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In Real Life by Cory Doctorow and Jen WangCory Doctorow | In Real Life /In Real Life/ by Jen Wang | Graphic Novel Review /u0026 Fan Art In Real Life by Cory Doctorow | Mini Book Talk In Real Life- Graphic Novel | Review IRL+Young Adult Recommendation Author Stories Podcast Episode 991 | Cory Doctorow Returns With Attack Surface In Real Life By Cory Doctorow /u0026 Jen Wang **Maverick Monday**+In Real Life **Control, Power and Resistance in the 21st Century. Interview with Cory Doctorow "Little Brother" and What Orwell Got Wrong**—Cory Doctorow Graphic Novel Recommendations **It's Monopolies, Not Surveillance (Fascinating Cory Doctorow Interview)** Richard reviews book **Homeland by Cory Doctorow** 'This was my Trump anxiety book': Cory Doctorow /u0026 Akil Augustine on Radicalized Scott McCloud on /The Sculptor / /u0026 Cory Doctorow on /In Real Life / at the 2015 Miami Book Fair ~~The Second Life Book Club with Draxtor—A conversation with Cory Doctorow~~ In Depth with Cory Doctorow LogicLounge with Cory Doctorow: Surveillance Capitalism is not a Rogue Capitalism **Recensie: In Real Life - Cory Doctorow /u0026 Jen Wang**. In Real Life Cory Doctorow Cory Doctorow is a science fiction author, activist, journalist and blogger — the co-editor of Boing Boing and the author of the YA graphic novel In Real Life, the nonfiction business book Information Doesn ’ t Want To Be Free, and young adult novels like Homeland, Pirate Cinema, and Little Brother and novels for adults like Rapture Of The Nerds and Makers.

In Real Life by Cory Doctorow - Goodreads

Cory Doctorow is a co-editor of Boing Boing and a columnist for multiple publications including the Guardian, Locus, and Publishers Weekly. He was named one of the Web’s twenty-five influencers by Forbes magazine and a Young Global Leader by the World Economic Forum.

In Real Life: Amazon.co.uk: Cory Doctorow: Books

From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. This title has common...

In Real Life by Cory Doctorow - Books on Google Play

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In Real Life | Cory Doctorow | Macmillan

In Real Life. 3,8 (17.529 opiniones de clientes de Goodreads) Paperback. English. By (author) Cory Doctorow , By (author) Jen Wang. Compartir. Anda loves Coarsegold Online, the massively multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero.

In Real Life : Cory Doctorow : 9781250144287

IN REAL LIFE (co-written with Cory Doctorow) Square Fish ISBN: 9781250144287 208 Pages, Ages 12-18. Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero. It's a place where she can meet people from all over the world, and ...

IRL — Jen Wang

Cory Doctorow, In Real Life. tags: mmorpg, video-games. 6 likes. Like " When I was an activist in the 1980s, ninety-eight percent of my time was spent stuffing envelopes and writing addresses on them. The remaining two percent was the time we spent figuring out what to put in the envelopes. Today, we get those envelopes and stamps and ...

In Real Life Quotes by Cory Doctorow - Goodreads

Life and career. Cory Efram Doctorow was born in Toronto, Ontario on 17 July 1971. He is of Eastern European descent. His paternal grandfather was born in what is now Poland and his paternal grandmother was from Leningrad.Both were deserters from the Red Army, and as a result Doctorow's father was born in a displaced persons camp near Baku, Azerbaijan. His grandparents and father emigrated to ...

Cory Doctorow - Wikipedia

From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero.

Amazon.com: In Real Life (8601418374169): Doctorow, Cory ...

Cory Doctorow is a special consultant to the Electronic Frontier Foundation, an MIT Media Lab Research Associate and a visiting professor of Computer Science at the Open University. His award-winning novel Little Brother and its sequel Homeland were a New York Times bestsellers. Born and raised in Canada, he lives in Los Angeles.

In Real Life | IndieBound.org

In Real Life is a touching and morally complex tale for young adults. This title has common Core connections. Praise for In Real Life: " Ultimately, Doctorow and Wang want us to consider what it means to be part of groups that hate other groups, and how technology and persistence can help us overcome such barriers...

In Real Life | Cory Doctorow | 9781250144287 | NetGalley

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In Real Life: Doctorow, Cory: Amazon.sg: Books

Cory Doctorow and Jen Wang’s “In Real Life” is a ridiculously relevant, charming, and beautiful look at the life of a young girl gamer. Filed under "could not possibly be more relevant" given the current controversy in gaming, Cory Doctorow and Jen Wang’s “In Real Life” is a beautifully illustrated and charming look at one young gamer girl’s life. The messages and tone are heartfelt and entirely without cynicism, a welcome change from the Gamergate-related headlines that have dominated the ...

