

# Serious

## Super Serious

An oral history of Los Angeles independent stand-up comedy with a collection of comedian portraits from a decade of the beloved independent comedy show, *The Super Serious Show*. With a foreword by Demetri Martin, afterword by Reggie Watts, and featuring big-name stars and up-and-coming indie comics alike, *Super Serious* gives a behind-the-scenes glimpse into the world of Los Angeles independent comedy, as told by the performers, directors, and producers who've helped shape it. Including over 60 intimate interviews and 350 photographs, *Super Serious* is a irreverent, loving portrait of a vibrant—and very funny—community.

## The Serious Goose

Can you make the Serious Goose laugh? This playful and funny board book by Jimmy Kimmel challenges kids to make the silliest faces they can in the mirror inside—and crack up this no-nonsense goose! This board book, written, illustrated, and lettered by late-night host Jimmy Kimmel, challenges young readers to bring the silly out of a very Serious Goose. Inspired by Jimmy's nickname for his kids, *The Serious Goose* reminds us to be silly in a serious way. With shorter text and sturdy pages, this simplified edition is perfect for little hands! This delightful read-aloud is guaranteed to create giggles of giggles time and time again!

## Serious Games

This book constitutes the refereed proceedings of the 9th Joint International Conference on Serious Games, JCSG 2023, held in Dublin, Ireland, during October 26–27, 2023. The 18 full papers presented together with 9 short papers and 14 poster papers were carefully reviewed and selected from 53 submissions. They are grouped into the following topics: technology and systems; theoretical and design aspects; health and wellbeing; extended realities; soft and social skills; academic skills; and posters and exhibits.

## Serious Games

The central purpose of this book is to examine critically the claim that playing games can provide learning that is deep, sustained and transferable to the "real world."

## Definition of Serious and Complex Medical Conditions

In response to a request by the Health Care Financing Administration (HCFA), the Institute of Medicine proposed a study to examine definitions of serious or complex medical conditions and related issues. A seven-member committee was appointed to address these issues. Throughout the course of this study, the committee has been aware of the fact that the topic addressed by this report concerns one of the most critical issues confronting HCFA, health care plans and providers, and patients today. The Medicare+Choice regulations focus on the most vulnerable populations in need of medical care and other services—those with serious or complex medical conditions. Caring for these highly vulnerable populations poses a number of challenges. The committee believes, however, that the current state of clinical and research literature does not adequately address all of the challenges and issues relevant to the identification and care of these patients.

## Serious Violations of Human Rights

This monograph represents the most recent analysis of the use of the expression 'serious violations of human

rights' in international practice. It proposes a systematic and structured engagement with the international practice around serious violations of human rights.

## **Serious Games**

Examines a broad range of prevention and intervention programmes, from those that focus on early childhood to those focusing on late adolescence.

## **Serious and Violent Juvenile Offenders**

Witnesses play a crucial role in the investigation, prosecution and adjudication of serious and organised crimes, and a range of protection measures are needed to ensure that witnesses can testify freely and without intimidation and receive protection before, during and after trial. This publication contains recently adopted Council of Europe and other standards in this field, as well as a compendium of national laws and practices in the countries which participated in the joint Council of Europe and European Commission CARPO regional police project from 2004 to 2006.

## **Protecting witnesses of serious crime**

Many Christians think about heaven as a distant place we go after we die. But what if it's a very real kingdom available to us right now, here on earth? In *What If Jesus Was Serious about Heaven?*, Skye Jethani unpacks what Jesus really said about heaven and how it can transform our faith today. The fourth in Jethani's popular *What If Jesus Was Serious?* series, this guide includes the author's hand-drawn illustrations in each chapter. Jethani explores the importance of the kingdom of heaven in Jesus's ministry, message, and parables. In doing so, he redefines the popular understanding of heaven as a celestial home for the dearly departed and reimagines our role in God's kingdom here on earth. This book shows what Jesus and his first followers knew about heaven that we get wrong and helps us recapture what it means for God's kingdom to be present on earth right now.

