adults? Kill one person so many can live? Bonnefon and his collaborators Iyad Rahwan and Azim Shariff designed the largest experiment in moral psychology ever: the Moral Machine, an interactive website that has allowed people --eventually, millions of them, from 233 countries and territories--to make choices within detailed accident scenarios. Bonnefon discusses the responses (reporting, among other things, that babies, children, and pregnant women were most likely to be saved), the media frenzy over news of the experiment, and scholarly responses to it. Boosters for driverless cars argue that they will be in fewer accidents than human-driven cars. It's up to humans to decide how many fatal accidents we will allow these cars to have.
The Evolution of Automotive Technology Simon and Schuster
#1 New York Times Bestseller • #1 Washington Post Bestseller • One of Time's 10 Most Anticipated Cookbooks of 2022 From J. Kenji López-Alt, the author of the best-selling cookbook The Food Lab: the definitive guide to the science and technique of cooking in a wok. J. Kenji López-Alt’s debut cookbook, The Food Lab, revolutionized home cooking, selling more than half a million copies with its science-based approach to everyday foods. And for fast, fresh cooking for his family, there’s one pan López-Alt reaches for more than any other: the wok. Whether stir-frying, deep frying, steaming, simmering, or braising, the wok is the most versatile pan in the kitchen. Once you master the basics—the mechanics of a stir-fry, and how to get smoky wok hei at home—you’re ready to cook home-style and restaurant-style dishes from across Asia and the United States, including Kung Pao Chicken, Pad Thai, and San Francisco–Style Garlic Noodles. López-Alt also breaks down the science behind beloved Beef Chow Fun, fried rice, dumplings, tempura vegetables or seafood, and dashi-simmered dishes. Featuring more than 200 recipes—including simple no-cook sides—explanations of knife skills and how to stock a pantry, and more than 1,000 color photographs, The Wok provides endless ideas for brightening up dinner.
Automotive News W. W. Norton & Company
An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? “Design justice” is an approach to design that is led by marginalized communities and that aims expilcitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to “build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability.” Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.
Aviation and Aircraft Journal North-Holland
English abstracts from Kholodil'naia tekhnika.
Engineering a Safer World MIT Press
Recounts the story of how a notorious gang of MIT blackjack savants devised and received backing for a system for winning at the world's most sophisticated casinos, an endeavor that earned them more than three million dollars. Originally published as Bringing Down the House. Reissue. (A Columbia Pictures film, written by Peter Steinfeld & Allan Loeb, directed by Robert Luketic, releasing March 2008, starring Kevin Spacey, Kate Bosworth, Laurence Fishburne, Jim Sturgess, & others) (Current Affairs)
Régulation Du Trafic Et Systèmes de Transport Oxford University Press on Demand
A second edition of a popular guide to scientific and technical communication, updated to reflect recent changes in computer technology. This guide covers the basics of scientific and engineering communication, including defining an audience, working with collaborators, searching the literature, organizing and drafting documents, developing graphics, and documenting sources. The documents covered include memos, letters, proposals, progress reports, other types of reports, journal articles, oral presentations, instructions, and CVs and resumes. Throughout, the authors provide realistic examples from actual documents and situations. The materials, drawn from the authors' experience teaching scientific and technical communication, bridge the gap between the university novice and the seasoned professional. In the five years since the first edition was published, communication practices have been transformed by computer technology. Today, most correspondence is transmitted electronically, proposals are submitted online, reports are distributed to clients through intranets, journal articles are written for electronic transmission, and conference presentations are posted on the Web. Every chapter of the book reflects these changes. The second edition also includes a compact Handbook of Style and Usage that provides guidelines for sentence and paragraph structure, punctuation, and usage and presents many examples of strategies for improved style.
Design News SAE International
This brilliant work heralds the new age of nanotechnology, which will give us thorough and inexpensive control of the structure of matter. Drexler examines the enormous implications of these developments for medicine, the economy, and the environment, and makes astounding yet well-founded projections for the future.
The Motor Car Journal Springer
Why the United States lags behind other industrialized countries in sharing the benefits of innovation with workers and how we can remedy the problem. The United States has too many low-quality, low-wage jobs. Every country has its share, but those in the United States are especially poorly paid and often without benefits. Meanwhile, overall productivity increases steadily and new technology has transformed large parts of the economy, enhancing the skills and paychecks of higher paid knowledge workers. What’s wrong with this picture? Why have so many workers benefited so little from decades of growth? The Work of the Future shows that technology is neither the problem nor the solution. We can build better jobs if we create institutions that leverage technological innovation and also support workers though long cycles of technological transformation. Building on findings from the multiyear MIT Task Force on the Work of the Future, the book argues that we must foster institutional innovations that complement technological change. Skills programs that emphasize work-based and hybrid learning (in person and online), for example, empower workers to become and remain productive in a continuously evolving workplace. Industries fueled by new technology that augments workers can supply good jobs, and federal investment in R&D can help make these industries worker-friendly. We must act to ensure that the labor market of the future offers benefits, opportunity, and a measure of economic security to all.
Index of Patents Issued from the United States Patent Office
A guide for educators to incorporate computational thinking—a set of cognitive skills applied to problem solving—into a broad range of subjects. Computational thinking—a set of mental and cognitive tools applied to problem solving—is a fundamental skill that all of us (and not just computer scientists) draw on. Educators have found that computational thinking enhances learning across a range of subjects and reinforces students’ abilities in reading, writing, and arithmetic. This book offers a guide for incorporating computational thinking into middle school and high school classrooms, presenting a series of activities, projects, and tasks that employ a range of pedagogical practices and cross a variety of content areas. As students problem solve, communicate, persevere, work as a team, and learn from mistakes, they develop a concrete understanding of the abstract principles used in computer science to create code and other digital artifacts. The book guides students and teachers to integrate computer programming with visual art and geometry, generating abstract expressionist–style images; construct topological graphs that represent the relationships between characters in such literary works as Harry Potter and the Sorcerer’s Stone and Romeo and Juliet; apply Newtonian physics to the creation of computer games; and locate, analyze, and present empirical data relevant to social and political issues. Finally, the book lists a variety of classroom resources, including the programming languages Scratch (free to all) and Codesters (free to teachers). An accompanying website contains the executable

programs used in the book’s activities.
The MIT Guide to Science and Engineering Communication, second edition
Includes a mid-December issue called Buyer guide edition.
The Street Railway Journal

Details James Worden's struggle to produce the first commercially sucessful electric car, tracing his career at MIT to the founding of his company Solectria
Army RD & A Bulletin
Engineering Abstracts