

Where Wizards Stay Up Late The Origins Of The Internet

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Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone.

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Where Wizards Stay Up Late is the story of the small group of researchers and engineers whose invention, daring in its day, became the foundation for the Internet. With ARPA's backing, Licklider and others began the quest for a way to connect computers across the country.

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Los Alamos' lights where wizards stay up late (Stay in the car, forget the gate)

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"Where Wizards Stay Up Late" is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone.

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In Where Wizards Stay Up Late the Amazon.com reviewers overall rated it a 4.5 out of 5 stars with 61 out of 96 giving it the top marks of 5 stars. And, to summarize many of those reviews, this is a good book if you are in the field or thinking about studying the subject.

~~[The Cybersecurity Canon: Where Wizards Stay Up Late](#)~~

"Where the wizards stay up late" is an excellent, funny and easy to read description about the history of the internet. It is well researched and engaging. The book consists of eight chapters about the creation of the ArpaNet, the predecessor of the Internet.

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Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone.

Twenty five years ago, it didn't exist. Today, twenty million people worldwide are surfing the Net. Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers where regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, Where Wizards Stay Up Late captures the hard work, genius, and happy accidents of their daring, stunningly successful venture.

A history of the Internet and the story of the scientists behind its creation describes the 1960s effort funded by the Defense Department and the technologies that contributed to its monumental growth

Twenty five years ago, it didn't exist. Today, over twenty million people worldwide are surfing the Net. WHERE WIZARDS STAY UP LATE is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers were regarded as mere giant calculators, J.C.R Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, WHERE WIZARDS STAY UP LATE captures the hard work, genius, and happy accidents of their daring, stunningly successful venture.

Profiles computer hackers who overstep ethical boundaries and break the law to penetrate society's most sensitive computer networks.

A Library Journal Best Book of the Year Tech-guru Brian McCullough delivers a rollicking history of the internet, why it exploded, and how it changed everything. The internet was never intended for you, opines Brian McCullough in this lively narrative of an era that utterly transformed everything we thought we knew about technology. In How the Internet Happened, he chronicles the whole fascinating story for the first time, beginning in a dusty Illinois basement in 1993, when a group of college kids set off a once-in-an-epoch revolution with what would become the first "dotcom." Depicting the lives of now-famous innovators like Netscape's Marc Andreessen and Facebook's Mark Zuckerberg, McCullough also reveals surprising quirks and unknown tales as he tracks both the technology and the culture around the internet's rise. Cinematic in detail and unprecedented in scope, the result both enlightens and informs as it draws back the curtain on the new rhythm of disruption and innovation the internet fostered, and helps to redefine an era that changed every part of our lives.

A History of the Internet and the Digital Future tells the story of the development of the internet from the 1950s to the present and examines how the balance of power has shifted between the individual and the state in the areas of censorship, copyright infringement, intellectual freedom, and terrorism and warfare. Johnny Ryan explains how the Internet has revolutionized political campaigns; how the development of the World Wide Web enfranchised a new online population of assertive, niche consumers; and how the dot-com bust taught smarter firms to capitalize on the power of digital artisans. From the government-controlled systems of the Cold War to today's move towards cloud computing, user-driven content, and the new global commons, this book reveals the trends that are shaping the businesses, politics, and media of the digital future.

No company of the twentieth century achieved greater success and engendered more admiration, respect, envy, fear, and hatred than IBM. Building IBM tells the story of that company--how it was formed, how it grew, and how it shaped and dominated the information processing industry. Emerson Pugh presents substantial new material about the company in the period before 1945 as well as a new interpretation of the postwar era.Granted unrestricted access to IBM's archival records and with no constraints on the way he chose to treat the information they contained, Pugh dispels many widely held myths about IBM and its leaders and provides new insights on the origins and development of the computer industry.Pugh begins the story with Herman Hollerith's invention of punched-card machines used for tabulating the U.S. Census of 1890, showing how Hollerith's inventions and the business he established provided the primary basis for IBM. He tells why Hollerith merged his company in 1911 with two other companies to create the Computing-Tabulating-Recording Company, which changed its name in 1924 to International Business Machines. Thomas J. Watson, who was hired in 1914 to manage the merged companies, exhibited remarkable technological insight and leadership--in addition to his widely heralded salesmanship--to build Hollerith's business into a virtual monopoly of the rapidly growing punched-card equipment business. The fascinating inside story of the transfer of authority from the senior Watson to his older son, Thomas J. Watson Jr., and the company's rapid domination of the computer industry occupy the latter half of the book. In two final chapters, Pugh examines conditions and events of the 1970s and 1980s and identifies the underlying causes of the severe problems IBM experienced in the 1990s.

Michael Wolff's wickedly funny chronicle of his rags-to-riches-to-rags adventure as a fledgling Internet entrepreneur exposes an industry powered by hype, celebrity, and billions of investment dollars -- and notably devoid of profit-making enterprises. As he describes his efforts to control his company's burn rate -- the amount of money the company consumes in excess of its income -- Wolff offers a no-holds-barred portrait of unaccountable successes and major disasters, including the story behind Wired magazine and its fanatical founder, Louis Rossetto; the rise of America Online, perhaps the most dysfunctional successful company in history, and the humiliating inability of people such as Bill Gates to untangle the intricacies of the Web.

In the bestselling tradition of The Soul of a New Machine, Dealers of Lightning is a fascinating journey of intellectual creation. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses, a group of computer eccentrics dubbed PARC. This brilliant group created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one of the main precursors of the Internet), only to see these breakthroughs rejected by the corporation. Yet, instead of giving up, these determined inventors turned their ideas into empires that radically altered contemporary life and changed the world. Based on extensive interviews with the scientists, engineers, administrators, and executives who lived the story, this riveting chronicle details PARC's humble beginnings through its triumph as a hothouse for ideas, and shows why Xerox was never able to grasp, and ultimately exploit, the cutting-edge innovations PARC delivered. Dealers of Lightning offers an unprecedented look at the ideas, the inventions, and the individuals that propelled Xerox PARC to the frontier of technohistory--and the corporate machinations that almost prevented it from achieving greatness.

At a time when Steve Jobs was only a teenager and Mark Zuckerberg wasn't even born, a group of visionary engineers and designers--some of them only high school students--in the late 1960s and 1970s created a computer system called PLATO, which was light-years ahead in experimenting with how people would learn, engage, communicate, and play through connected computers. Not only did PLATO engineers make significant hardware breakthroughs with plasma displays and touch screens but PLATO programmers also came up with a long list of software innovations: chat rooms, instant messaging, message boards, screen savers, multiplayer games, online newspapers, interactive fiction, and emoticons. Together, the PLATO community pioneered what we now collectively engage in as cyberculture. They were among the first to identify and also realize the potential and scope of the social interconnectivity of computers, well before the creation of the internet. PLATO was the foundational model for every online community that was to follow in its footsteps. The Friendly Orange Glow is the first history to recount in fascinating detail the remarkable accomplishments and inspiring personal stories of the PLATO community. The additive nature of PLATO both ruined many a college career and launched pathbreaking multimillion-dollar software products. Its development, impact, and eventual disappearance provides an instructive case study of technological innovation and disruption, project management, and missed opportunities. Above all, The Friendly Orange Glow at last reveals new perspectives on the origins of social computing and our internet-infatuated world.

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