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This book "isn't about the famous tech trailblazers you already know, like Sheryl Sandberg and Marissa Mayer. Instead, veteran journalists Heather Cabot and Samantha Walravens introduce readers to the ... female entrepreneurs and technologists fighting at the grassroots level for an ownership stake in the revolution that's changing the way we live, work and connect to each other"--Amazon.com.

A new page-turning mystery about science, faith, love and belonging, set in a

friendly desert community where ghosts, angels, aliens, and government conspiracies are commonplace parts of everyday life. Welcome to Night Vale... "Brilliant, hilarious, and wondrously strange. I'm packing up and moving to Night Vale! -Ransom Riggs, #1 New York Times Bestselling Author of Miss Peregrine's Home for Peculiar Children. From the authors of the New York Times bestselling novel Welcome to Night Vale and the creators of the #1 international podcast of the same name, comes a mystery exploring the intersections of

faith and science, the growing relationship between two young people who want desperately to trust each other, and the terrifying, toothy power of the Smiling God. Nilanjana Sikdar is an outsider to the town of Night Vale. Working for Carlos, the town's top scientist, she relies on fact and logic as her guiding principles. But all of that is put into question when Carlos gives her a special assignment investigating a mysterious rumbling in the desert wasteland outside of town. This investigation leads her to the Joyous Congregation of the Smiling

God, and to Darryl, one of its most committed members. Caught between her beliefs in the ultimate power of science and her growing attraction to Darryl, she begins to suspect the Congregation is planning a ritual that could threaten the lives of everyone in town. Nilanjana and Darryl must search for common ground between their very different world views as they are faced with the Congregation's darkest and most terrible secret.

As an industry, interactive is different. The work entails elements of software development, marketing, and advertising, yet it's neither purely technical nor traditional "agency" work. Delivery methods are different, and because the industry is relatively new, the gap in understanding between the clients buying the work and the teams building it is often wide. Enter the geek girls guide. Nancy Lyons and Meghan Wilker don't just tell you how to deliver digital work, they demonstrate how to think about it. *Interactive Project Management: Pixels, People, and Process* helps clients, agencies, and industry professionals better understand the critical role of interactive project management, and presents a collaborative, people-focused approach to

delivering high-quality digital work. In this book, the authors: Define the unique characteristics of interactive projects Explain the importance of emotional intelligence in the workplace Discuss communication techniques that help teams work together more efficiently Outline a process and specific deliverables that clarify how to think about critical aspects of a project Provide questions, tasks, tips, and advice that effectively move teams from initiation to launch

"My name is Harriet Manners, and I'll always be a geek." It's the hilarious third book in the bestselling award-winning GEEK GIRL series!

It's fast becoming a geek world out there, and all moms need to show off their tech smarts and superhero-like skills in order to keep their savvy kids entertained and engaged. *Geek Mom: Projects, Tips, and Adventures for Moms and Their 21st-Century Families* explores the many fun and interesting ways that digital-age parents and kids can get their geek on together. Imaginative ideas for all ages and budgets include thrifty Halloween costumes, homemade lava lamps, hobbit feasts, and magi-

cal role-playing games. There are even projects for moms to try when they have a few precious moments alone. With six sections spanning everything from home-science experiments to superheroes, this comprehensive handbook from the editors of *Wired.com's* popular *GeekMom* blog is packed with ideas guaranteed to inspire a love of learning and discovery. Along the way, parents will also find important tips on topics such as determining safe online communities for children, organizing a home learning center, and encouraging girls to love science. Being geeky is all about exploring the world with endless curiosity. *Geek Mom* is your invitation to introducing the same sense of wonder and imagination to the next generation.