## **What If Jesus Was Serious about Heaven?**

The Life-Course of Serious and Violent Youth Grown Up addresses significant gaps in the literature on youth involved in chronic, serious, and violent offending. Through longitudinal research and a long follow-up into adulthood, it challenges common perceptions about offending outcomes. Using theoretically grounded, methodologically sophisticated and empirically driven research, this book culminates 20 years of data emerging from the Incarcerated Serious and Violent Young Offender Study (ISVYOS). Initiated in 1998 to understand the origins of serious and violent youth offending, it follows 1,719 formerly incarcerated youth through adulthood and offers a contemporary perspective to questions about chronic offending in adolescence and social and offending outcomes in adulthood. The authors provide a theoretically framed examination of new findings from the ISVYOS regarding participants' justice system involvement, from onset to persistence to desistance. Most participants experienced continued involvement in the justice system in adulthood. However, contrary to past literature, ISVYOS findings challenge static descriptions of chronic offending and notions of the youth "super predator". ISVYOS findings also challenge assertions that experiences and risk factors in childhood and adolescence are not informative of adult justice system involvement. Together, the findings call for a more humanistic approach that recognizes that the complex lives of individuals formerly incarcerated in adolescence implies that desistance does not happen by default. This book will be of great interest to scholars, researchers, and students of forensic psychology, developmental and life course criminology, youth justice, and violent crime.

## **Expert Panel Issues Report on Serious and Violent Juvenile Offenders**

This textbook provides an introduction to the fundamentals of serious games, which differ considerably from computer games that are meant for pure entertainment. Undergraduate and graduate students from various disciplines who want to learn about serious games are one target group of this book. Prospective developers of serious games are another, as they can use the book for self-study in order to learn about the distinctive features of serious game design and development. And ultimately, the book also addresses prospective users of serious game technologies by providing them with a solid basis for judging the advantages and limitations of serious games in different application areas such as game-based learning, training and simulation or games for health. To cater to this heterogeneous readership and wide range of interests, every effort was made to make the book flexible to use. All readers are expected to study Chapter 1, as it provides the necessary basics and terminology that will be used in all subsequent chapters. The eleven chapters that follow cover the creation of serious games (design, authoring processes and tools, content production), the runtime context of serious games (game engines, adaptation mechanisms, game balancing, game mastering, multi-player serious games), the effects of serious games and their evaluation (player experience, assessment techniques, performance indicators), and serious games in practice (economic aspects, cost-benefit analysis, serious game distribution). To familiarize the readers with best practice in this field, the final chapter presents more than 30 selected examples of serious games illustrating their characteristics and showcasing their practical use. Lecturers can select chapters in a sequence that is most suitable for their specific course or seminar. The book includes specific suggestions for courses such as “Introduction to Serious Games”, “Entertainment Technology”, “Serious Game Design”, “Game-based Learning”, and “Applications of Serious Games”.

## **Comprehensive Strategy for Serious, Violent, and Chronic Juvenile Offenders**

Royal assent, 7th April 2005. An Act to provide for the establishment and functions of the Serious Organised Crime Agency; to make provision about investigations, prosecutions, offenders and witnesses in criminal proceedings and the protection of persons involved in investigations or proceedings; to provide for the implementation of certain international obligations relating to criminal matters; to amend the Proceeds of Crime Act 2002; to make further provision for combatting crime and disorder, including new provision about powers of arrest and search warrants and about parental compensation orders; to make further provision about the police and policing and persons supporting the police; to make provision for protecting certain organisations from interference with their activities; to make provision about criminal records; to provide for the Private Security Industry Act 2001 to extend to Scotland. Explanatory notes have been produced to assist in the understanding of this Act and are available separately (ISBN 0105615056). With correction slips dated May 2005 and July 2005

## **The Life-Course of Serious and Violent Youth Grown Up**

This book introduces state-of-the-art research on simulation and serious games for education. Based partially on work presented at the 3rd Asia-Europe Symposium on Simulation and Serious Games (3rd AESSSG) held in Zhuhai, China as part of the 2016 ACM SIGGRAPH International Conference on Virtual-Reality Consortium and Applications in Industry (VRACI 2016), it includes a selection of the best papers from both. The book is divided into three major domains of education applications that use simulation and serious games: science, technology, engineering and mathematics (STEM) education; special needs education; and humanity and social science education. A valuable resource for researchers and developers in simulation and serious games for education benefit from this book, it also offers educators and professionals involved in training insights into the possible applications of simulation and serious games in various areas.

