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Popular Science: The Big Book of Hacks High-Tech DIY Projects with Electronics, Sensors, and LEDs **High-Tech DIY Projects with Microcontrollers** **High-Tech DIY Projects with Flying Objects** *Make: Tech DIY* *The Big Book of Hacks* **High-Tech DIY Projects with Musical Instruments** **High-Tech DIY Projects with 3D Printing** **High-Tech DIY Projects with Robotics** **The Big Book of Maker Skills** **Fashioning Technology** **High-Tech DIY Projects with 3D Printing** *High-Tech DIY Projects with Flying Objects* *High-Tech DIY Projects with Electronics, Sensors, and LEDs* **The Big Book of Hacks (Popular Science) - Revised Edition** **Tech DIY 62 Projects to Make with a Dead Computer** **Tinkernut Presents Upcycled Technology Unscrewed** *Handmade Electronic Music* **The New Pallet Book** **High-Tech LEGO Projects** **The Crafty Kids Guide to DIY Electronics: 20 Fun Projects for Makers, Crafters, and Everyone in Between** *The Best of Make: Craft: Volume 01* **Raspberry Pi and AVR Projects** **Maker Dad** *Modern Techniques for Successful IT Project Management* **Arduino Workshop** *Make DIY Microcontroller Projects for Hobbyists* **Make: Paper Inventions** *DIY Solar Projects* **The Big Book of Maker Skills (Popular Science)** [Drawdown](#) **Junk Drawer Engineering** *HomeMade Modern Handbook of Research on Technology Project Management, Planning, and Operations* **Homemakers** **Forrest Mims' Science Experiments**

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Craft awesome DIY electronics projects using fabric, paper, and creativity-- no prior experience necessary! This fun TAB guide provides an entertaining, hands-on introduction to electronics and making. The book contains 20 DIY projects that teach electronics and craft skills using inexpensive, readily available materials. You'll also find four fun interviews with awesome makers. The author explains how to work with conductive thread, sewable LEDs, copper tape, small motors, simple sensors, and more. Written by a dedicated hobbyist, *The Crafty Kid's Guide to DIY Electronics: 20 Fun Projects for Makers, Crafters, and Everyone in Between* focuses on paper circuits, soft circuits, wearables, and robots. Designed for children interested in exploring, the book is also ideal for established hobbyists with senses of humor! Inside you'll discover how to: •Get up and running with electronics and crafting•Build interactive paper projects that light up, buzz, vibrate, and dance•Use cardboard and origami—even create a pop-up cityscape with lights!•Make sewing projects that use conductive thread and electricity•Assemble a constellation night light and a grumpy monster with a tilt sensor•Add wearable technology to your gadgets•Make an LED paper flower crown and a mood badge•Work with robotics and develop your own robot-based projects•Construct an extremely effective robot alarm clock The possibilities of what can be made with a 3D printer are endless. This guide presents the basics of 3D printing, beginner's projects, and additional resources to set young makers on their way to becoming masters. With up-to-the-minute information, simple language, and hands-on projects, this is the perfect launching point into the exciting world of 3D printing. Ingenious (and hilarious) projects that aspiring makers will love, brought to you by the tinkerers at Popular Science magazine. From useful, doable gadgets to outlandish contraptions that you'd likely be wise to avoid, this showcase of ingenuity is an entertaining tribute to the inventive spirit. In this book from the science and technology magazine that's been inspiring everyday people for nearly 150 years, you'll discover: **Geek Toys:** Be the life of any party with rad gaming hacks, amazing pyrotechnics, quirky DIY robots, wow-inducing projectiles, and lots of ways to make beer even better. **Home Improvements:** Pimp out your pad with a laser-security system, an improvised sous-vide cooker, and a life-sized cardboard display of anyone you want. **Gadget Upgrades:** Want to stash a flash drive in an old cassette? Use a DIY stylus on a touchscreen? Improve a fisheye lens for your camera? With this book, you can. **Things That Go:** Give your motorbike a Tron vibe, deck out your car with an action-figure hood ornament, and keep gadgets charged on the go with a solar-powered backpack. ...and much more! A practical guide to building PIC and STM32 microcontroller board applications with C and C++ programming **Key Features** Discover how to apply microcontroller boards in real life to create