My name is Harriet Manners, and I will always be a geek. The fifth book in the bestselling, award-winning GEEK GIRL series. Harriet Manners knows almost every fact there is. She knows duck-billed platypuses don't have stomachs. She knows that fourteen squirrels were once detained as spies. She knows only one flag in the world features a building. And for once, Harriet knows exactly how her life should go. She's got it ALL planned out. So when love

is in the air, Harriet is determined to Make Things Happen! If only everyone else would stick to the script...Has GEEK GIRL overstepped the mark, and is following the rules going to break hearts all over again? My name is Harriet Manners, and I will always be a geek. The fifth book in the best-selling, award-winning GEEK GIRL series. Harriet Manners knows almost every fact there is. She knows duck-billed platypuses don't have stomachs. She knows that fourteen squirrels were once detained as spies. She knows only one flag in the world features a building. And for once, Harriet knows exactly how her life should go. She's got it ALL planned out. So when love is in the air, Harriet is determined to Make Things Happen If only everyone else would stick to the script Has GEEK GIRL overstepped the mark, and is following the rules going to break hearts all over again?"

"My name is Harriet Manners, and I am a geek." A brand new summer story from the no. 1 bestselling and award-winning GEEK GIRL series!

Introducing The Valentines - the hilarious, romantic-comedy series by Holly Smale,

author of the bestselling and critically acclaimed Geek Girl books.

"My name is Harriet Manners, and I have always been a geek." The fourth book in the award-winning GEEK GIRL series.

My name is Harriet Manners, and I am a geek. A brand new World Book Day story from the no. 1 bestselling and award-winning GEEK GIRL series!

A captivating world of monsters and magic from the Wall Street Journal bestselling author of The Paper Magician Series. As a human vessel for an ancient spirit, Sandis lives no ordinary life. At the command of her master, she can be transformed against her will into his weapon--a raging monster summoned to do his bidding. Unlike other vessels, Sandis can host extremely powerful spirits, but hosting such creatures can be fatal. To stay alive, she must run. And in a city fueled by smoke and corruption, she finds a surprising ally.

A cunning thief for hire, Rone owns a rare device that grants him immortality for one minute every day--a unique advantage that will come in handy in Sandis's fight for freedom. But Sandis's master knows how powerful she is. He's determined to get her back, and he has the manpower to

find her, wherever she runs. Now, to outwit her pursuers, Sandis must put all her trust in Rone and his immortal device. For her master has summoned more than mere men to hunt her down...

Introducing The Valentines - Happy Girl Lucky, the first book in the hilarious new romantic-comedy series by Holly Smale, author of the bestselling and critically acclaimed Geek Girl books.

Harriet Manners knows more facts than most. She knows that New York is the most populous city in the United States. She knows that its official motto is 'Ever Upward'. She knows that one in thirty-eight people living in the US lives there. But she knows nothing whatsoever about modelling in the Big Apple and how her family will cope with life stateside. Or 'becoming a brand' as the models in New York say. And even more importantly, what to do when the big romantic gestures coming your way aren't from your boyfriend... Does geek girl go too far this time?

You can make a geek a model, but you can't make her chic. More hilarity and high fashion await in the second book in the internationally bestselling Geek Girl series!

Harriet Manners is a model—but she feels even less popular and more awkward than she did when she was just a geek. So a summer modeling job in Japan sounds like the perfect vacation, even if she has to bring along her crazy grandma Bunty, and even if she might run into Nick, her gorgeous supermodel ex-boyfriend. No one is going to ruin Harriet's fabulous Tokyo adventure—unless she accidentally ruins it herself. . . . This sequel to Holly Smale's #1 bestselling debut novel, *Geek Girl*, is perfect for fans of Mag Cabot's *Princess Diaries* series and Louise Rennison's *Georgia Nicolson* series.

"My name is Harriet Manners, and I will always be a geek." The fifth book in the bestselling, award-winning *GEEK GIRL* series.

"My name is Harriet Manners, and I am a geek." The first three hilarious novels in the award-winning *GEEK GIRL* series - now available as a 3-book collection.

