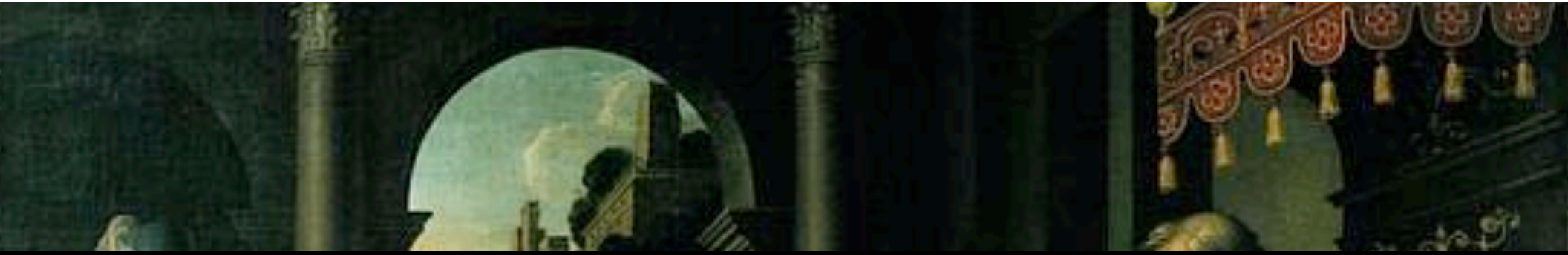
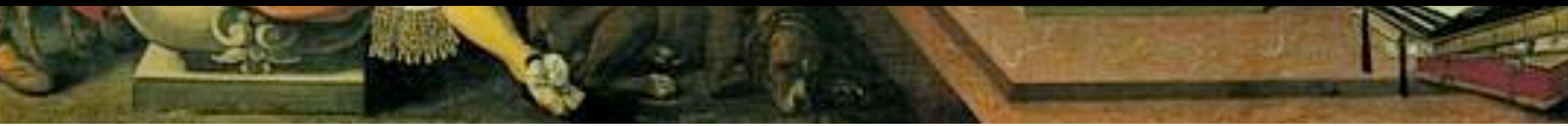
RHETORIC

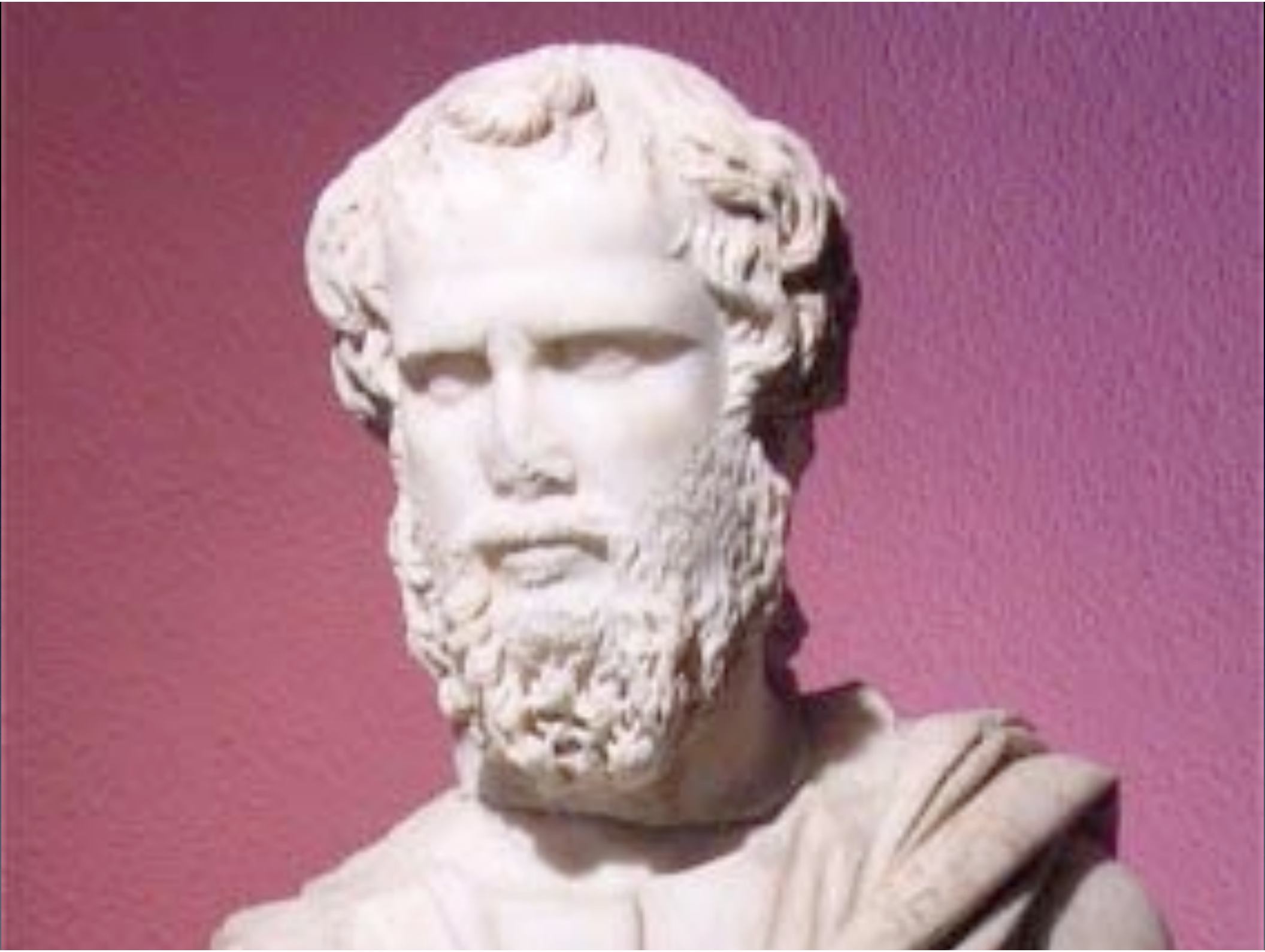


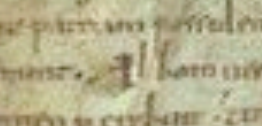
RHETORIC – A VERY SHORT, NECESSARILY INCOMPLETE, AND POSSIBLY TOTALLY SUPERFLUOUS HISTORY



"RHETORIC"

ῥήτωρ — orator
ῥητωρεύω — oratory
ῥητώρικη — rhetoric





INCIPIUNT CAPITULA LIB. II

I. Quomodo longobardi conducti ab eo duces
II. Quomodo narses bucellinum et amingi pranderent
III. Quomodo narses bucellinum et amingi pranderent
IV. Quomodo narses bucellinum regale dedit
V. Bergum perdiderunt et marcellum quicumque
VI. De eo quod alboin narses cum regno
VII. Quod alboin cum longobardis orbem
VIII. Quomodo alboin a suis propinquis