interesting IoT projects Create innovative solutions to help improve the lives of people affected by the COVID-19 pandemic Design, build, program, and test microcontroller-based projects with the C and C++ programming language Book Description We live in a world surrounded by electronic devices, and microcontrollers are the brains of these devices. Microcontroller programming is an essential skill in the era of the Internet of Things (IoT), and this book helps you to get up to speed with it by working through projects for designing and developing embedded apps with microcontroller boards. DIY Microcontroller Projects for Hobbyists are filled with microcontroller programming C and C++ language constructs. You'll discover how to use the Blue Pill (containing a type of STM32 microcontroller) and Curiosity Nano (containing a type of PIC microcontroller) boards for executing your projects as PIC is a beginner-level board and STM-32 is an ARM Cortex-based board. Later, you'll explore the fundamentals of digital electronics and microcontroller board programming. The book uses examples such as measuring humidity and temperature in an environment to help you gain hands-on project experience. You'll build on your knowledge as you create IoT projects by applying more complex sensors. Finally, you'll find out how to plan for a microcontroller-based project and troubleshoot it. By the end of this book, you'll have developed a firm foundation in electronics and practical PIC and STM32 microcontroller programming and interfacing, adding valuable skills to your professional portfolio. What you will learn Get to grips with the basics of digital and analog electronics Design, build, program, and test a microcontroller-based system Understand the importance and applications of STM32 and PIC microcontrollers Discover how to connect sensors to microcontroller boards Find out how to obtain sensor data via coding Use microcontroller boards in real life and practical projects Who this book is for This STM32 PIC microcontroller book is for students, hobbyists, and engineers who want to explore the world of embedded systems and microcontroller programming. Beginners, as well as more experienced users of digital electronics and microcontrollers, will also find this book useful. Basic knowledge of digital circuits and C and C++ programming will be helpful but not necessary. You can make the furniture you want at a fraction of the price of store-bought furniture. Not only will you save tons of money, but you'll also make environmentally sustainable pieces that are solidly built, using real materials like metal, wood, concrete, and other recycled ready-mades. The projects in this book don't require special skills, prior experience, or even a garage full of tools. You'll be walked step-by-step through the process of making furniture, from where to buy the materials (or where to scavenge) to how to make the most of the tools you own. After two years, MAKE has become one of most celebrated new magazines to hit the newsstands, and certainly one of the hottest reads. If you're just catching on to the MAKE phenomenon and wonder what you've missed, this book contains the best DIY projects from the magazine's first ten volumes -- a surefire collection of fun and challenging activities going back to MAKE's launch in early 2005. Find out why MAKE has attracted a passionate following of tech and DIY enthusiasts worldwide with one million web site visitors and a quarter of a million magazine readers. And why our podcasts consistently rank in the top-25 for computers and technology. With the Best of MAKE, you'll share the curiosity, zeal, and energy of Makers -- the citizen scientists, circuit benders, homemakers, students, automotive enthusiasts, roboticists, software developers, musicians, hackers, hobbyists, and crafters -- through this unique and inspiring assortment of DIY projects chosen by the magazine's editors. Learn to: Hack your gadgets and toys Program microcontrollers to sense and react to things Take flight with rockets, planes, and other projectiles Make music from the most surprising of things Find new ways to take photos and make video Outfit yourself with the coolest tools Put together by popular demand, the Best of MAKE is the perfect gift for any maker, including current subscribers who missed early volumes of the magazine. Do you or someone you know have a passion for the magic of tinkering, hacking, and creation? Do you enjoy finding imaginative and unexpected uses for the technology and materials in your life? Then get on board with the Best of MAKE! Electronic gadgets are fun to play with, but they're even more fun to build! Students will unlock the mysteries of electronics, sensors, and LEDs with this book as it provides both technical information and step-by-step projects. Clubs, online communities, and additional resources are also discussed to help ambitious makers progress to the next level in their newfound hobby. Fire up your soldering iron, charge up that drill, and get ready to hack! From a tiny theremin to a watermelon keg, from an automatic cat feeder to a glowing mousepad, the ingenious and hilarious projects in The Big Book of Hacks are perfect for aspiring makers. And it's all brought to you by the DIY masters at Popular Science magazine. Four comprehensive chapters help you create megafun games and toys for the amusement of all: GEEK TOYS Be the life of any party with rad gaming hacks, amazing pyrotechnics, quirky DIY robots, "wow"-inducing projectiles, and lots of ways to make beer even better. HOME IMPROVEMENTS Pimp out your pad with a laser-security system, an improvised sous-vide cooker, and a life-size cardboard display of anyone you want. GADGET UPGRADES Want to stash a flash drive in an old cassette? Use a DIY stylus on a touchscreen? Improvise