John Hughes meets Comic Con in this novel about a teenager who is trying to get his best friend to fall in love with him that's an "unabashed love letter and delightful inside joke for comic enthusiasts" (Kirkus Reviews). Peter Parker and Gwen Stacy...

Archie and Veronica... Althena and Noth...
...Graham and Roxy? Graham met his best friend, Roxana, when he moved into her neighborhood eight years ago, and she asked him which Hogwarts house he'd be sorted into. Graham has been in love with her ever since. But now they're sixteen, still neighbors, still best friends. And Graham and Roxy share more than ever—moving on from their Harry Potter obsession to a serious love of comic books. When Graham learns that the creator of their favorite comic, *The Chronicles of Althena*, is making a rare appearance at this year's New York Comic Con, he knows he must score tickets. And the event inspires Graham to come up with the perfect plan to tell Roxy how he really feels about her. He's got three days to woo his best friend at the coolest, kookiest con full of superheroes and supervillains. But no one at a comic book convention is who they appear to be...even Roxy. And Graham is starting to realize fictional love stories are way less complicated than real-life ones.

"My name is Harriet Manners, and I am a geek." A brand new World Book Day story from the no. 1 bestselling and award-winning *Geek Girl* series! Harriet Manners

knows that the hottest observed place on earth is Furnace Creek in Death Valley. She knows that dolphins shed the top layer of their skin every two hours. And she knows just how badly auditions can go, especially when you're a model. But she has no idea how to get herself out of the extreme embarrassment of the school play or what to do when arch-nemesis Alexa decides it's the perfect opportunity to humiliate her... Can *Geek Girl* survive the bright lights of the stage? A hilarious World Book Day *Geek Girl* story by award-winning, bestselling author Holly Smale.

"My name is Harriet Manners, and I am still a geek." *MODEL MISFIT* is the sequel to award-winning No. 1 UK debut *GEEK GIRL*.

From actor Max Greenfield (from television's *New Girl*) comes a hilarious picture book for every child who thinks they don't like to read books (and all the kids—and grownups—who do). Words, sentences, and even worse, paragraphs fill up books. Ugh! So what's a reluctant reader to do? Actor Max Greenfield (*New Girl*) and New York Times bestselling illustrator Mike Lowery bring the energy and laugh-out-loud

fun out for every child (and parent) who thinks they don't want to read a book. Joining the ranks of favorites like *The Book With No Pictures* and *The Serious Goose*, this clever and playful read-aloud breaks the fourth wall and will have all readers coming back for laughs again and again!

Can knowing the most superhero trivia in the whole school be considered a superpower? If so, Vincent Wu is invincible. If not (and let's face it, it's "not"), then Vincent and his pals Max and George don't get any props for being the leaders (and, well, sole members) of the (unofficial) Captain Stupendous Fan Club. But what happens when the Captain is hurt in an incident involving BOTH Professor Mayhem and his giant indestructible robot AND (mortifyingly) Polly Winnicott-Lee, the girl Vincent totally has a crush on? The entire city is in danger, Vincent's parents and his friends aren't safe, the art teacher has disappeared, and talking to Polly is REALLY, REALLY AWKWARD. Only Vincent Wu has what it takes to save the Captain, overcome Professor Mayhem, rally his friends, and figure out what to say to Polly. But will anyone take him seriously? Seriously. Anyone?? Find out in this action-packed super

comedy debut.

My name is Harriet Manners, and I have always been a geek. The fourth book in the award-winning GEEK GIRL series. Harriet Manners knows many things. She knows that toilet roll was invented by the Chinese in 600 AD. She knows that a comet's tail always points away from the sun. And she knows that the average healthy heart beats 70 times per minute. Even when it's broken. But she knows nothing about making new friends at Sixth Form. Or why even her old friends seem to be avoiding her. And she knows even less about being a glittering supermodel success. Which she now is apparently. Has Harriet's time to shine like a star finally arrived, or is she about to crash and burn?"

"My name is Harriet Manners, and I am a geek." The first two hilarious novels in the award-winning GEEK GIRL series - now available as a 2-book collection.