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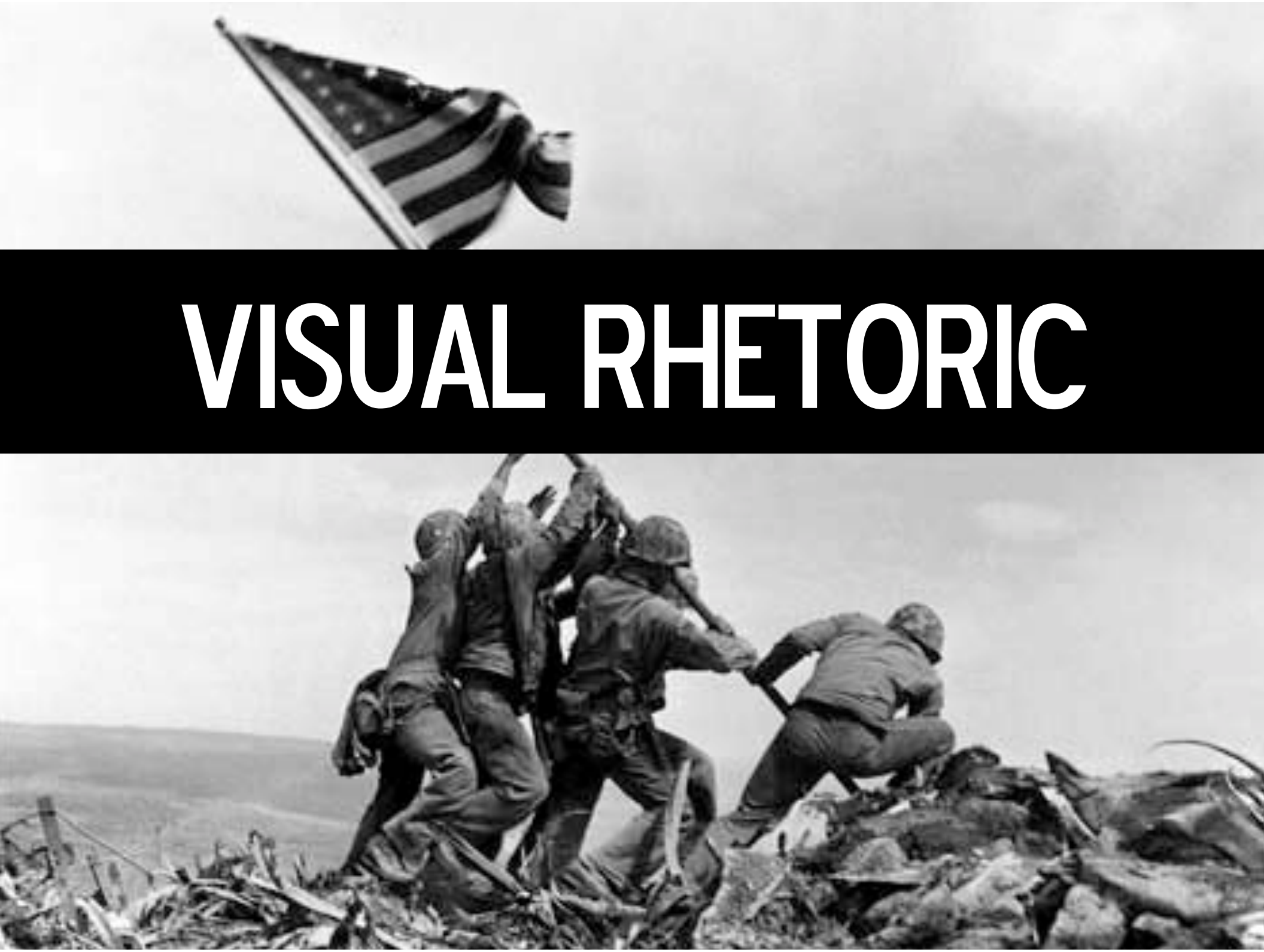
XIII. De eo quod alboin
XIV. De eo quod alboin
XV. De eo quod alboin
XVI. De eo quod alboin
XVII. De eo quod alboin
XVIII. De eo quod alboin
XIX. De eo quod alboin
XX. De eo quod alboin
XXI. De eo quod alboin
XXII. De eo quod alboin
XXIII. De eo quod alboin
XXIV. De eo quod alboin