a fisheye lens for your camera? With this book, you can. THINGS THAT GO Give your motorbike a Tron vibe, deck out your car with an action-figure hood ornament, and keep gadgets charged on the go with a solar-powered backpack. Paper is incredible stuff. It's easy to cut, but incredibly strong. It's disposable, but can last for centuries. It can stand as stiff as a board, pop up like a spring, or float like a leaf. And its invention changed the world forever. Perfect for kids, parents, and educators, Paper Inventions is a project-based book with full color illustrations, step-by-step instructions, supply lists, and templates that allow you to follow along with the book or devise something entirely new. Each chapter features new projects that will challenge and intrigue everyone, from beginning to experienced Makers. In this book, you'll learn to make: A light-up paper cat that shows how switches and sensors work An action origami robot worm Edible rice paper perfect for secret messages A space rover that moves thanks to paper machinery A paper generator that creates electricity when you tap or rub it Heat-activated paper models that fold themselves A geodesic dome big enough to crawl into--from newspaper! The first DIY book to use cutting-edge (and affordable) technology in appealing projects for fathers and daughters to do together. Make: Tech DIY introduces younger children to the magic of electronics through the softer side of circuits! Young explorers will learn about electronics through sewing and craft projects aimed at maker parents and their children, elementary school teachers, and kids' activity leaders. Each project introduces new skills and new components in a progressive series of projects that take learners from the very basics to understanding how to use components such as sensors, transistors, and timers. The book is breezy, highly illustrated, and fun for everyone! The projects in Junk Drawer Engineering demonstrate that you don't need high-tech equipment to make learning fun--just what you can find in your recycling bin and around the house. Educators and parents will find this title a handy resource to teach children problem-solving skills and applied physics, all while having a lot of fun. Provides instructions for creating a variety of home accents, accessories, and toys that combine crafting and technology. Advances in solar technology have made many DIY-friendly products available to consumers, several of which will be hitting the market for the first time in 2011. These include solar water heaters, solar battery charging stations, solar powered lights, photovoltaic shingles that provide supplementary electricity, solar heat pumps, and solar panel kits that generate primary home electrical service. Among the step-by-step projects is a solar water heating system you can build and install yourself for under \$1000; simple thermosyphon solar heat collectors for barns and outbuildings; or "heat grabbers" that you can fabricate for \$50 in materials and position below a south-facing window to provide auxiliary winter heat. Music has been a powerful tool for self-expression for thousands of years. And while modern instruments are often very expensive, the truth is that anyone can make their own! With the information, projects, and resources found within these pages, young musicians will quickly be making and playing their own instruments. Learning the ins and outs of robotics can take a lifetime, but learning the basics just takes reading one book! Different types of robots and their components, functions, and purposes are explored in a way that students will find helpful and encouraging when they begin working on their own projects. More than just a beginner's guide, this may be the spark to ignite limitless possibility for kids who love to use their minds and hands. Upcycle that unwanted wood! The New Pallet Book updates a unique woodworking book with 25+ new ways to take a stack of pallets and put them to use. Join home improvement author Chris Peterson for a complete guide to deconstructing and repurposing pallets. This edition, with tons of new content and more than 50 projects and ideas, features everything from dead-simple builds like pathway pavers and a mug holder to more challenging projects like a recycling bin holder and bathroom magazine box. It's safe to say there's something for everyone--and every pallet. Some projects, like the raised bed, showcase the pallet. For others, like the fireplace surround, you'd be hard-pressed to guess the wood was free. New projects Include: Central AC Unit Screen Window Shutters Bike Rack Potting Bench Strawberry Box Toss Across Game Wall-Mounted Sneaker Rack Towel Rack Ladder Crafts Center Beer Cooler Tool Carrier Firewood Holder Bathtub Tray And Much More! There's no shortage of inspiration to put free wood to work and keep pallets out of landfills. Simple step-by-step instructions, as well as parts lists and images of the completed projects, make sure you will build it right the first time. Peterson also dishes out must-

have pallet knowledge, including the basic tools for breakdown, finish options, and key information on pallet safety. It's a one-stop pallet workshop!

