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# 50 Architecture Ideas You Really Need To Know 50 Ideas You Really Need To Know Series

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The Book of Children's History

50 Management Ideas You Really Need to Know

50 Ideas You Really Need to Know: Universe

A Child Through Time

Economics

Great Buildings

The 50 Most Significant Principles and Styles in Architecture, Each Explained in Half a Minute

The LEGO Architecture Idea Book

The Visual Guide

50 Mathematical Ideas You Really Need to Know

LEGO Architecture

Microservice Architecture  
30-Second Architecture  
Presentation Zen  
Design Justice  
Phantom Architecture  
Just Enough Software Architecture  
50 Political Ideas You Really Need to Know  
Designing Embedded Hardware  
50 Architecture Ideas You Really Need to Know  
101 Things I Learned in Architecture School  
The Art of Hardware Architecture  
A Beginner's Book for Aspiring Architects  
50 Physics Ideas You Really Need to Know  
Community-Led Practices to Build the Worlds We Need  
50 Literature Ideas You Really Need to Know  
50 Genetics Ideas You Really Need to Know  
A Pattern Language  
Architecture for Teens  
50 Philosophy Ideas You Really Need to Know  
50 Big Ideas You Really Need to Know

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The English Buildings Book  
50 Ethics Ideas You Really Need to Know  
Contemporary Design in the High Desert  
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Design for Good

*50 Architecture Ideas  
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Know 50 Ideas You  
Really Need To Know  
Series*

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**HALLIE HANNAH**

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**The Book of Children's History** 50  
Ideas You Really Need to Know series  
Today's art world can be a baffling place.  
For all those who don't know their Degas

from Dali or Monet from Mondrian, this  
informative and insightful guide breaks  
down 50 of the most important and  
influential trends in western art, to  
provide a fascinating account of art from  
the Ancient Greeks to the present day.  
Taking in the defining artistic moments  
in history, including the Baroque, the  
Renaissance and the ever-changing  
Modern, this book also explores

influential movements such as Romanticism, Cubism, and Minimalism. Susie Hodge's concise and insightful text is accompanied by a glossary explaining key terms and concepts, as well as brief mini-essays and informative biographies on artists of the period. With images to illustrate each key concept, and comprehensive timelines to place each movement in its context, this book provides a comprehensive key to the most significant developments in western art.

#### 50 Management Ideas You Really Need to Know Quercus

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 explicitly 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.

50 Ideas You Really Need to Know:

Universe Quercus Publishing

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to

refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage

and real-world examples developers need, *Designing Embedded Hardware* also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. *Designing Embedded Hardware* covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers. [A Child Through Time](#) MIT Press

50 Architecture Ideas You Really Need to Know **Quercus**

**Economics** McClelland & Stewart

This is the most comprehensive single volume on English architecture for the general reader. It is a visual cornucopia and a tribute to the diversity of the English built environment, which is among the richest and most diverse in the world. Over 700 buildings are described and illustrated, and they range from the architectural icons to the less noticeable but equally fascinating buildings of England's towns and villages.

**Great Buildings** 50 Architecture Ideas You Really Need to Know

50 Big Ideas You Really Need to Know is a concise, accessible and popular guide to the central tenets of Western thought.

Every important principle of philosophy, religion, politics, economics, the arts and the sciences is profiled in a series of short illustrated essays, complemented by an informative array of timelines and box features.

The 50 Most Significant Principles and Styles in Architecture, Each Explained in Half a Minute Quercus

First survey of modernist and contemporary architecture and interiors in the richly layered architectural history of Santa Fe Santa Fe Modern reveals the high desert landscape as an ideal setting for bold, abstracted forms of modernist houses. Wide swaths of glass, deep-set portals, long porches, and courtyards allow vistas, color, and light to become integral parts of the very being of a house, emboldening a way to experience

a personal connection to the desert landscape. The architects featured draw from the New Mexican architectural heritage--they use ancient materials such as adobe in combination with steel and glass, and they apply this language to the proportions and demands exacted by today's world. The houses they have designed are confident examples of architecture that is particular to the New Mexico landscape and climate, and yet simultaneously evoke the rigorous expressions of modernism. The vigor and the allure of modern art and architecture hearten each other in a way that is visible and exciting, and this book demonstrates the synergistic relationship between art, architecture, and the land.

