

MIT Press eBooks Library Fall 2017 Frontlist

Exclusive to IEEE	Author Name	Title
Y	González-Bailón, Sandra	Decoding the Social World
Y	Tozzi, Christopher. foreword by Jonathan Zittrain	For Fun and Profit
Y	Mackenzie, Adrian	Machine Learners
Y	Poibeau, Thierry	Machine Translation
Y	Redström, Johan	Making Design Theory
Y	Yost, Jeffrey R.	Making IT Work
Y	Willrich, Mason	Modernizing America's Electricity Infrastructure
Y	Borowitz, Mariel	Open Space
Y	Minsky, Marvin, and Seymour A. Papert. foreword by Léon Bottou	Perceptrons
Y	Arsenault, Dominic	Super Power, Spooky Bards, and Silverware
Y	Cohn, Julie A.	The Grid
Y	Janlert, Lars-Erik, and Erik Stolterman	Things That Keep Us Busy
Y	van der Pas, Ruud, Eric Stotzer, and Christian Terboven	Using OpenMP—The Next Step
N	Steenon, Molly Wright	Architectural Intelligence
N	Sumantran, Charles Fine, David Gonsalvez	Faster, Smarter, Greener
N	Hayes, Brian	Foolproof, and Other Mathematical Meditations
N	Erwig, Martin	Once Upon an Algorithm
N	Lee, Edward Ashford	Plato and the Nerd
N	Lieberman, Jennifer L	Power Lines
N	Danaher, John, and Neil McArthur, eds.	Robot Sex
N	Aoun, Joseph E.	Robot-Proof
N	Anderson, Steve	Technologies of Vision
N	Bentley, R. Alexander and O'Brien, Michael	The Acceleration of Cultural Change
N	Montfort, Nick	The Future
N	Bernardi, Linda, Sanjay Sarma, and Kenneth	The Inversion Factor

*titles subject to change

Subtitle	Subject Area 1
Data Science and the Unintended Consequences of Communication	COMPUTERS / Databases
A History of the Free and Open Source Software Revolution	TECHNOLOGY & ENGINEERING / History
Archaeology of a Data Practice	COMPUTERS / Intelligence (AI) & Semantics
	COMPUTERS / Intelligence (AI) & Semantics
	DESIGN / General
A History of the Computer Services Industry	TECHNOLOGY & ENGINEERING / History
re	BUSINESS & ECONOMICS / Industries
The Global Effort for Open Access to Environmental Satellite Data	COMPUTERS / Data Modeling & Design
An Introduction to Computational Geometry (reissued with a new foreword)	COMPUTERS / Computer Science
The Super Nintendo Entertainment System	COMPUTERS / Programming
Biography of an American Technology	TECHNOLOGY & ENGINEERING / History
The Elements of Interaction	COMPUTERS / Social Aspects
Affinity, Accelerators, Tasking, and SIMD	COMPUTERS / Programming
How Designers and Architects Created the Digital	DESIGN / General
The Future of the Car and Urban Mobility	TRANSPORTATION / General
ns	MATHEMATICS
How Stories Explain Computing	COMPUTERS / Programming
The Creative Partnership of Humans and Technology	TECHNOLOGY & ENGINEERING / Engineering (Gene
Electricity in American Life and Letters, 1882–1952	TECHNOLOGY & ENGINEERING / History
Social and Ethical Implications	COMPUTERS / Intelligence (AI) & Semantics
Higher Education in the Age of Artificial Intelligence	HIGHER EDUCATION
The War Between Data and Images	COMPUTERS / Art
	SOCIAL SCIENCE / Business
Essential Knowledge Series	CULTURAL STUDIES / Science
How to Thrive in the IoT Economy	BUSINESS & ECONOMICS / Entrepreneurship