VISUAL RHETORIC

DIGITAL RHETORIC

```
class Class1 {

    /// <summary>
    /// The main entry point for the application.
    /// </summary>
    [STAThread]
    static void Main(string[] args) {

        // Logon
        BTVLicenseManager licenseManager = new BTVLicenseManager();

        // put your valid license here
        string  networkLicense = "00000000-0000-0000-0000-000000000000-00000000";
        string  password;

        password = "";
        licenseManager.Logon( networkLicense, password );

        Console.WriteLine( "Logged on." );

        string  fullName = @"C:\Documents and Settings\rkuo.SNAPSTREAM\My Documents\My Videos\South Park-(Freak Strike)-2004-08-17-0.mpg";

        BTVLibrary library = new BTVLibrary();

        // Get properties
        PVSPropertyBag bag = library.GetMediaByFullName( fullName );

        // Print properties to the console
        Console.WriteLine( "Properties of {0}", fullName );
        foreach( PVSProperty prop in bag.Properties ) {
            Console.WriteLine( "Property: {0}, {1}", prop.Name, prop.Value );
        }

        // Put the PVSPropertyBag into a more friendly collection class.
        // It's a good idea for you to write a friendlier wrapper class that
        // would allow you to add and remove properties and cast back to
        // the PVSPropertyBag type on the fly.
        ArrayList aProperties = new ArrayList( bag.Properties );

        // Change the "EpisodeDescription" property
        foreach( PVSProperty prop in aProperties ) {
            if( prop.Name == "EpisodeDescription" ) {
                prop.Value = "The boys compete to appear on a talk show. (Edited by Beyond TV Framework)";
            }
        }

        // Create a new PVSPropertyBag with the edited property
        PVSPropertyBag newBag = new PVSPropertyBag();
        newBag.Properties = (PVSProperty[])aProperties.ToArray( typeof(PVSProperty) );

        // This method will edit the recording
        library.EditMedia( fullName, newBag );

        // Print properties to the console and verify the change
        Console.WriteLine( "Edited properties of {0}", fullName );
        foreach( PVSProperty prop in bag.Properties ) {
            Console.WriteLine( "Property: {0}, {1}", prop.Name, prop.Value );
        }

        // Pause so you can see the output, hit enter to continue
        Console.WriteLine( "Press any key to exit..." );
        Console.ReadLine();
        return;
    }
}
}
```

```
class Class1 {

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    /// The main entry point for the application.
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    [STAThread]
    static void Main(string[] args) {

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        Console.ReadLine();
        return;
    }
}
}
```
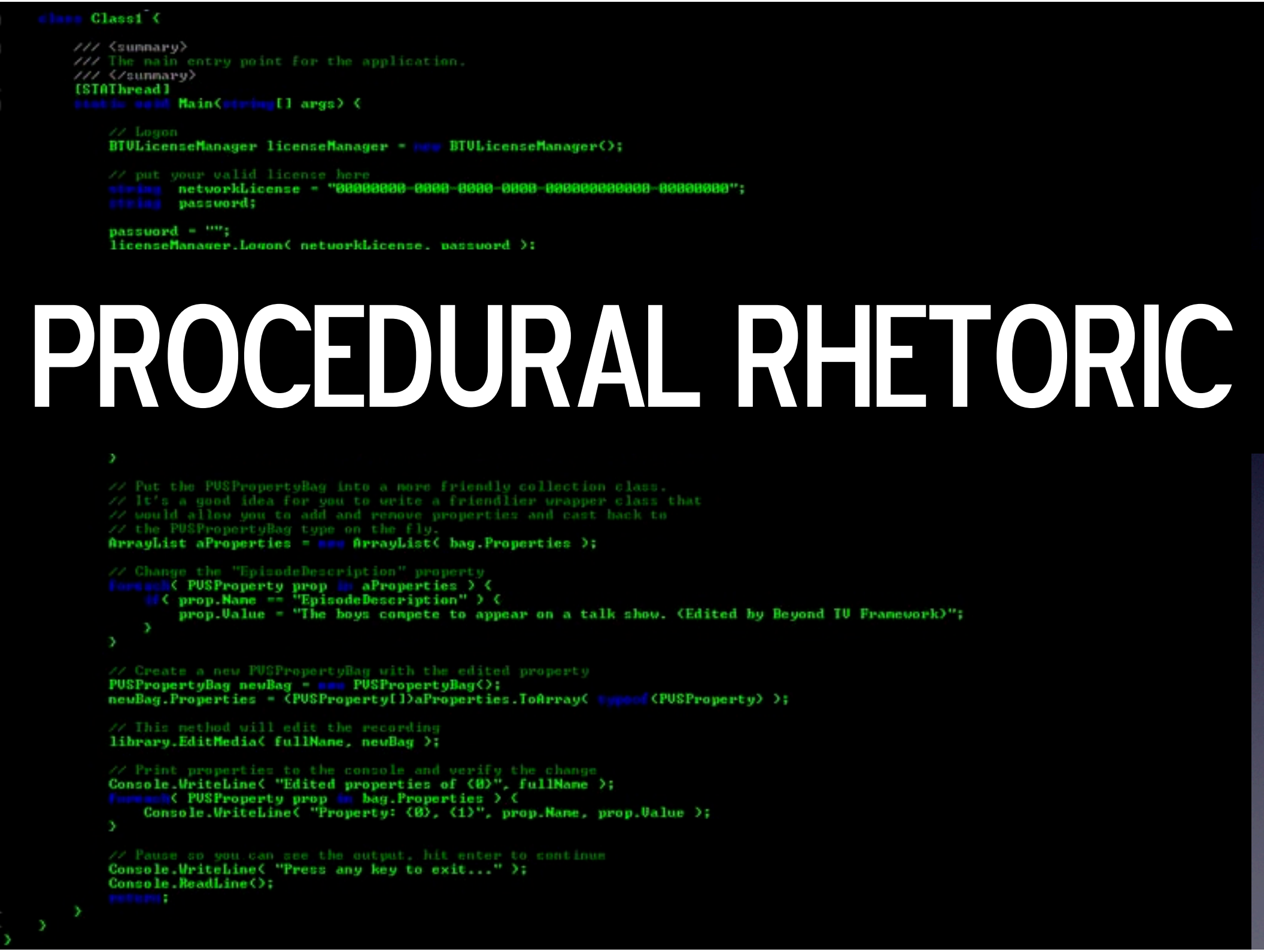