The LEGO Architecture Idea Book

Rockridge Press

The book reveals a new understanding of the ways that design shapes our lives and gives professionals and interested citizens the tools to seek out and demand designs that dignify.

The Visual Guide 30 Second

How different are men and women's brains? Does altruism really exist? Are our minds blank slates at birth? And do dreams reveal our unconscious desires? Psychology is everywhere in today's society. No crime fiction, documentary, chat show or medical consultation is complete without the introduction of a psychological angle. Psychology seeks to understand and explain thoughts, feelings and behaviour through a dizzying array of ideas and theories, shedding light on everything from

memory, social mobility and attitude formation to delusions of grandeur, alcoholism and computer phobia, to name a few. In *50 Psychology Ideas You Really Need to Know*, Professor Adrian Furnham explains the central ideas of psychology in 50 concise and accessible essays. Packed with the latest research, most important case studies and arguments of key thinkers, this book is the perfect introduction to psychological theory. Contents include: Placebo effect; Kicking the habit; Hallucinations; Positive psychology; Emotional intelligence; IQ and you; Multiple intelligences; The Rorschach inkblot test; Detecting lies; Obedience to authority; Self-sacrifice or selfishness; Gambler's fallacy; Remembrance of things past; Artificial intelligence; Tip-of-the-tongue



phenomenon; Psychosexual stages;  
Tabula rasa; Phrenology; Dyslexia.

### **50 Mathematical Ideas You Really Need to Know** Quercus

Explore the world's most fascinating historical and contemporary buildings - from ancient pyramids to hi-tech skyscrapers- in this essential guide to architecture. Great Buildings gives you an overview of the history of architecture from the ancient world to the present day. It takes you on guided tours of more than 50 masterpieces of every architectural style, from the Great Pyramid of Giza to Chartres Cathedral, Sydney Opera House, and the Guggenheim Museum in Bilbao. Each building is analysed visually. CGI cutaway artworks peel away roofs and walls to reveal its structure, and close-up

photographs home in on details of period style. Great Buildings takes a worldwide look at both historical and contemporary architecture. It shows you how to "read" buildings and work out when they were constructed. What is the difference between a Doric and an Ionic column? How does a flying buttress work? Why do concrete balconies appear to float in thin air? You will find all the answers here, along with a wealth of intriguing stories about the patrons, builders, and architects who made each architectural masterpiece possible. Reading Great Buildings is like being taken on a personal tour by a guide who shows you exactly what to look at. It unlocks the secrets of architecture and tells the stories behind each building, making it the perfect introduction to architecture.

*LEGO Architecture* Quercus

The fourth title in the Quercus Ideas You Really Need to Know series demystifies the management concepts that any budding entrepreneur would want to grasp. The 50 bite-sized topics expound the wisdom of the well-known business gurus (from Peters and Porter to Welch and Gates), explain helpful theories and tools (Ansoff's Product/Market grid, the 4Ps, Boston Matrix), expand on management ideas (branding, outsourcing, supply and demand) and cover the latest commercial concepts from the online world.