Subject Area 2

COMPUTERS / Data Mining

COMPUTERS / Intelligence (AI) & Semantics

BUSINESS & ECONOMICS / Energy

COMPUTERS / Games

COMPUTERS / Human-Computer Interaction

COMPUTERS / Parallel

COMPUTERS / Algorithms

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COMPUTERS / Digital

MIT Press eBooks Library Spring 2017 Frontlist

Author	Title	Subtitle	Editor
Hicks, Marie	Programmed Inequality	How Britain Discarded Women Technologists and Lost Its Edge in Computing	KEH
Hazan, Tamir, George Papandreou, and Daniel Tarlow, eds.	Perturbations, Optimization, and Statistics		MLL
Mavhunga, Clapperton Chakanetsa, ed.	What Do Science, Technology, and Innovation Mean from Africa?		KEH
Newman, Michael Z.	Atari Age	The Emergence of Video Games in America	DJS
Godin, Benoit	Models of Innovation	The History of an Idea	KEH
Laurent, Brice.	Democratic Experiments	Problematizing Nanotechnology and Democracy in Europe and the United States	KEH
Dourish, Paul.	The Stuff of Bits	An Essay on the Materialities of Information	DJS
Vee, Annette.	Coding Literacy	How Computer Programming is Changing Writing	DJS
Mailland, Julien, and Kevin Driscoll	Minitel	Welcome to the Internet	DJS
Sridharan, Ramaswamy, and Antonio F. Pensa, eds.	Perspectives on Space Surveillance		MLL
Mody, Cyrus C. M.	The Long Arm of Moore's Law	Microelectronics and American Science	KEH
Alper, Meryl	Giving Voice	Mobile Communication, Disability, and Inequality	SJB
Buckland, Michael.	Information and Society	The MIT Essential Knowledge Series	GDM
Churchland, Patricia S., and Terrence J. Sejnowski	The Computational Brain	25th Anniversary Edition	RVP
Finn, Ed.	What Algorithms Want	Imagination in the Age of Computing	DJS
Levesque, Hector J.	Common Sense, the Turing Test, and the Quest for Real AI		MLL
Smil, Vaclav.	Energy and Civilization	A History	ELC

Kaplan, David M., ed.	Philosophy, Technology, and the Environment		ELC
Oliveira, Arlindo.	The Digital Mind	How Science is Redefining Humanity	MLL
Ghose	Tap	Unlocking the Mobile Economy	
Halpern	Reasoning about Uncertainty (revision)		

IEEE Xplore exclusive	Subject Area 1	Subject Area 2	Subject Area 3
Yes	COMPUTERS / History	SCI/TECH/SOCIETY	
Yes	COMPUTERS / Intelligence (AI) & Semantics	COMPUTERS / Computer Science	
YES	TECHNOLOGY & ENGINEERING / History		
Yes	TECHNOLOGY & ENGINEERING / History		GAMES / Video & Electronic
Yes	TECHNOLOGY & ENGINEERING / History	SCI/TECH/SOCIETY	
YES	TECHNOLOGY & ENGINEERING / Nanotechnology & MEMS	POLITICAL SCIENCE / Public Policy / Science & Technology Policy	POLITICAL SCIENCE / Political Ideologies / Democracy
Yes	COMPUTERS / Social Aspects / Human-Computer Interaction		
YES	COMPUTERS / Programming / General	LANGUAGE ARTS & DISCIPLINES / Communication Studies	
Yes	COMPUTERS / Internet / General	INTERNET STUDIES	
Yes	TECHNOLOGY & ENGINEERING / Aeronautics & Astronautic		TECHNOLOGY & ENGINEERING / Military Science
Yes	TECHNOLOGY & ENGINEERING / Electronics / Semiconductors		
Yes	TECHNOLOGY & ENGINEERING / Social Aspects		COMMUNICATIONS/ELECOMMUNICATIONS
	LANGUAGE ARTS & DISCIPLINES / Library & Information Science / General		
	COGNITIVE SCIENCE	COMPUTATION	
	COMPUTERS / Programming / Algorithms		
	COMPUTERS / Intelligence (AI) & Semantics		
	SCIENCE / Energy		

TECHNOLOGY & ENGINEERING / Social
Aspects

COMPUTERS / Intelligence (AI) & Semantics

BUSINESS/TECHNOLOGY

COMPUTERS / Intelligence (AI) / Philosophy

SCIENCE /
Environmental Science