The second sensational book in the Valentines series - a hilarious and heart-aching story about the impossible standards for being a girl.

My name is Harriet Manners, and I am a geek. The first three hilarious novels in the

award-winning GEEK GIRL series now available as a 3-book collection. *Geek Girl: Harriet Manners* knows that a cat has 32 muscles in each ear, a jiffy lasts 1/100th of a second, and the average person laughs 15 times per day. But she doesn't know why nobody at school seems to like her. So when Harriet is spotted by a top model agent, she grabs the chance to reinvent herself *Model Misfit: Harriet Manners* knows that humans have 70,000 thoughts per day. She also knows that Geek + Model = a whole new set of graffiti on your belongings. But Harriet doesn't know where she's going to fit in once the new baby arrives. And with her summer plans ruined, modelling in Japan seems the perfect chance to get away. Will geek girl find her place on the other side of the world? *Picture Perfect: Harriet Manners* knows that New York is the most populous city in the United States. She knows that its official motto is Ever Upward. But she knows nothing whatsoever about modelling in the Big Apple and how her family will cope with life stateside. Or becoming a brand as the models in New York say. And even more importantly, what to do when the big romantic gestures aren't coming your way

from your boyfriend Does geek girl go too far this time? The award-winning debut, GEEK GIRL, and brilliant follow-up titles in the bestselling series by Holly Smale."

When self-proclaimed geek girl Bethany becomes the newest member of the varsity cheerleading squad, she realizes that there's one thing worse than blending in to the lockers: getting noticed. Who knew cheerleading was so hard? Well, at least there's a manual. Too bad it doesn't cover any of the tough questions like: What do you do when the head cheerleader spills her beer on you at your first in-crowd party? And how do you protect your best friend from the biggest player in the senior class? Bethany is going to need all her geek brainpower just to survive the season!

All I want for Christmas is . . . a new GEEK GIRL story!

My name is Harriet Manners and I'll be a geek forever... The FINAL book in the bestselling, award-winning GEEK GIRL series is here!

The stunning conclusion to the mega fame-busting 11-13 trilogy from the multi-million bestselling author of GEEK GIRL.

Reveals the systematic marginalization of women within pop culture fan communities When Ghostbusters returned to the screen in 2016, some male fans of the original film boycotted the all-female adaptation of the cult classic, turning to Twitter to express their disapproval and making it clear that they considered the film's "real" fans to be white, straight men. While extreme, these responses are far from unusual, with similar uproars around the female protagonists of the new Star Wars films to full-fledged geek culture wars and harassment campaigns, as exemplified by the #GamerGate controversy that began in 2014. Over the past decade, fan and geek culture has moved from the margins to the mainstream as fans have become tastemakers and promotional partners, with fan art transformed into official merchandise and fan fiction launching new franchises. But this shift has left some people behind. Suzanne Scott points to the ways in which the "men's rights" movement and antifeminist pushback against "social justice warriors" connect to new mainstream fandom, where female casting in geek-nostalgia reboots is vilified and historically feminized forms of fan engagement—like cosplay

and fan fiction—are treated as less worthy than male-dominant expressions of fandom like collection, possession, and cataloguing. While this gender bias harkens back to the origins of fandom itself, Fake Geek Girls contends that the current view of women in fandom as either inauthentic masqueraders or unwelcome interlopers has been tacitly endorsed by Hollywood franchises and the viewer demographics they selectively champion. It offers a view into the inner workings of how digital fan culture converges with old media and its biases in new and novel ways.

What does it mean to be a strong woman in a world where our conception of a "hero" remains influenced by male characters like Batman and Superman? Entertainment writer Andrea Towers offers advice tailor-made for fans of any age, outlining some primary traits heroic women call upon—including resilience, self-acceptance, and bravery. She provides stories from real-life women and figures from the pop-culture pantheon, and interviews creators of our favorite fictional heroines.

