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In fact, I think it is a shame that Christianity has been so cerebral and fact oriented rather than experience oriented. We were created for experiencing God and life in all it's fullness, not created for the aim that we may someday sign our names to the bottom of some orthodox creed and therefore receive salvation for believing all the "right things".

Response to Jim Staley's Identity Crisis (Hebrew Roots ...

FDR used the radio, JFK scored on TV and Donald Trump expouses on Twitter. But the first president to make effective use of electronic communications was Abraham Lincoln.

Visual Objects authority Steve Straley provides you with a comprehensive and accessible introduction to the concepts and terminology of object-oriented programming using CA-Visual Objects. You'll learn how to put this powerful paradigm to work in eight easy-to-follow chapters that gradually build on each other as you explore more complex and intricate problems. Along the way, you'll get a wealth of tips to make application development faster and simpler. Straley's Guide to Object-Oriented Programming with CA-Visual Objects has extensive hands-on examples, and the disk included with the book contains source code listings for all sample programs. Includes a comprehensive and up-to-date Visual Objects class reference, providing complete and detailed descriptions of all of the Visual Objects classes, including those properties and methods that come from parent or super classes.

Join videogame industry veteran Michael Thornton Wyman on a series of detailed, behind-the-scenes tours with the teams that have made some of the most popular and critically acclaimed videogames of the modern era. Drawing on insider's perspectives from a wide variety of teams, learn about the creation of a tiny, independent game project (World of Goo), casual game classics (Diner Dash, Bejeweled Twist), the world's most popular social game (FarmVille) as well as the world's most popular MMORPG (World of Warcraft), PC titles (Half Life 2) to AAA console games (Madden NFL 10), and modern-day masterpieces (Little Big Planet, Rock Band, Uncharted 2: Among Thieves). Hear directly from the creators about how these games were made, and learn from their stories from the trenches of videogames production. This book is an excellent resource for those working directly on game design or production, for those aspiring to work in the field, or for anyone who has wondered how the world's greatest videogames get made.