## **Serious Games**

The criminal law on serious traffic offenses presents legislators with numerous controversial issues. One such issue is when severe consequences are matched with low moral culpability. How should the law deal with a driver who kills someone because she failed to see the person when looking? Another controversial issue concerns highly culpable behavior that remains without serious consequences. How should the law cope with

a driver who nearly kills someone when overtaking recklessly? The traffic context generates many hard cases that call the outermost boundaries of general doctrinal concepts like intent, negligence, or causation into question. This book contains an international collection of essays on criminal liability for serious traffic offenses. With a focus on England/Wales, the Netherlands, France, Germany, and Spain, the book reveals that there are enormous differences in both drafting and interpretation of serious traffic offenses. Additionally, it elaborates on the role of culpability and harm in sentencing, traffic-psychological insights relevant to accident causation, and the concept of conditional intent in relation to extremely dangerous traffic behavior. (Series: Governance & Recht - Vol. 11) [Subject: Criminal Law, Traffic Law, Comparative Law]

## **Serious Organised Crime and Police Act 2005**

Marketing text: This innovative book explores how games can be serious, even though most people generally associate them with entertainment and fun. It demonstrates how videogames can be a valuable tool in clinics and demonstrates how clinicians can use them in physical rehabilitation for various pathologies. It also describes step by step their integration in rehabilitation, from the (gaming) technology used to its application in clinics. Further, drawing on an extensive literature review, it discusses the pros and cons of videogames and how they can help overcome certain obstacles to rehabilitation. The last part of the book examines the main challenges and barriers that still need to be addressed to increase and improve the use and efficacy of this new technology for patients. The book is intended for physiotherapists and clinicians alike, providing a useful tool for all those seeking a comprehensive overview of the field of serious games and considering adding it to conventional rehabilitation treatment.

## **VR, Simulations and Serious Games for Education**

The Centers for Disease Control and Prevention estimates that approximately 40 million people in the United States suffer from a serious illness that limits their daily activities. These illnesses include heart and lung disease, cancer, diabetes, and Alzheimer's disease and other forms of dementia. However, significant disparities exist across different communities in the quality and access to care for these illnesses. Factors such as race, ethnicity, gender, geography, socioeconomic status, or insurance status exacerbate these complex disparities. It is critical to reevaluate the current models of care delivery across diverse communities and vulnerable populations. On April 4, 2019, The National Academies of Sciences, Engineering, and Medicine convened a workshop to investigate barriers, policy initiatives, and opportunities for improving access to and equity of care for people living with a serious illness. Discussions explored the current climate of health care and opportunities to improve access to care using organizational, community, patient and family, and clinician perspectives. This publication summarizes the discussions and presentations from the workshop.

## **Criminal Liability for Serious Traffic Offences**

How to create a simulation where participants have a sense of freedom and personal control while still maintaining the structure necessary for an effective story is a difficult task indeed. This book examines how to create an engaging, effective story (necessary to teach participants), while relating practical considerations of building a simulation. It also looks at stories as classic ways of teaching and gathering knowledge and considers other theories of interactive narrative design such as synthetic story creation and management and participant-generated story experiences. It also discusses enabling technologies in artificial intelligence, synthetic characters design and development, speech recognition technology, 3D modelling, and the future of story-driven games. Story Driven Simulations reviews the existing efforts in this field as well as focusing on the recent efforts of Paramount Pictures and The Institute for Creative Technologies at the University of Southern California, where this expert author team created successful simulations for the U.S. Army, Department of Defense, as well as other educational simulations.

## **Serious Games in Physical Rehabilitation**

The workshop summarized in this report was organized as part of a study sponsored by the Substance Abuse and Mental Health Services Administration (SAMHSA) and the Office of the Assistant Secretary for Planning and Evaluation of the U.S. Department of Health and Human Services, with the goal of assisting SAMHSA in its responsibilities of expanding the collection of behavioral health data in several areas. The workshop brought together experts in child mental health, psychiatric epidemiology and survey methods to facilitate discussion of the most suitable measures and mechanisms for producing estimates of serious emotional disturbance in children, which are necessary to enable the distribution of block grants that support state-level mental health services for children. The report discusses existing measures and data on mental disorders and functional impairment, challenges associated with collecting these data in large-scale population-based studies, as well as study design and estimation options.