PROCEDURALITY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/// </summary>
[STAThread]
static void Main(string[] args) {
// Logon
BTVLicenseManager licenseManager = new BTVLicenseManager();
// put your valid license here
string networkLicense = "00000000-0000-0000-0000-000000000000-00000000";
string password;
password = "";
licenseManager.Logon(networkLicense, password);
PROCEDURAL RHETORIC
);
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if(prop.Name == "EpisodeDescription") {
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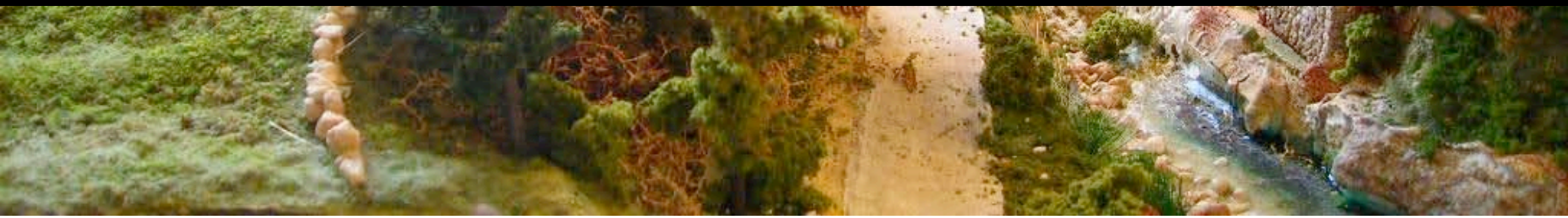
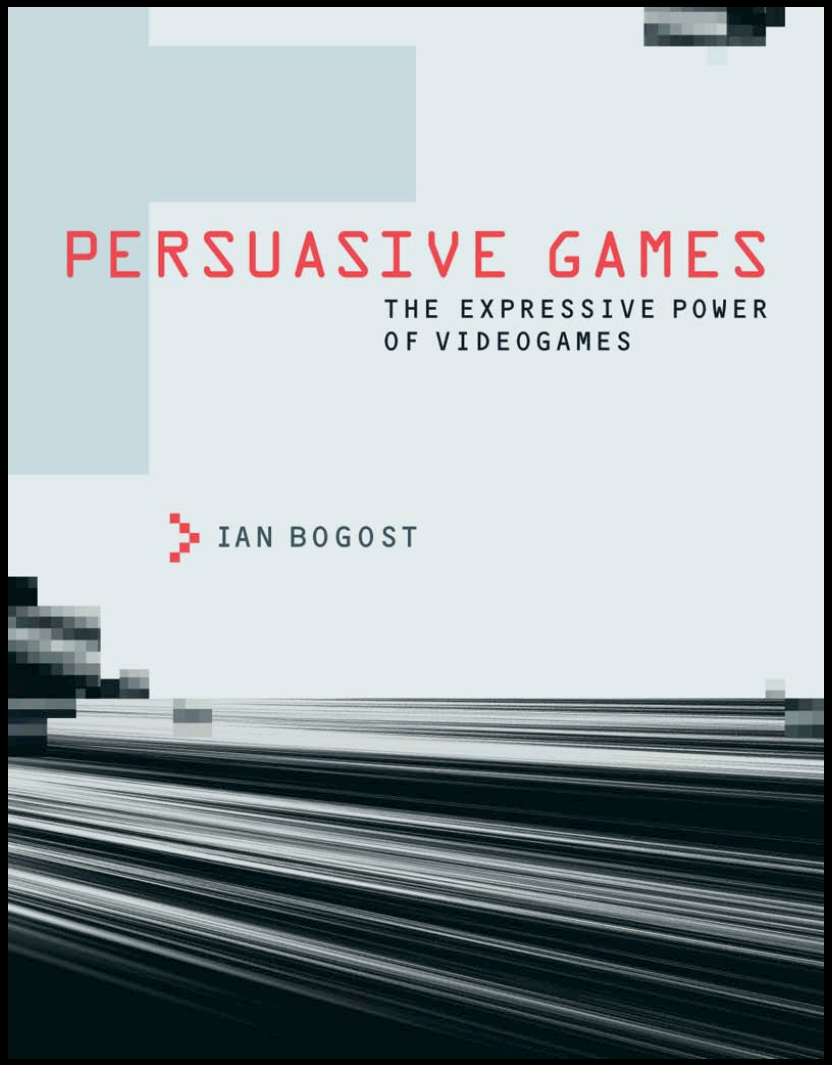
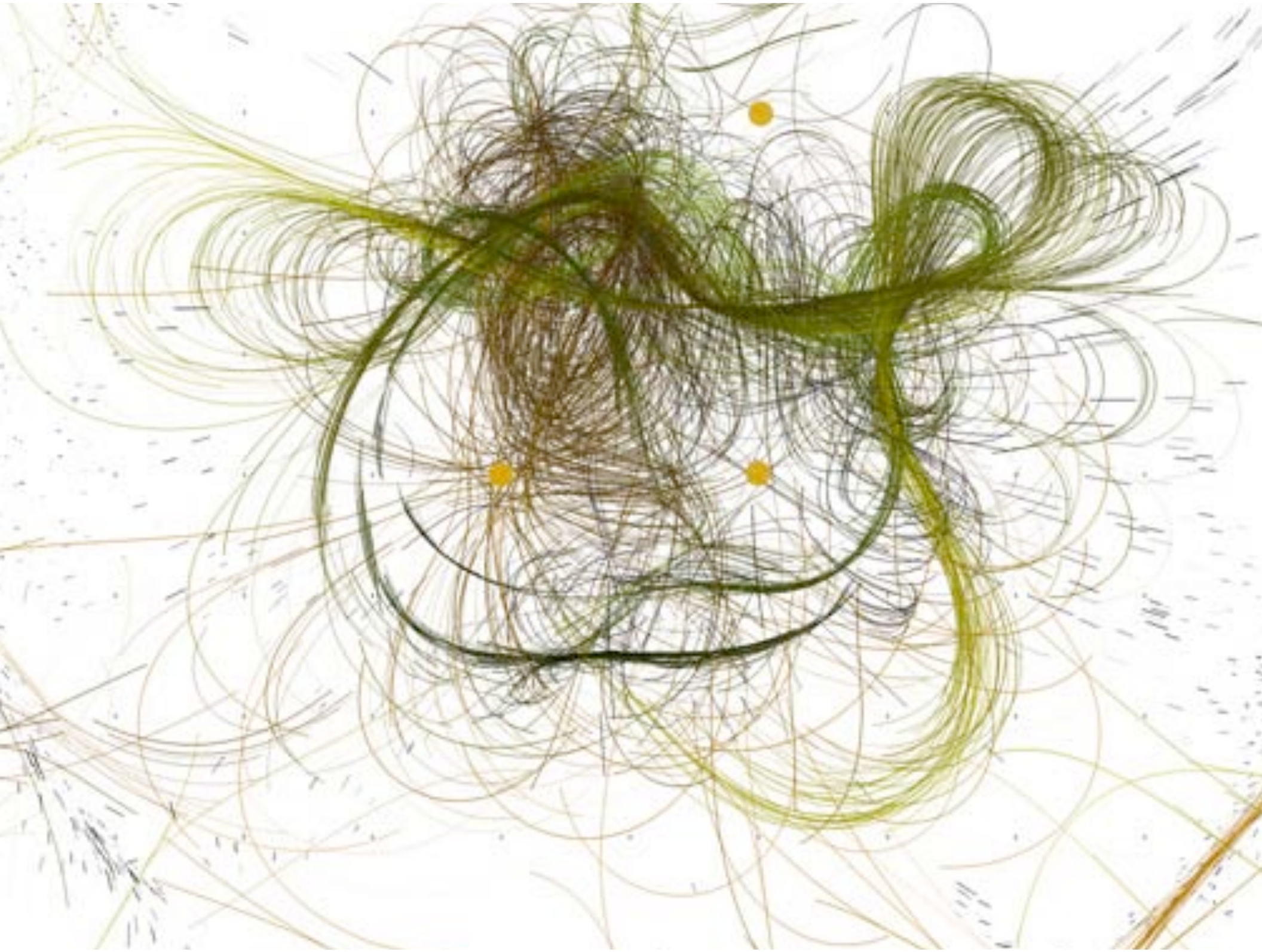
}
}
// Create a new PVSPropertyBag with the edited property
PVSPropertyBag newBag = new PVSPropertyBag();
newBag.Properties = (PVSProperty[])aProperties.ToArray(typeof(PVSProperty));
// This method will edit the recording
library.EditMedia(fullName, newBag);
// Print properties to the console and verify the change
Console.WriteLine("Edited properties of {0}", fullName);
foreach(PVSProperty prop in bag.Properties) {
Console.WriteLine("Property: {0}, {1}", prop.Name, prop.Value);
}
// Pause so you can see the output, hit enter to continue
Console.WriteLine("Press any key to exit...");
Console.ReadLine();
return;
}
}
}

MODELING




PERSUASIVE GAMES
THE EXPRESSIVE POWER
OF VIDEOGAMES
IAN BOGOST

WHO CARES?



INSTITUTIONAL POLITICS

RANK TREK

ZEISS

A Model Planetarium

Gary C. Brown
University of Colorado
at Denver

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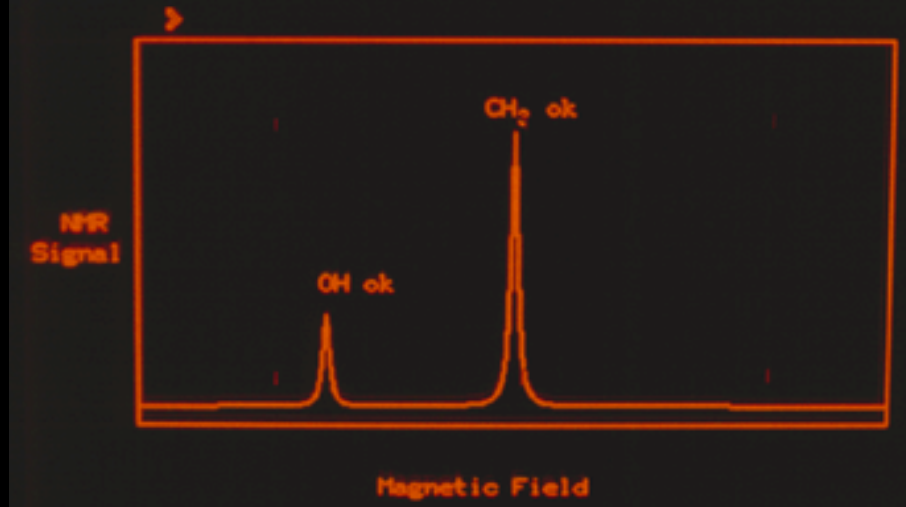
University of Colorado All Rights Reserved

--Please press NEXT--

The shielding effect of the electrons - diamagnetic shielding - depends on the chemical environment of the nuclei.