In Real Life | CBR

From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. This title has common Core connections. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

In Real Life | Cory Doctorow | Macmillan

Cory Doctorow is a co-editor of Boing Boing and a columnist for multiple publications including the Guardian, Locus, and Publishers Weekly. He was named one of the Web’s twenty-five influencers by Forbes magazine and a Young Global Leader by the World Economic Forum.

In Real Life by Cory Doctorow, Jen Wang, Paperback ...

Cory Doctorow is a science fiction author, activist, journalist and blogger—the co-editor of Boing Boing (boingboing.net) and the author of many books, most recently In Real Life, a graphic novel; Information Doesn’t Want to Be Free, a book about earning a living in the Internet age, and Homeland, the award-winning, best-selling sequel to the 2008 YA novel Little Brother.

Cory Doctorow: Kids Use Reason, Adults Rationalize ...

From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. Frequently bought together + + Total price: CDN\$55.36. Add all three to Cart. Buy the selected items together ...

In Real Life by Cory Doctorow - Goodreads

Immersing herself in an online fantasy game, Anda confronts a difficult choice when she befriends a disadvantaged Chinese child who illegally collects rare items in the game and sells them to other players.

Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero. It's a place where she can meet people from all over the world, and make friends. Gaming is, for Anda, entirely a good thing. But things become a lot more complicated when Anda befriends a gold farmer -- a poor Chinese kid whose avatar in the game illegally collects valuable objects and then sells them to players from developed countries with money to burn. This behavior is strictly against the rules in Coarsegold, but Anda soon comes to realize that questions of right and wrong are a lot less straightforward when a real person's real livelihood is at stake. From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash. This title has common Core connections. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

A NEW YORK TIMES BESTSELLER Anda loves Coarsegold Online, the massively-multiplayer role playing game that she spends most of her free time on. It's a place where she can be a leader, a fighter, a hero. It's a place where she can meet people from all over the world, and make friends. Gaming is, for Anda, entirely a good thing. But things become a lot more complicated when Anda befriends a gold farmer -- a poor Chinese kid whose avatar in the game illegally collects valuable objects and then sells them to players from developed countries with money to burn. This behavior is strictly against the rules in Coarsegold, but Anda soon comes to realize that questions of right and wrong are a lot less straightforward when a real person's real livelihood is at stake. From acclaimed teen author Cory Doctorow and rising star cartoonist Jen Wang, In Real Life is a sensitive, thoughtful look at adolescence, gaming, poverty, and culture-clash.

Koko, a troublemaker who has promised herself to clean up her act, crosses paths with Jon, a promising musician going to Peru to support his girlfriend's humanitarian mission—a meeting that will change the direction of both their lives. Original.

A provocative and exhilarating tale of teen rebellion against global corporations from the New York Times bestselling author of Little Brother. Not far in the future... In the twenty-first century, it’s not just capital that’s globalized: labour is too. Workers in special economic zones are trapped in lives of poverty with no trade unions to represent their rights. But a group of teenagers from across the world are set to fight this injustice using the most surprising of tools - their online video games. In Industrial South China Matthew and his friends labour day and night as gold-farmers, amassing virtual wealth that’s sold on to rich Western players, while in the slums of Mumbai ‘General Robotwallah’ Mala marshalls her team of online thugs on behalf of the local gang-boss, who in turn works for the game-owners. They’re all being exploited, as their friend Wei-Dong, all the way over in LA, knows, but can do little about. Until they begin to realize that their similarities outweigh their differences, and agree to work together to claim their rights to fair working conditions. Under the noses of the ruling elites in China and the rest of Asia, they fight their bosses, the owners of the games and rich speculators, outsmarting them all with their gaming skills. But soon the battle will spill over from the virtual world to the real one, leaving Mala, Matthew and even Wei-Dong fighting not just for their rights, but for their lives...