## **A National Assessment of Serious Juvenile Crime and the Juvenile Justice System**

A neurosurgeon's guide to optimal health and fitness.

## **Improving Access to and Equity of Care for People with Serious Illness**

Volunteering and its nonprofit organizations have commonly been analyzed in economic terms, with volunteering being referred to as \"unpaid (productive) work\". This economic definition has been around far longer than that of volunteering conceived of as leisure, which is discussed as the volitional definition. By means of a lengthy literature review, this book sets out the theoretical and empirical contributions of the serious leisure perspective to understanding volunteer motivation. This second approach began more than 40 years ago. It answers the key motivational question of why people engage in unpaid productive work, laborious or not. Since in this conception payment in cash or in kind is not an incentive to perform such work, what encourages people to volunteer? The serious leisure perspective, unlike mainstream economics, can shed considerable light on this question.

## **Story and Simulations for Serious Games**

A focused approach to raising student achievement This fieldbook shows how to focus on the issues that have most impact upon student achievement. This multidimensional process also will increase the competencies of everyone involved while implementing solutions districtwide. The authors outline the framework and step-by-step guidance for simultaneously addressing the essential components and competencies at multiple levels of the local educational system. Key strategies include: Concentrating on aligning curriculum, instruction, and assessment to state and Common Core State Standards Working on the underlying issues that are impacting the system Garnering support from all staff members to maximize time, resources, and energy

## **Measuring Serious Emotional Disturbance in Children**

Recommends amendments to the Health and Social Care Bill to ensure that private (or voluntary) sector care homes which accommodate publicly-funded residents are brought within the scope of the Human Rights Act. House of Commons papers 303 2007-08.

## **Get Serious**

Housing, Citizenship, and Communities for People with Serious Mental Illness provides the first comprehensive overview of the field. The book covers theory, research, practice, and policy issues related to the provision of housing and the supports that people rely on to get and keep their housing.

## **Leisure and the Motive to Volunteer: Theories of Serious, Casual, and Project-Based Leisure**

Contents.- v.1-9. [Prose and verse chronologically arranged]- v.10. Memorials of Thomas Hood, etc. - v.11. Tylney Hall

### **Getting Serious About the System**

Since 2001 William Germano's *Getting It Published* has helped thousands of scholars develop a compelling book proposal, find the right academic publisher, evaluate a contract, handle the review process, and, finally, emerge as published authors. But a lot has changed in the past seven years. With the publishing world both more competitive and more confusing—especially given the increased availability of electronic resources—this second edition of Germano's best-selling guide has arrived at just the right moment. As he writes in a new chapter, the "via electronica" now touches every aspect of writing and publishing. And although scholars now research, write, and gain tenure in a digital world, they must continue to ensure that their work meets the requirements of their institutions and the needs of their readers. Germano, a veteran editor with experience in both the university press and commercial worlds, knows this audience. This second edition will teach readers how to think about, describe, and pitch their manuscripts before they submit them. They'll discover the finer points of publishing etiquette, including how to approach a busy editor and how to work with other publishing professionals on matters of design, marketing, and publicity. In a new afterword, they'll also find helpful advice on what they can—and must—do to promote their work. A true insider's guide to academic publishing, the second edition of *Getting It Published* will help authors understand what to expect from the publishing process, from manuscript to finished book and beyond.

### **HL 49, HC 746 - Legislative Scrutiny: (1) Serious Crime Bill, (2) Criminal Justice and Courts Bill (Second Report) and (3) Armed Forces (Service Complaints and Financial Assistance Bill**

This is a tongue-in-cheek look at the ways in which we turn ourselves into our own worst enemies. Using metaphors, vignettes, jokes, innuendoes and other "right-hemispheric" language games, Dr. Watzlawick shows how we can make everyday life miserable and inflate trivialities beyond recognition. Those who believe that the search for happiness eventually leads to happiness should consult the chapter "Beware of Arriving."--Publisher description.