How many proton NMR signals would be expected from CH_3OH? 2 ok

What is the value of the ratio: $\frac{\text{Area under } CH_3 \text{ peak}}{\text{Area under OH peak}}$



LONG-TERM DEBT

Tom Nook
It may be small, but I have a house you can move into right away! It should more than suit your needs, hm?

I ♥ Nook

Tom Nook
It may be small, but I have a house you can move into right away! It should more than suit your needs, hm?

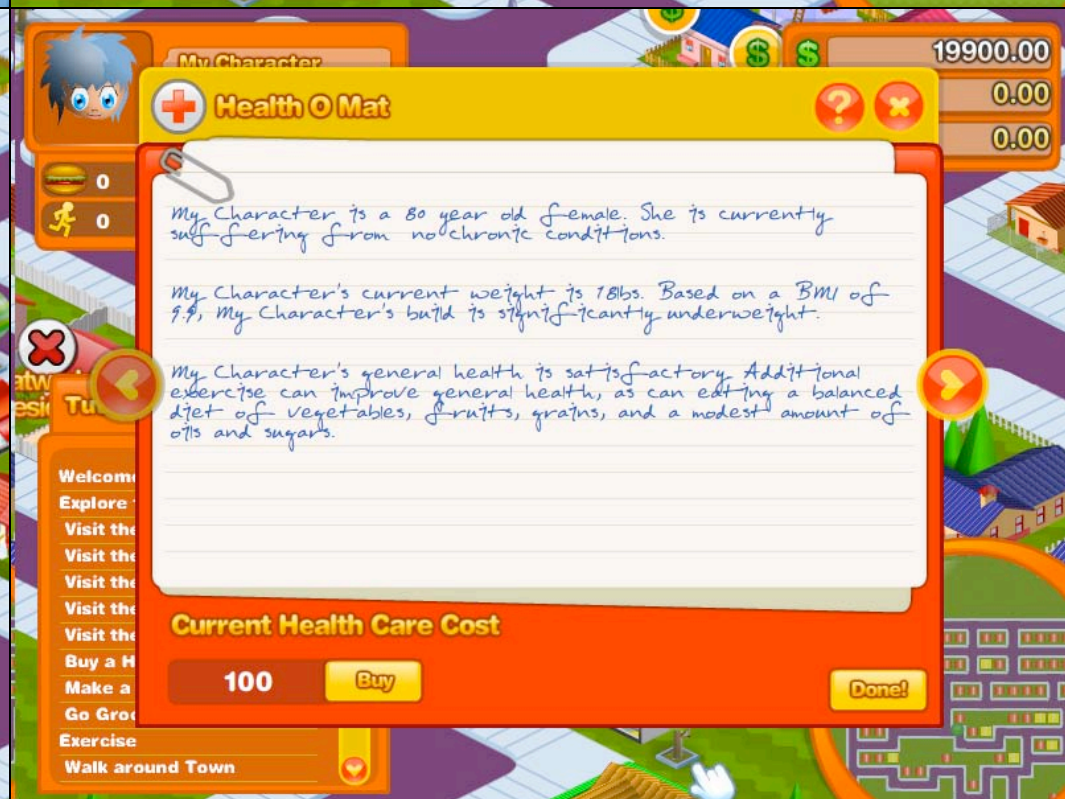
OBESITY

Fatworld
FAST FOOD
DINER
CANDY
Character Editor
Health Editor
Girth
Obese
Predispositions
Stroke Yes
Diabetes Yes
Hypertension No
Heart Disease Yes
More
Gordita
Click on each category to edit your character
Randomize
General
Skin
Hair
Body
Health
Done!
persuasive GAMES.

Start new Fatworld
Choose a slot to save your new Fatworld
Game Name
Game Name
Slot 3. Empty
Slot 4. Empty
Game Name

Qwertyuiopasdfgh
00 Years old
1200 Calories
1200 Calories
50000,00
678,00
256,60
Tutorial List
Welcome to Fatworld
Explore the Town
Visit the Slum
Visit the Working Class Area
Visit the Suburbs
Visit the Estates
Visit the Grocery Store
Visit a Restaurant
Your Home
FOR SALE
FOR SALE

Gov O Mat
Current Regulation Politics
Yummy Fries
Salmón in a can
Corn
Kani-Kama
Patitas
Buy off a Politician
Grain
For Ban
$ 100
Bribe
Current Food Bans
Yummy Fries
Salmón in a can
Corn
Kani-Kama
Patitas
Regulations
Subsidies
Health Policy
Done!
MAP
Save


Health O Mat
19900.00
0.00
0.00
My Character is a 80 year old female. She is currently suffering from no chronic conditions.
My Character's current weight is 78lbs. Based on a BMI of 9.8, My Character's build is significantly underweight.
My Character's general health is satisfactory. Additional exercise can improve general health, as can eating a balanced diet of vegetables, fruits, grains, and a modest amount of oils and sugars.
Current Health Care Cost
100
Buy
Done!
Exercise
Walk around Town

FRANCHISE ECONOMICS

End game
Sinless S. Fat
Sweet Cream
Cake Batter
French Vanilla
Cheesecake
White Chocolate
Chocolate
Coffee
Strawberry
Banana
Mint
Lemon Sorbet
6.56 OZ
goal
satis
wast
core
evel

End game

Audio On

Level Summary - Day1

Satisfied / Dissatisfied customers

0/5

Score / Goal

0 / 400

Wasted ice cream

30.84 oz x $0.05 / oz

Lost Profit

$ 1.54

If you keep this up, you could lose $92.52 per month and $1110.24 per year for your store.