Forrest M. Mims is a revered contributor to *Make*: magazine, where his popular columns about science-related topics and projects for Makers are evergreen treasures. Collected together here for the first time, these columns range from such simple projects as building an LED tracker for hand-launched night rockets to such challenging builds as transforming strings of data into unique musical compositions. A variety of photography and imaging projects are featured, including an ultra-sensitive twilight photometer that measures the elevation of layers of dust, smoke, and smog from around 3,000 feet to the top of the stratosphere at 31 miles! Most of the projects can be done with a collection of simple electronic components, such as LEDs, transistors, resistors, and batteries. To inspire and motivate readers, the book also includes profiles of such famous Makers as President Thomas Jefferson and Microsoft co-founder Paul Allen. Humans have been obsessed with conquering the skies for millennia. This book documents that journey from the earliest days of projectiles to modern-day rockets. Armed with this crucial background information, students will then be directed through a step-by-step project to make their own rocket. Additional high-tech projects will keep their hands busy and their imaginations soaring. Electronic gadgets are fun to play with, but they're even more fun to build! Students will unlock the mysteries of electronics, sensors, and LEDs with this book as it provides both technical information and step-by-step projects. Clubs, online communities, and additional resources are also discussed to help ambitious makers progress to the next level in their newfound hobby. This ultimate guide for tech makers covers everything from hand tools to robots plus essential techniques for completing almost any DIY project. Makers, get ready: This is your must-have guide to taking your DIY projects to the next level. Legendary fabricator and alternative engineer Chris Hackett teams up with the editors of *Popular Science* to offer detailed instruction on everything from basic wood- and metalworking skills to 3D printing and laser-cutting wizardry. Hackett also explains the entrepreneurial and crowd-sourcing tactics needed to transform your back-of-the-envelope idea into a gleaming finished product. In *The Big Book of Maker Skills*, readers learn tried-and-true techniques from the shop classes of yore—how to use a metal lathe, or pick the perfect drill bit or saw—and get introduced to a whole new world of modern manufacturing technologies, like using CAD software, printing circuits, and more. Step-by-step illustrations, helpful diagrams, and exceptional photography make this book an easy-to-follow guide to getting your project done. *Handmade Electronic Music: The Art of Hardware Hacking* provides a long-needed, practical, and engaging introduction for students of electronic music, installation and sound-art to the craft of making—as well as creatively cannibalizing—electronic circuits for artistic purposes. Designed for practitioners and students of electronic art, it provides a guided tour through the world of electronics, encouraging artists to get to know the inner workings of basic electronic devices so they can creatively use them for their own ends. *Handmade Electronic Music* introduces the basic of practical circuitry while instructing the student in basic electronic principles, always from the practical point of view of an artist. It teaches a style of intuitive and sensual experimentation that has been lost in this day of prefabricated electronic musical instruments whose inner workings are not open to experimentation. It encourages artists to transcend their fear of electronic technology to launch themselves into the pleasure of working creatively with all kinds of analog circuitry. Microcontrollers are small computers embedded in many everyday devices. The average person interacts with several of them each day without even thinking about it. But why have microcontrollers become so ubiquitous, in what devices are they found, and—most importantly—how does one go about making one? All this and more is explained in the engaging text. It will turn even the technologically illiterate into budding tech wizards. A collection of 16 fascinating scientific and technical projects to build with parts from the LEGO MINDSTORMS EV3 robotics set and other components. A great addition to any STEM curriculum or home library. *High Tech LEGO® hijacks the MINDSTORMS® EV3 revolution*, showing you how to build creative technical inventions with practical applications. You'll learn to build a dynamic array of working devices for outdoor research, home security, spycraft, and more. Among the book's 16 fascinating projects you'll find a motion-activated animal cam, a Morse code transmitter, a laser security fence, a motion-sensing radar detector, an automated insect trapper, and a heat-seeking infrared cannon. Welcome to a whole new world of building! Every project brings together science, mechanics, electronics, optics, and software to create complex instruments for studying and measuring the world around you, all while maintaining the playfulness of LEGO. Each easy-to-follow model combines illustrated instructions with step-by-step guidance on the engineering methods at play. As you build, you'll learn: "Illegal" modding techniques (that may include drilling, cutting and soldering -- Shh!) Different ways to work with diode laser modules Tricks for modifying EV3 sensors and motors The joy of hacking LEGO light bricks to make a flickering fireplace How to use MINDSTORMS to build your own contraptions! Experiment on your own, and expand on your finished creations. Make a few adjustments so the Critter Cam triggers an alarm to scare away pests, or modify the Doppler radar to detect flammable gases. The possibilities are endless! REQUIREMENTS: LEGO® MINDSTORMS® EV3 Home Edition Windows Vista or higher macOS 10.14 or earlier Makers, get ready. This is your ultimate, must-have, tip-packed guide for taking your DIY projects to the next level—from basic wood- and metalworking skills to plugged-in fun with power tools, from cutting-edge electronics play to 3-D printing wizardry. Join Chris Hackett, *Popular Science* intrepid DIY columnist and star of the Science Channel's *Stuck with Hackett*, on a rummage through the toolbox of yore—and a foray into the technologies of the future. **HAND TOOLS** A classic is a classic for a reason. Learn to build your own metal forge, screen-print whatever you want, swing a hammer better than your ancestors, and repurpose what Hackett calls "obtainium"—but what others might call trash—into your own mad-scientist creations. **POWER TOOLS** Discover the supreme joy that is angle-grinding, rig your own welding machine out of a junked car battery or three, and meet and master a whole host of electronic gadgets—LEDs, piezo buzzers, solar panels, and more. **ROBOTS & BEYOND** When it comes to making, there's a whole new skillset in town. Get started with CNC milling, laser-cutting, programming microcontrollers, and 3D printing in a chapter that's all about building what's next. **MUCH MORE** Setting up a hackerspace, drones and space exploration tools, circuitry basics, sourcing and crowdsourcing and biotechnology—just to name a few more. You name it; it's probably in this book. Perfect for the do-it-yourselfer, this handy guide to household electronics gives the weekend workbench enthusiast a multitude of ideas on how to salvage valuable parts from old electronics and turn them into useful gadgets once more. This handbook is loaded with information and helpful tips for disassembling old and broken electronics. Each of the more than 50 deconstruction projects includes a "treasures cache" of the components to be found, a required tools list, and step-by-step instructions with photos on how to safely extract the working components. Projects include building a desk lamp from an old flatbed scanner, a barbecue supercharger from a Dustbuster impeller, and a robot from the gears, rollers, and stepper motor found in an ink-jet printer. Now, old VHS players and fax machines will find new life with these fun ideas. #1 Amazon New Release! – Transform old tech into amazing, modern inventions Fans of *Popular Science*, Smithsonian's *Maker Lab*, and *The Big Book of Makerspace Projects* will love *Upcycled Technology*. DIY science projects using your discarded stuff: We all have a drawer or closet full of old discarded tech just sitting around gathering dust. Memories of a bygone technological era that have been replaced by newer, shiner, smarter devices. What can you do with them? Most of us don't even know how to properly dispose of them. If only there was a way to save them from their untimely fate. DIY electronics: Well empty out that drawer and grab a screwdriver, because the time has come to bring these old devices back from the grave! Old technology may no longer be useful, but it isn't useless. Hidden inside often discarded devices is a treasure trove of motors, magnets, screens, and other parts just waiting for a chance to be upcycled! **Hardcore electronics and computer projects:** And this type of "upcycling" doesn't mean turning an old CD into a coaster, it means something a little more hardcore. Readers will learn: How to make a great Wi-Fi security camera with an old cell phone How to make a basic 3D printer out of old computer disk drives What can be made with the rare-earth magnets inside old hard drives or the reusable LCD screens in old phones And much more Creating new zombie tech from old tech is eco-friendly and it's also a fantastic way to learn about the technology we use (or used to use) every day. The only limit is your curiosity and willingness to tinker! A tech book for tinkerers and makers Humans have been obsessed with conquering the skies for millennia. This book documents that journey from the earliest days of projectiles to modern-day rockets. Armed with this crucial background information, students will then be directed through a step-by-step project to make their own rocket. Additional high-tech projects will keep their hands busy and their imaginations soaring. **CRAFT** is the first project-based magazine dedicated to the renaissance that is occurring within the world of crafts. Celebrating the DIY spirit, **CRAFT**'s goal is to unite, inspire, inform and entertain a growing community of highly imaginative people who are transforming traditional art and crafts with unconventional, unexpected and even renegade techniques, materials and tools; resourceful spirits who undertake amazing crafting projects in their homes and communities. Volume 01, the premier issue, features 23 projects with a twist! Make a