### **Housing, Citizenship, and Communities for People with Serious Mental Illness**

Practical and evidence-based, this unique book is the first comprehensive text focused on person-centered approaches to people with serious mental illness such as schizophrenia and bipolar disorder. It reflects a range of views and findings regarding assessment, treatment, rehabilitation, self-help, policy-making, education and research. It is highly recommended for all healthcare professionals, students, researchers and educators involved in general practice, psychiatry, nursing, social work, clinical psychology and therapy. Healthcare service providers, and policy makers and shapers, will find the book's wide-ranging, multi-professional approach enlightening. 'Serious Mental Illness reflects a continued distancing from the outmoded and unsubstantiated belief that people with severe mental illnesses could not recover, and that they would respond positively only to goals and treatment plans chosen, designed and implemented by providers in order to prevent their further deterioration. Anyone with an interest in the concept of person-centered approaches will discover new ideas in this book. Indeed, anyone with an interest in person-centered approaches has to read this book. Not only is it the first such book on person-centered approaches, but it will serve as the gold standard in this topic area for years to come.' William A Anthony, in the Foreword

## **The Works of Thomas Hood, Comic and Serious, in Prose and Verse, with All the Original Illustrations**

"Here the reader will discover a definition of literature that is as broad as it is broad-minded. In addition to novels and stories, Lesser explores plays, poems, and essays along with mysteries, science fiction, and memoirs. As she examines these works from such perspectives as 'Character and Plot,' 'Novelty,' 'Grandeur and Intimacy,' and 'Authority,' *Why I Read* sparks an overwhelming desire to put aside quotidian tasks in favor of reading. Lesser's passion for this pursuit resonates on every page, whether she is discussing the book as a physical object or a particular work's influence. 'Reading literature is a way of reaching back to something bigger and older and different,' she writes. 'It can give you the feeling that you belong to the past as well as the present, and it can help you realize that your present will someday be someone else's past. This may be disheartening, but it can also be strangely consoling at times.'"--

### **Getting It Published, 2nd Edition**

A no-holds-barred, intimate memoir by the bad boy of tennis describes his rise to success in the world of professional tennis, his controversial on-court behavior, his marriages to actress Tatum O'Neal and pop star Patty Smyth, and his current roles as father, tennis player, and TV commentator. Reprint.

### **Situation Is Hopeless But Not Serious**

"An atmospheric, multilayered, sex-positive romance." —Kirkus Reviews (starred review) After an awkward first encounter, Birdie and Daniel are forced to work together in a Seattle hotel where a famous author leads a mysterious and secluded life in this romantic contemporary novel from the author of *Alex, Approximately*. Mystery-book aficionado Birdie Lindberg has an overactive imagination. Raised in isolation and homeschooled by strict grandparents, she's cultivated a whimsical fantasy life in which she plays the heroic detective and every stranger is a suspect. But her solitary world expands when she takes a job the summer before college, working the graveyard shift at a historic Seattle hotel. In her new job, Birdie hopes to blossom from introverted dreamer to brave pioneer, and gregarious Daniel Aoki volunteers to be her guide. The hotel's charismatic young van driver shares the same nocturnal shift and patronizes the waterfront Moonlight Diner where Birdie waits for the early morning ferry after work. Daniel also shares her appetite for intrigue, and he's stumbled upon a real-life mystery: a famous reclusive writer—never before seen in public—might be secretly meeting someone at the hotel. To uncover the writer's puzzling identity, Birdie must come out of her shell...discovering that the most confounding mystery of all may be her growing feelings for the elusive riddle that is Daniel.

### **Serious Mental Illness**

All musicians need to thoroughly learn their scales, chords, intervals and various melodic patterns in order to become complete musicians. The question has always been how to approach this universal task. Guitar legend Barry Finnerty (Miles, The Crusaders, Brecker Bros., etc.) provides in this book a rigorous practice regime that will set you well on the road to complete mastery of whatever instrument you play. Endorsed by Randy Brecker, Mark Levine, Dave Liebman, etc.