Lost sales

5 x $4.25 / order

Total

$ 21.25

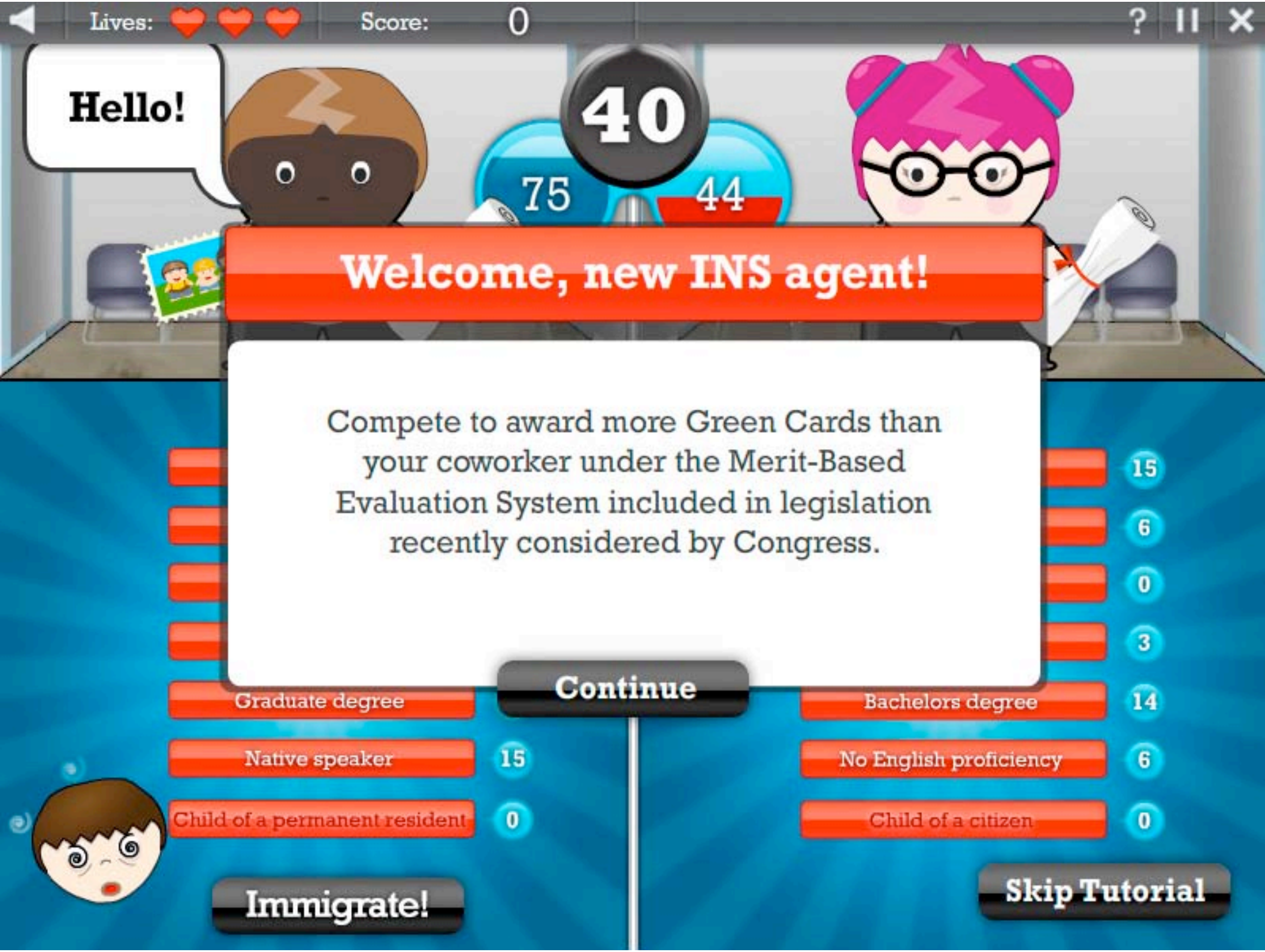
At this rate you would cost your store $638.00 in lost sales per month or $7650.00 in lost sales over a year.