How to achieve a happier and healthier game design process by connecting the

creative aspects of game design with techniques for effective project management. This book teaches game designers, aspiring game developers, and game design students how to take a digital game project from start to finish—from conceptualizing and designing to building, playtesting, and iterating—while avoiding the uncontrolled overwork known among developers as “crunch.” Written by a legendary game designer, *A Playful Production Process* outlines a process that connects the creative aspects of game design with proven techniques for effective project management. The book outlines four project phases—ideation, preproduction, full production, and post-production—that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game.

Geek Girl is coming to America! The internationally bestselling series takes on the Big Apple in this third hilarious, high-fashion adventure. When Harriet’s dad gets a job in New York City, Harriet is beyond excited to move to the land of skyscrapers, museums, and taxicabs—especially since she’ll get to see her dreamy supermodel boyfriend, Nick. Ex-

cept . . . when her parents said New York, they meant a tiny, boring town two hours from the city by train. Diving back into modeling should be just the right distraction. But can a geek girl stand out in the fashion capital of America? “A cheeky, fabulous, fun read” (ALA Booklist), Holly Smale’s *Geek Girl* series is perfect for fans of Meg Cabot’s *Princess Diaries* series and Louise Rennison’s *Georgia Nicolson* series. “My name is Harriet Manners, and I’ll always be a geek.” It’s the hilarious third book in the bestselling award-winning *Geek Girl* series! Now in paperback. Harriet Manners knows more facts than most. She knows that New York is the most populous city in the United States. She knows that its official motto is “Ever Upward”. She knows that one in thirty-eight people living in the US lives there. But she knows nothing whatsoever about modelling in the Big Apple and how her family will cope with life stateside. Or “becoming a brand” as the models in New York say. And even more importantly, what to do when the big romantic gestures aren’t coming your way from your boyfriend... Does geek girl go too far this time? The laugh out loud follow-up to award-winning debut *Geek Girl*

and *Model Misfit* will have you in stitches! My name is Harriet Manners and I am a geek. Ages:12+Harriet Manners knows that a cat has 32 muscles in each ear, a jiffy lasts 1/100th of a second, and the average person laughs 15 times per day. She knows that bats always turn left when exiting a cave and that peanuts are one of the ingredients of dynamite. But she doesn't know why nobody at school seems to like her. So when Harriet is spotted by a top model agent, she grabs the chance to reinvent herself. Even if it means stealing her best friend's dream, incurring the wrath of her arch enemy Alexa, and repeatedly humiliating herself in front of impossibly handsome model Nick. Even if it means lying to the people she loves. Veering from one couture disaster to the next with the help of her overly enthusiastic father and her uber-geeky stalker, Toby, Harriet begins to realise that the world of fashion doesn't seem to like her any more than the real world did. As her old life starts to fall apart, will Harriet be able to transform herself before she ruins everything?

“My name is Harriet Manners, and I am a geek.” A brand new World Book Day story

from the no. 1 bestselling and award-winning GEEK GIRL series!

Geek girl Mia Connors has to find her missing friend, solve a murder and clear her name. Read the first book in Julie Anne Lindsey's addictive new mystery series! IT manager Mia Connors is up to her tortoiseshell glasses in technical drama when a glitch in the Horseshoe Falls email system disrupts security and sends errant mes-

sages to residents of the gated community. The snafu's timing couldn't be worse—Renaissance Faire season is in full swing and Mia's family's business relies on her presence. Mia doesn't have time to hunt down a computer hacker. Her best friend has disappeared, and she finds another of her friends murdered—in her office. When the hunky new head of Horse-

shoe Falls security identifies Mia as the prime suspect, her anxiety level registers on the Richter scale. Eager to clear her name, Mia moves into action to locate her missing buddy and find out who killed their friend. But her quick tongue gets her into trouble with more than the new head of security. When Mia begins receiving threats, the killer makes it clear that he's closer than she'd ever imagined. 75,000 words