*Microservice Architecture* Dorling Kindersley Ltd

A practical introduction to architecture for aspiring teen architects Architecture is a fascinating, diverse field that blends

technology, creativity, engineering, and even psychology. Discover the possibilities with this in-depth choice in architecture books for teens. Delve into the world of architecture, learn about recent innovations in sustainability and inclusivity, and uncover the details behind real architectural projects. Explore an overview of architectural movements and designers from prehistory to modern-day, and check out inspiring interviews with working professionals. With tons of practical advice for pursuing a career, you'll find out how you can become an architect and help build an environmentally responsible world from the ground up! Go beyond other architecture books for teens with: Architecture essentials--Get to know the five basic elements of

architecture: structure, program, economics, aesthetics, and region. Creative career options--Learn what it means to work in residential or industrial architecture, specialize in historic preservation, create landscapes, innovate in urban planning, and more. Real-world examples--Go behind the scenes on real architectural projects with colorful illustrations, breakdowns of the design process, and thoughtful examinations of their impact. Learn all about the role of an architect with this comprehensive selection in architecture books for teens.

*30-Second Architecture* Pearson Education

This is a practical guide for software developers, and different than other software architecture books. Here's why:

It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what

psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and

vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

*Presentation Zen* The Monacelli Press, LLC

Microservices can have a positive impact on your enterprise—just ask Amazon and Netflix—but you can fall into many traps if you don't approach them in the right way. This practical guide covers the entire microservices landscape, including the principles, technologies, and methodologies of this unique, modular style of system building. You'll learn about the experiences of organizations around the globe that have successfully adopted microservices. In three parts, this book

explains how these services work and what it means to build an application the Microservices Way. You'll explore a design-based approach to microservice architecture with guidance for implementing various elements. And you'll get a set of recipes and practices for meeting practical, organizational, and cultural challenges to microservice adoption. Learn how microservices can help you drive business objectives Examine the principles, practices, and culture that define microservice architectures Explore a model for creating complex systems and a design process for building a microservice architecture Learn the fundamental design concepts for individual microservices Delve into the operational elements of a microservices

architecture, including containers and service discovery Discover how to handle the challenges of introducing microservice architecture in your organization

### **Design Justice** Quercus

A skyscraper one mile high, a dome covering most of downtown Manhattan, a triumphal arch in the form of an elephant: some of the most exciting buildings in the history of architecture are the ones that never got built. These are the projects in which architects took materials to the limits, explored challenging new ideas, defied conventions, and pointed the way towards the future. Some of them are architectural masterpieces, some simply delightful flights of fancy. It was not usually poor design that stymied them –

politics, inadequate funding, or a client who chose a 'safe' option rather than a daring vision were all things that could stop a project leaving the drawing board. These unbuilt buildings include the grand projects that acted as architectural calling cards, experimental designs that stretch technology, visions for the future of the city, and articles of architectural faith. Structures like Buckminster Fuller's dome over New York or Frank Lloyd Wright's mile-high tower can seem impossibly daring. But they also point to buildings that came decades later, to the Eden Project and the Shard. Some of those unbuilt wonders are buildings of great beauty and individual form like Etienne-Louis Boullée's enormous spherical monument to Isaac Newton; some, such as the city

plans of Le Corbusier, seem to want to teach us how to live; some, like El Lissitzky's 'horizontal skyscrapers' and Gaudí's curvaceous New York hotel, turn architectural convention upside-down; some, such as Archigram's Walking City and Plug-in City, are bizarre and inspiring by turns. All are captured in this magnificently illustrated book.

**Phantom Architecture** Hachette UK  
Bestselling author Alain de Botton considers how our private homes and public edifices influence how we feel, and how we could build dwellings in which we would stand a better chance of happiness. In this witty, erudite look at how we shape, and are shaped by, our surroundings, Alain de Botton applies Stendhal's motto that "Beauty is the promise of happiness" to the spaces we

inhabit daily. Why should we pay attention to what architecture has to say to us? de Botton asks provocatively. With his trademark lucidity and humour, de Botton traces how human needs and desires have been served by styles of architecture, from stately Classical to minimalist Modern, arguing that the stylistic choices of a society can represent both its cherished ideals and the qualities it desperately lacks. On an individual level, de Botton has deep sympathy for our need to see our selves reflected in our surroundings; he demonstrates with great wisdom how buildings — just like friends — can serve as guardians of our identity. Worrying about the shape of our sofa or the colour of our walls might seem self-indulgent, but de Botton considers the hopes and