programmable LED shirt, turn dud shoes into great knitted boots, felt an iPod cocoon, embroider a skateboard, and much more. The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In *Arduino Workshop*, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: - A digital thermometer that charts temperature changes on an LCD -A GPS logger that records data from your travels, which can be displayed on Google Maps - A handy tester that lets you check the voltage of any single-cell battery - A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: - An electronic version of the classic six-sided die - A binary quiz game that challenges your number conversion skills - A motorized remote control tank with collision detection to keep it from crashing *Arduino Workshop* will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

Computer technology provides the opportunity for innovation and progress in the daily operations and initiatives of corporations. Despite the positive elements of integrating technology into the workplace, corporations continue to struggle with the challenges created by rapid technological advancements. *Modern Techniques for Successful IT Project Management* brings together academic research and professional practice to examine the complexity of implementing technology into the structure and organization of a corporation's ventures. This publication is an essential reference source for researchers, professionals, and upper-level university students working in the fields of project management, information systems, and IT project management interested in the methodologies and research necessary to improve the impact of Information Technology. • New York Times bestseller • The 100 most substantive solutions to reverse global warming, based on meticulous research by leading scientists and policymakers around the world "At this point in time, the *Drawdown* book is exactly what is needed; a credible, conservative solution-by-solution narrative that we can do it. Reading it is an effective inoculation against the widespread perception of doom that humanity cannot and will not solve the climate crisis. Reported by-effects include increased determination and a sense of grounded hope." —Per Espen Stoknes, Author, *What We Think About When We Try Not To Think About Global Warming* "There's been no real way for ordinary people to get an understanding of what they can do and what impact it can have. There remains no single, comprehensive, reliable compendium of carbon-reduction solutions across sectors. At least until now. . . . The public is hungry for this kind of practical wisdom." —David Roberts, *Vox* "This is the ideal environmental sciences textbook—only it is too interesting and inspiring to be called a textbook." —Peter Kareiva, Director of the Institute of the Environment and Sustainability, UCLA In the face of widespread fear and apathy, an international coalition of researchers, professionals, and scientists have come together to offer a set of realistic and bold solutions to climate change. One hundred techniques and practices are described here—some are well known; some you may have never heard of. They range from clean energy to educating girls in lower-income countries to land use practices that pull carbon out of the air. The solutions exist, are economically viable, and communities throughout the world are currently enacting them with skill and determination. If deployed collectively on a global scale over the next thirty years, they represent a credible path forward, not just to slow the earth's warming but to reach drawdown, that point in time when greenhouse gases in the atmosphere peak and begin to decline. These measures promise cascading benefits to human health, security, prosperity, and well-being—giving us every reason to see this planetary crisis as an opportunity to create a just and livable world. In this reboot of the popular 2012 title, readers will find a collection of the most up-to-date and thrilling DIY tech projects around—straight from the experts at *Popular Science* magazine. Updated with new and more modern projects, the *Big Book of Hacks* the perfect book for aspiring makers, curious young techies and old-school enthusiasts alike ... especially any who love using a soldering iron! Charge up that drill, fire up your soldering iron, and get ready to hack! Starting with a robust introduction to basic yet essential maker skills and followed by four comprehensive chapters of hack projects, this book has everything you'll need. **BASIC MAKER SKILLS** From setting up your workspace to using basic hand and power tools to tinkering with robotics, find the top tips and essential skills every maker and maker-in-training needs to be successful. Other skills include 3-D printing, lasercutting, CAD design, and more! **GEEK TOYS** Be the life of the party with quirky drinking amusements, amazing pyrotechnics, and robots. Includes projects for installing a shower beer caddy, freezing LEGO ice cubes, wielding a potato launcher, building an LED-light dance floor, and constructing a light saber, with updates like a sword that detects free Wi-Fi, a solar-powered rover that really goes, a replica of a Roman catapult, and more! **HOME IMPROVEMENTS** Pimp out your pad with a laser-security system, an