### **Why I Read**

"Here is what I love about this book:€ It has gobs and gobs of student writing samples with smart and lively explanations of how to use each as the focus of a craft lesson to teach writing. The right models of student writing are the best mentor texts a teacher can find and with this book, you need look no further. ... Breathe, fellow writing teachers.€ Much needed and wanted help has arrived.\"--Ruth Culham, Author of *Traits Writing* Sometimes a student's best teacher is another student If ever there were a book to respond to the pressure to increase students' test scores, this is it. You see,

## **You Cannot Be Serious**

John McEnroe enjoyed tremendous success at all levels of tennis, and he owns 77 career singles titles, including 7 Grand Slams. He joined the circuit in 1978 and it took him only three years to attain the No. 1 ranking. The 1980 Wimbledon final, between McEnroe and Bjorn Borg, is considered by many tennis experts to be the best match ever, a five-set thriller which McEnroe avenged the following year for his first Wimbledon title. In doubles, McEnroe is recognised as the best player of all time. He was ranked No. 1 for a record 257 weeks and captured a total of 74 titles, including 8 Grand Slams. Still an active player, McEnroe is now an outstanding tennis commentator and broadcaster for the BBC and other national networks. This autobiography, his first, covers an awesome tennis career, marriage to movie star Tatum O'Neal and where arguably the greatest tennis player of all time goes from here. This is SERIOUS.

## **Serious Moonlight**

A complete introduction to casino and cardroom poker, for everyone from complete poker novices to experienced players who want to take the game more seriously. It covers everything from the basics of strategy and cardroom rules and customs to more esoteric topics like tournament play, poker math, cheating, record keeping, and much more.

## **The Serious Jazz Practice Book**

"A hilarious and moving story of unconventional entrepreneurialism, passion, and guts." --Danny Meyer, CEO of Union Square Hospitality Group; Founder of Shake Shack; Author of Setting the Table Original recipes by J. Kenji López-Alt of The Food Lab and Stella Parks of BraveTart James Beard Award-winning founder of Serious Eats Ed Levine finally tells the mouthwatering and heartstopping story of building--and almost losing--one of the most acclaimed and beloved food sites in the world. In 2005, Ed Levine was a freelance food writer with an unlikely dream: to control his own fate and create a different kind of food publication. He wanted to unearth the world's best bagels, the best burgers, the best hot dogs--the best of everything edible. To build something for people like him who took everything edible seriously, from the tasting menu at Per Se and omakase feasts at Nobu down to mass-market candy, fast food burgers, and instant ramen. Against all sane advice, he created a blog for \$100 and called it...Serious Eats. The site quickly became a home for obsessives who didn't take themselves too seriously. Intrepid staffers feasted on every dumpling in Chinatown and sampled every item on In-N-Out's secret menu. Talented recipe developers like The Food Lab's J. Kenji López-Alt and Stella Parks, aka BraveTart, attracted cult followings. Even as Serious Eats became better-known--even beloved and respected--every day felt like it could be its last. Ed secured handshake deals from investors and would-be acquirers over lunch only to have them renege after dessert. He put his marriage, career, and relationships with friends and family at risk through his stubborn refusal to let his dream die. He prayed that the ride would never end. But if it did, that he would make it out alive. This is the moving story of making a glorious, weird, and wonderful dream come true. It's the story of one food obsessive who followed a passion to terrifying, thrilling, and mouthwatering places--and all the serious eats along the way. Praise for Serious Eater "Read[s] more like a carefully crafted novel than a real person's life." --from the foreword by J. Kenji López-Alt "Wild, wacky, and entertaining...The book makes you hungry for Ed to succeed...and for lunch." --Christina Tosi, founder of Milk Bar "Serious Eater is seriously good!...you'll be so glad [Ed] invited you to a seat at his table." --Ree Drummond, author of The Pioneer Woman Cooks "After decades of spreading the good food gospel we get a glimpse of the missionary behind the mission." --Dan Barber, chef, Blue Hill and Blue Hill at Stone Barns

## **Fun-Size Academic Writing for Serious Learning**

Lee Siegel, author of Falling Upwards, Not Remotely Controlled, and Against the Machine delivers a provocative critique of modern lightness and frivolity, and a timely guide to being serious in an unserious age.



In the vein of *The Culture of Narcissism*, *Shop Class as Soulcraft*, and *How Proust Can Change Your Life*, Siegel offers a revelatory look at how a serious bearing is vital to accomplishing any worthwhile goal in an era increasingly defined by a sardonic approach to life.

## Serious

### Serious Poker

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