Click to continue

Points of Entry

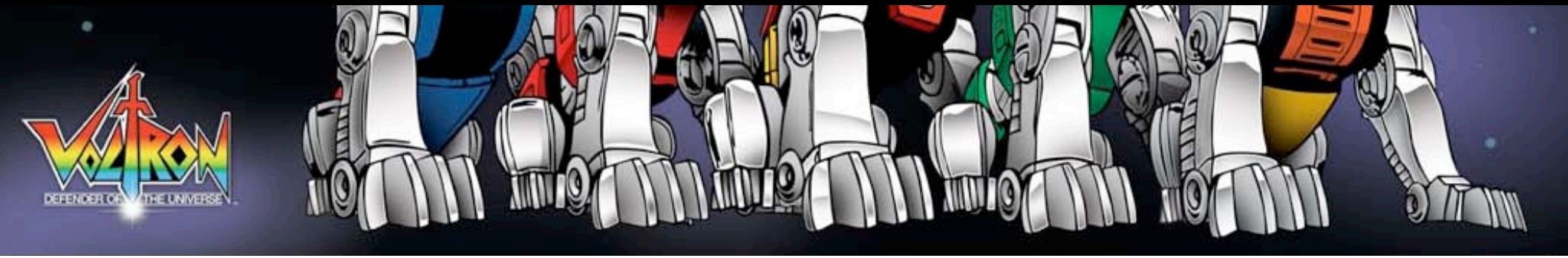
An Immigration Challenge

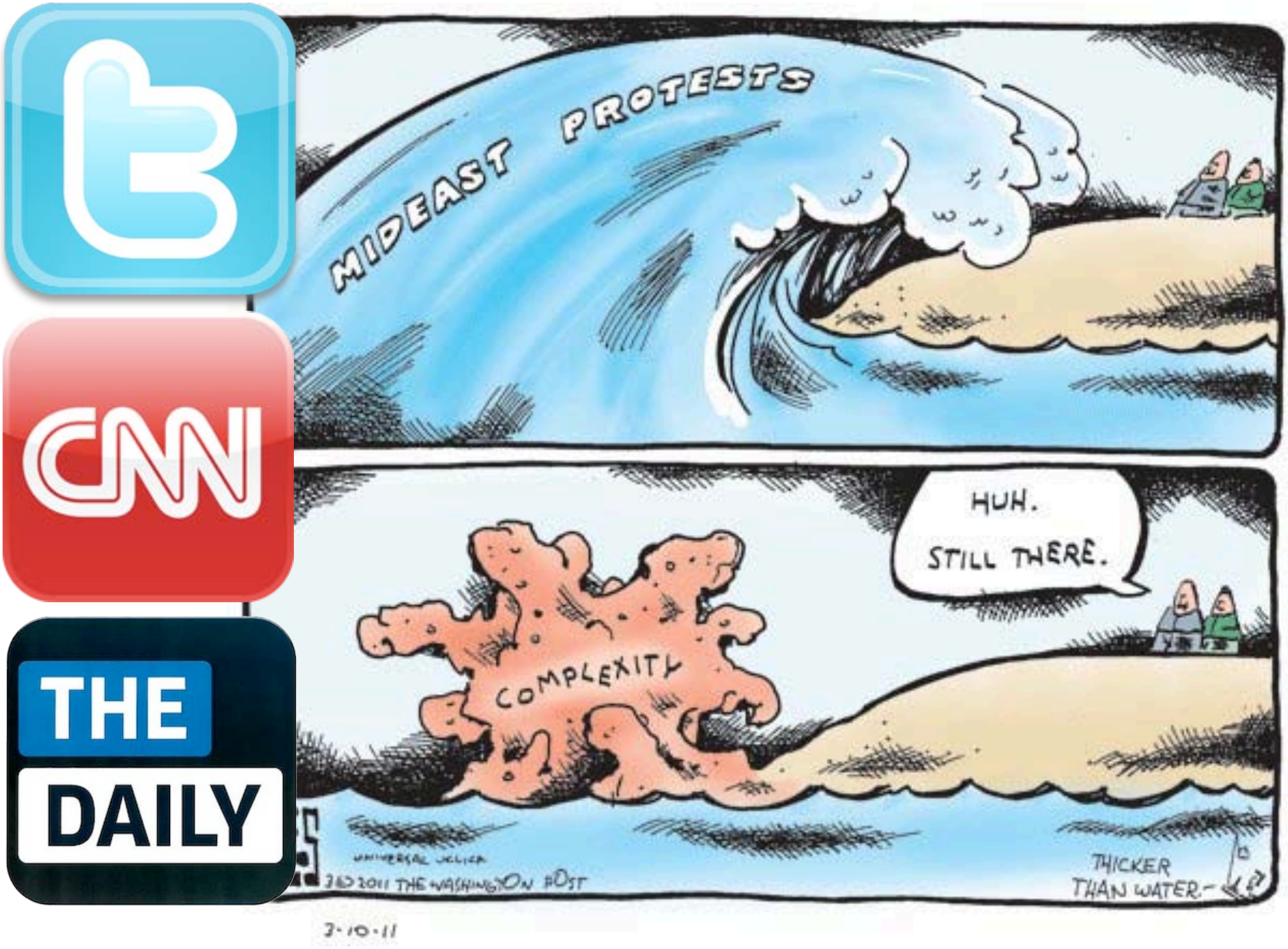
PUBLIC POLICY

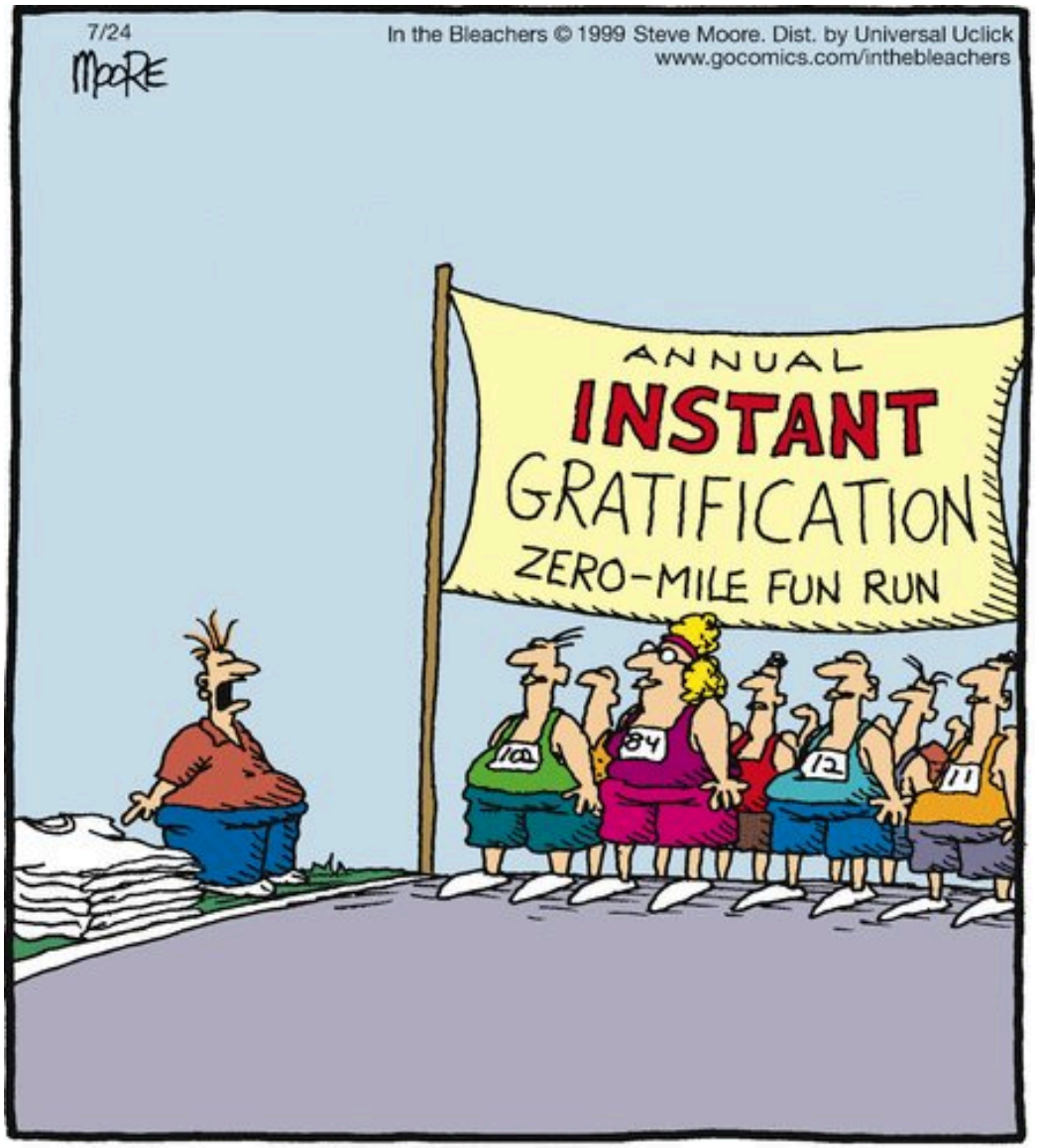

Lives:
Score: 0
Hello!
40
75
44
Welcome, new INS agent!
Compete to award more Green Cards than your coworker under the Merit-Based Evaluation System included in legislation recently considered by Congress.
Continue
15
6
0
3
Graduate degree
Bachelors degree
14
Native speaker
15
No English proficiency
6
Child of a permanent resident
0
Child of a citizen
0
Immigrate!
Skip Tutorial

Lives:
Score: 0
Hello!
31
77
49
Hello!
21/36
Employment
28
Mathematician
Current Employee 6
3 Years 6
25-39 3
Graduate degree 20
Passed citizenship test 6
Child of a citizen 8
Immigrate!
Actuary 8
No Endorsement 0
2 Years 4
25-39 3
Bachelors degree 24
TOEFL score 60-74 10
55+ points required for credit 0