fears we have for our homes at a new level of depth and insight. When shopping for furniture or remodelling the kitchen, we don't just consider functionality but also the major questions of aesthetics and the philosophy of art: What is beauty? Can beautiful surroundings make us good? Can beauty bring happiness? The buildings we find beautiful, de Botton concludes, are those that represent our ideas of a meaningful life. The Architecture of Happiness marks a return to what Alain does best — taking on a subject whose allure is at once tantalizing and a little forbidding and offering to readers a completely beguiling and original exploration of the subject. As he did with Proust, philosophy, and travel, now he does with

architecture.

Just Enough Software Architecture

Springer Science & Business Media

Just the mention of mathematics is enough to strike fear into the hearts of many, yet without it, the human race couldn't be where it is today. By exploring the subject through its 50 key insights--from the simple (the number one) and the subtle (the invention of zero) to the sophisticated (proving Fermat's last theorem)--this book shows how mathematics has changed the way we look at the world around us.

50 Political Ideas You Really Need to

Know Dk Pub

The 50 most significant principles and styles in architecture, each explained in half a minute. The bestselling 30-Second series offers a new approach to learning

about those subjects you feel you should really understand. Every title takes a popular topic and dissects it into the 50 most significant ideas at its heart. Each idea, no matter how complex, is explained using a mere two pages, 300 words, and one picture: all easily digested in only half a minute. 30-Second Architecture presents you with the foundations of architectural knowledge. Expert authors are challenged to define and describe both the principles upon which architects depend, and the styles with which they put those principles into practice. So, if you want to know your arch from your elevation, and your Baroque from your Brutalism, or you wish to top off your next dinner party with a stirring speech on how form follows function, this is the



quickest way to build your argument. Designing Embedded Hardware Quercus An illustrated and annotated guide takes a look at the artists, builders, and inspiration behind the LEGO Architecture series, exploring the creative process and how the artists translated iconic buildings into LEGO sets.

*50 Architecture Ideas You Really Need to Know* "O'Reilly Media, Inc."

Human history--from the empires of the ancient world to the superpowers of the 21st century--has been inextricably shaped by conflict and the weapons that have been used to wage it. The technologies that have produced advanced civilizations have also been harnessed to the grim business of warfare. The trains that carried working people to their first seaside holidays in

the 19th century also took millions of young men to war in 1914. Nearly a century later, the computer revolution, which by 2000 had come to dominate almost every aspect of life in advanced societies, had also introduced us to a new fifth dimension of warfare, in which governments jostle brutally in cyberspace. This short history, stretching from the chariot to the Stuxnet virus which disabled Iran's nuclear enrichment programme in 2007, charts some of the most significant weapons, fortifications and tactics that have been developed in the last 2,500 years. Since 1945, the pace of change has been relentless. In the present day, the main battle tank is facing obsolescence as the master of the battlefield, and the introduction of the Unmanned Combat Aerial Vehicle

(UCAV) threatens the livelihoods of many of the highly trained establishments of the world's leading air forces. In contrast, the many asymmetric conflicts raging around the globe in countries of the Third World attest to the durability of

one of the 20th century's most remarkable weapons, the Kalashnikov assault rifle, developed in the later 1940s and still in service worldwide. This is a scintillating introduction to the world's most enduring phenomenon.

Best Sellers - Books :

- [The Nightingale: A Novel By Kristin Hannah](#)
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- [A Court Of Thorns And Roses \(a Court Of Thorns And Roses, 1\)](#)
- [It Starts With Us: A Novel \(2\) \(it Ends With Us\)](#)
- [The Democrat Party Hates America](#)
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- [I'm Glad My Mom Died By Jennette McCurdy](#)
- [Taylor Swift: A Little Golden Book Biography](#)
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- [Killers Of The Flower Moon: The Osage Murders And The Birth Of The Fbi By David Grann](#)