In Cory Doctorow’s wildly successful Little Brother, young Marcus Yallow was arbitrarily detained and brutalized by the government in the wake of a terrorist attack on San Francisco—an experience that led him to become a leader of the whole movement of technologically clued-in teenagers, fighting back against the tyrannical security state. A few years later, California’s economy collapses, but Marcus’s hacktivist past lands him a job as webmaster for a crusading politician who promises reform. Soon his former nemesis Masha emerges from the political underground to gift him with a thumbdrive containing a Wikileaks-style cable-dump of hard evidence of corporate and governmental perfidy. It’s incendiary stuff—and if Masha goes missing, Marcus is supposed to release it to the world. Then Marcus sees Masha being kidnapped by the same government agents who detained and tortured Marcus years earlier. Marcus can leak the archive Masha gave him—but he can’t admit to being the leaker, because that will cost his employer the election. He’s surrounded by friends who remember what he did a few years ago and regard him as a hacker hero. He can’t even attend a demonstration without being dragged onstage and handed a mike. He’s not at all sure that just dumping the archive onto the Internet, before he’s gone through its millions of words, is the right thing to do. Meanwhile, people are beginning to shadow him, people who look like they’re used to inflicting pain until they get the answers they want. Fast-moving, passionate, and as current as next week, Homeland is every bit the equal of Little Brother—a paean to activism, to courage, to the drive to make the world a better place. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Cory Doctorow’s Attack Surface is a standalone novel set in the world of New York Times bestsellers Little Brother and Homeland. Most days, Masha Maximow was sure she’d chosen the winning side. In her day job as a counterterrorism wizard for an transnational cybersecurity firm, she made the hacks that allowed repressive regimes to spy on dissidents, and manipulate their every move. The perks were fantastic, and the pay was obscene. Just for fun, and to piss off her masters, Masha sometimes used her mad skills to help those same troublemakers evade detection, if their cause was just. It was a dangerous game and a hell of a rush. But seriously self-destructive. And unsustainable. When her targets were strangers in faraway police states, it was easy to compartmentalize, to ignore the collateral damage of murder, rape, and torture. But when it hits close to home, and the hacks and exploits she ’ s devised are directed at her friends and family—including boy wonder Marcus Yallow, her old crush and archrival, and his entourage of naïve idealists--Masha realizes she has to choose. And whatever choice she makes, someone is going to get hurt. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Kirkus' Best Fiction of 2017 From New York Times bestselling author Cory Doctorow, an epic tale of revolution, love, post-scarcity, and the end of death. "Walkaway is now the best contemporary example I know of, its utopia glimpsed after fascinatingly-extrapolated revolutionary struggle." —William Gibson Hubert Vernon Rudolph Clayton Irving Wilson Alva Anton Jeff Harley Timothy Curtis Cleveland Cecil Ollie Edmund Eli Wiley Marvin Ellis Espinoza—known to his friends as Hubert, Etc—was too old to be at that Communist party. But after watching the breakdown of modern society, he really has no where left to be—except amongst the dregs of disaffected youth who party all night and heap scorn on the sheep they see on the morning commute. After falling in with Natalie, an ultra-rich heiress trying to escape the clutches of her repressive father, the two decide to give up fully on formal society—and walk away. After all, now that anyone can design and print the basic necessities of life—food, clothing, shelter—from a computer, there seems to be little reason to toil within the system. It ’ s still a dangerous world out there, the empty lands wrecked by climate change, dead cities hollowed out by industrial flight, shadows hiding predators animal and human alike. Still, when the initial pioneer walkaways flourish, more people join them. Then the walkaways discover the one thing the ultra-rich have never been able to buy: how to beat death. Now it ’ s war – a war that will turn the world upside down. Fascinating, moving, and darkly humorous, Walkaway is a multi-generation SF thriller about the wrenching changes of the next hundred years...and the very human people who will live their consequences. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

"Cory Doctorow straps on his miner's helmet and takes you deep into the caverns and underground rivers of pop culture, here filtered through SF-colored glasses. Enjoy."-Neil Gaiman New York Times bestselling author Cory Doctorow has been hailed as one of the freshest voices in science fiction, and this collection of intriguing novellas is yet another reason why. Have you ever wondered what it's like to live through a bioweapon attack or to have every aspect of your life governed by invisible ants? In Cory Doctorow’s collection of novellas, he wields his formidable experience in technology and computing to give us mind-bending sci-fi tales that explore the possibilities of information technology-and its various uses-run amok. "Anda's Game" is a spin on the bizarre new phenomenon of "cyber sweatshops," in which people are paid very low wages to play online games all day in order to generate in-game wealth, which can be converted into actual money. Another tale tells of the heroic exploits of "sysadmins"-systems administrators-as they defend the cyberworld, and hence the world at large, from worms and bioweapons. And yes, there's a story about zombies, too. "He sparkles! He fizzes! He does backflips and breaks the furniture! Science fiction needs Cory Doctorow." -Bruce Sterling, award-winning author of Schismatrix Plus and The Difference Engine

A collection of signature works by the influential writer and activist includes a novella in which a transhuman future teen must choose between immortality and sex with the "meat girl" of his dreams, a transcript of his controversial address at the 2010 World Science Fiction Convention and an essay on his literary inspirations. Original.

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