improvised sous-vide cooker, a secret door, an aquarium in an old TV, the perfect gaming chair or a life-size cardboard display of anyone you want. New projects include a sensor that lets you control your home's temperature and energy use from afar, an automated pet-feeder, and a light made with pennies! **GADGET UPGRADES** Want to use an XBOX 360 controller as a phone case or build a polygraph test? Looking to brighten up a standard flashlight or charge your phone with solar rays? Improvise a fisheye lens for your camera or dye your laptop? Now you can upgrade many household items without breaking the bank. Look for updated content, such as a hacked radio that lets you listen to meteor showers, your very own DIY particle detector, and a cool soldering stencil. **THINGS THAT GO** Give your motorbike a Tron vibe or make a unicycle out of an old bike, deck out your car with an action-figure hood ornament or install a bed in your van, upgrade your kayak to a sail boat or take aerial photos with a balloon. Find these mobile projects and more—plus new stuff, like a heart-rate monitor you wear on your sleeve, a bike jacket with flashing turn signals, goggles with prescription lenses, and a bicycle-powered generator! With its clever tone, step-by-step instructions, and useful diagrams, every project is accessible to people of all ages. Find all the ingenious and hilarious projects that every techie will enjoy, in the upgraded *The Big Book of Hacks*. "This book provides a compendium of terms, definitions and explanations of concepts, processes and acronyms that reflect the growing trends, issues, and applications of technology project management"-- Provided by publisher. The possibilities of what can be made with a 3D printer are endless. This guide presents the basics of 3D printing, beginner's projects, and additional resources to set young makers on their way to becoming masters. With up-to-the-minute information, simple language, and hands-on projects, this is the perfect launching point into the exciting world of 3D printing. **Make: Tech DIY** introduces younger children to the magic of electronics through the softer side of circuits! Young explorers will learn about electronics through sewing and craft projects aimed at maker parents and their children, elementary school teachers, and kids' activity leaders. Each project introduces new skills and new components in a progressive series of projects that take learners from the very basics to understanding how to use components such as sensors, transistors, and timers. The book is breezy, highly illustrated, and fun for everyone! As an incredibly cheap, credit-card sized computer, the Raspberry Pi is breaking down barriers by encouraging people of all ages to experiment with code and build new systems and objects; and this book provides readers with inspiring and insightful examples to explore and build upon. Written for intermediate to seasoned Raspberry Pi users, this book explores four projects from around the world, explained by their makers. These projects cover five major categories in the digital maker space: music, light, games, home automation, and the Internet of Things. Presents step-by-step instructions for repurposing a variety of electronic appliances and equipment, including computers, cell phones, and scanners, into other items. From "Silicon Valley's Martha Stewart" comes a new manifesto for the modern homemaker in the digital age. Over the past three generations, the rules of homemaking and our very notions of what a homemaker is and does have radically changed. We are still a nation of makers, but we are crafting and creating beyond the home, in both the analog and digital worlds. And in the next ten years, "making" and "homemaking" will evolve further. Tomorrow's women will find themselves actually manufacturing everything from decor to clothing, from right inside their homes. In *Homemakers*, Brit Morin, founder of the wildly popular lifestyle brand and website *Brit + Co.*, reimagines homemaking for the twenty-first century. While today's generation thrives in the virtual world, they like to work and create in the physical world. Morin inspires you to combine the best of analog and digital, to help you reconnect with your inner creative child—the one who used to love to draw, to build, and to play—to make your home a more creative, functional, and beautiful place. Full of captivating, colorful spreads, step-by-step DIYs, tips, and unique ideas, *Homemakers* explores a range of domestic skills room by room in a house, from cooking advice in the kitchen to health and beauty tips in the bathroom. Simple, beautiful, and stylish, it offer ideas for creative living to encourage and enable the digital generation to make. Kid

Crafts introduces younger children to the magic of electronics through the softer side of circuits! Young explorers will learn about electronics through sewing and craft projects aimed at maker parents and their children, elementary school teachers, and kids' activity leaders. Each project introduces new skills and new components in a progressive series of projects that take learners from the very basics to understanding how to use components such as sensors, transistors, and timers. The book is breezy, highly illustrated, and fun for everyone!

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