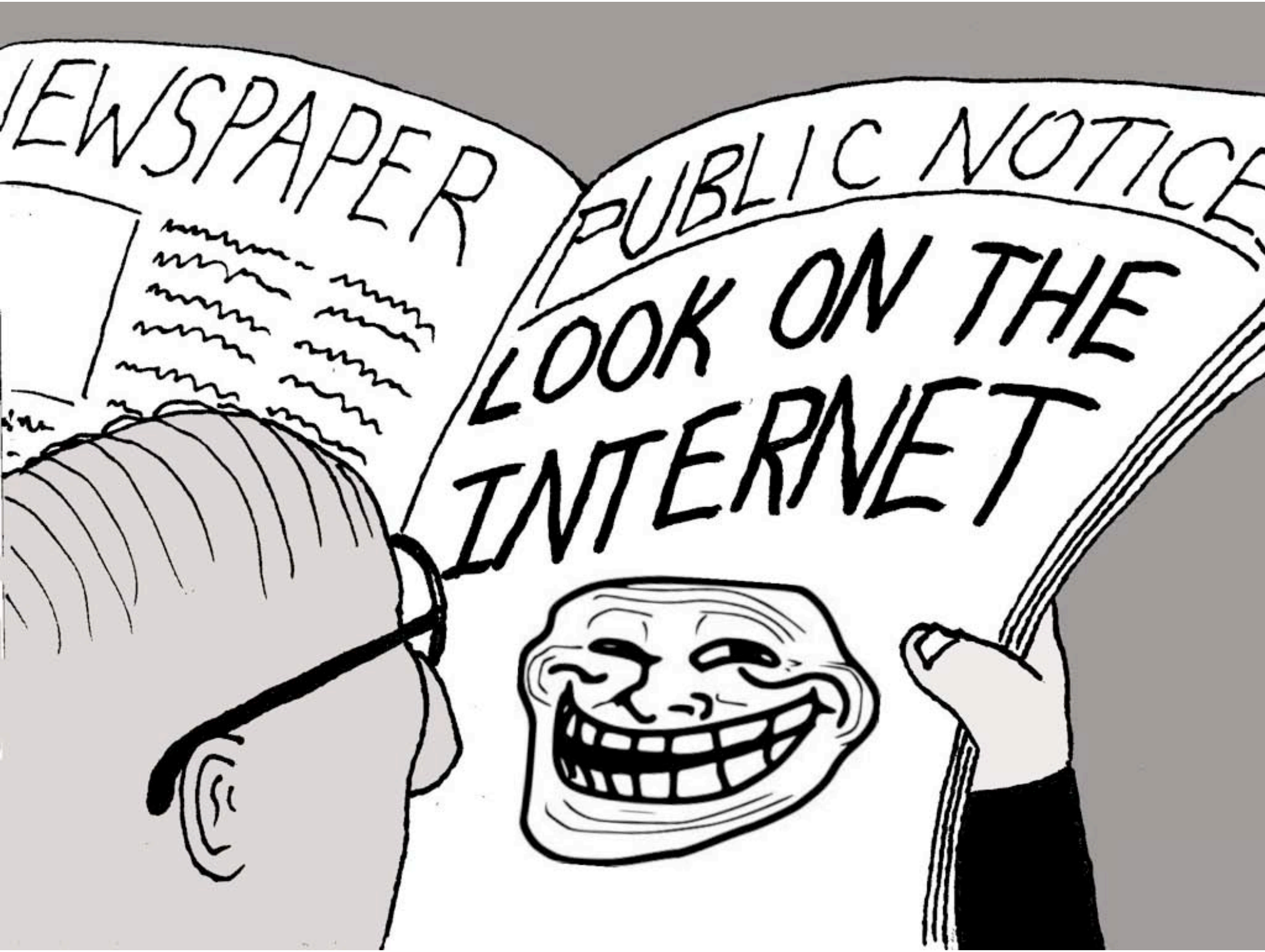
THINGS I'D LIKE TO SEE

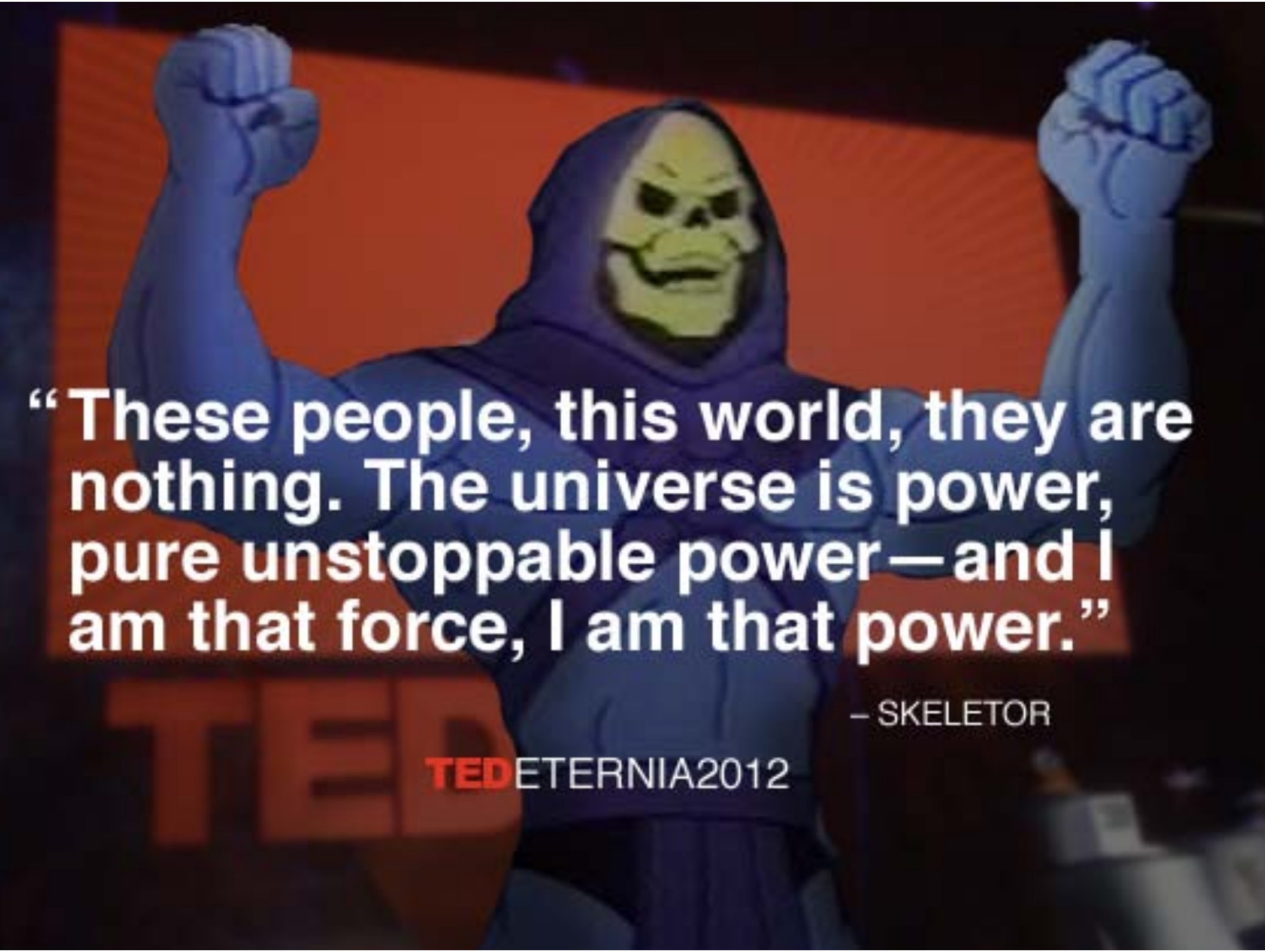



MIDEAST PROTESTS
HUH.
STILL THERE.
COMPLEXITY
THICKER THAN WATER.
3-10-11



"Runners to your mark. Get set. Go! ... OK, come get your T-shirts."


IEWSPAPER
PUBLIC NOTICE
LOOK ON THE INTERNET


"These people, this world, they are nothing. The universe is power, pure unstoppable power—and I am that force, I am that power."
– SKELETOR
TEDETERNIA2012

GAMING

The big issue: Can games change the world?

Published Sunday, Mar 25 2012, 9:29am EDT | *By Andrew Laughlin* | *10 comments*

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