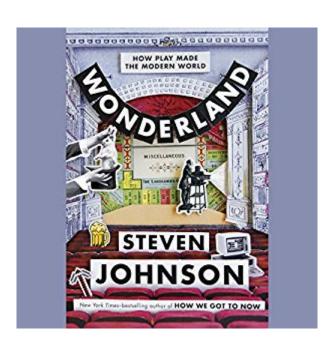


The book was found

Wonderland: How Play Made The Modern World





Synopsis

From the New York Times best-selling author of How We Got to Now and Where Good Ideas Come From, a look at the world-changing innovations we made while keeping ourselves entertained. This history of popular entertainment takes a long-zoom approach, contending that the pursuit of novelty and wonder is a powerful driver of world-shaping technological change. Steven Johnson argues that throughout history, the cutting edge of innovation has lain wherever people have been working the hardest to keep themselves and others amused. Johnson's storytelling is just as delightful as the inventions he describes, full of surprising stops along the journey, from simple concepts to complex modern systems. He introduces us to the colorful innovators of leisure: the explorers, proprietors, showmen, and artists who changed the trajectory of history with their luxurious wares, exotic meals, taverns, gambling tables, and magic shows. Johnson compellingly argues that observers of technological and social trends should be looking for clues in novel amusements. You'll find the future wherever people are having the most fun.

Book Information

Audible Audio Edition

Listening Length: 8 hours A A and A A 43 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Penguin Audio

Audible.com Release Date: November 15, 2016

Language: English

ASIN: B01K8EAANY

Best Sellers Rank: #3 in A A Books > Audible Audiobooks > Nonfiction > Lifestyle & Home > Crafts

& Hobbies #43 inà Books > Audible Audiobooks > History > World #44 inà Â Books >

Engineering & Transportation > Engineering > Reference > Patents & Inventions

Customer Reviews

Wonderland: How Play Made the Modern World (2016) by Steven Johnson is an interesting read about the impact of how luxuries and amusements have had on history. Johnson wrote a superb book called $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \ddot{E} ceHow we got to now $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \hat{a} , ϕ that had a limited number of key inventions that he says lead to the modern world. Wonderland is similarly constructed. The book looks at shopping, music, taste, illusion, games and public space. The chapter on shopping looks at how the development of shopping fed growth. When looking at music the fact that humans like

music and the importance of automatic players is described. Taste concentrates on the importance of the spice trade. Illusion looks at spiritual shows and finally Disney. Games looks at Chess and early computer games. Public space describes pubs and other public spaces. Johnson is a fine writer and a lot of the information in the book is fascinating. His descriptions of the mechanical works of Iranian engineers is amazing. However, the book is undermined in that the main thesis running through it is oversold. The book is worth reading for a well written and interesting diversion though.

This book puts a whole new spin on the concept of "play"- taking it well beyond childhood or leisure games. As in Johnson's other books, this book guides the reader on wonderful journeys through history - social, political, technological - and you end up in some surprising locations. This book got me thinking about "play" in many different ways - and the outcomes that "play" had for our present and may have for our future. This is my third book by Mr. Johnson-- all are well written, researched, and worth reading.

This is the first book I've read by Steven Johnson, and I enjoyed the way he traced the development of major technological and cultural innovations back to roots which were less utilitarian and more aesthetic or even hedonistic. But with the possible exception of the chapter on games, most of the book is not about the role of play in shaping society, so much as the impact of the human appetite for novel, surprising, and pleasurable sensory experiences (e.g., the visual displays of upscale shopping venues or phantasmagoria, the tactile pleasures of cotton, the taste of nutmeg).

A fun, often surprising, and very informative look at key junctures in history from a fresh point of view. It reminds us of what being human is all about.

Such an interesting way to look at history and innovation. As usual, Steven Johnson's writing is witty, engaging and entertaining. Sure keeps you turning the pages.

If I was teaching World History in college, I would seriously consider including Wonderland as part of my curriculum. Not only is it educational, but it is a fun read as well.

not all that amazing to me

I had never thought of this perspective on human behavior. It will influence my philosophy of human activity, even of politics.

Download to continue reading...

Wonderland: How Play Made the Modern World Coloring Books for Grownups Alice In Wonderland: Vintage Coloring Books for Adults - Art & Quotes Reimagined from Lewis Carroll's Original Alice in Wonderland Alice in Wonderland Collection â⠬⠜ All Four Books: Alice in Wonderland, Alice Through the Looking Glass, Hunting of the Snark and Alice Underground (Illustrated) How to Play the Recorder: A Basic Method for Learning to Play the Recorder and Read Music Through the Use of Folk, Classical, and Familiar Songs (Handy Guide) (How to Play Series) How to Play Banjo: A Complete Banjo Course for the Beginner That Is Easy and Fun to Play (Handy Guide) (How to Play Series) Ultimate Bass Play-Along Rush: Play Along with 6 Great Demonstration Tracks (Authentic Bass TAB), Book & CD (Ultimate Play-Along) Ultimate Guitar Play-Along Led Zeppelin, Vol 1: Play Along with 8 Great-Sounding Tracks (Authentic Guitar TAB), Book & 2 CDs (Ultimate Play-Along) Ultimate Easy Guitar Play-Along -- The Doors: Eight Songs with Full TAB, Play-Along Tracks, and Lesson Videos (Easy Guitar TAB), Book & DVD (Ultimate Easy Play-Along) Just Play: Book 3 Last Play Romance Series (A Bachelor Billionaire Companion) (The Last Play Series) Song Charting Made Easy: A Play-Along Guide to the Nashville Number System (Play-Along Guides) Book & Online Audio Modern Essentials Bundle 6th - Modern Essentials 6th Edition a Contemporary Guide to the Therapeutic Use of Essential Oils, An Introduction to Modern Essentials, and Modern Essentials Reference Card Alice's Wonderland: A Visual Journey through Lewis Carroll's Mad, Mad World Finger Play Activities: Finger Play, Instant Games and Patterns to Involve Children Ages 2-5 in Learning About God and His World 21 Famous Portuguese Dessert Recipes -Made Quick and Easy- Portuguese food - Portuguese cuisine- Portuguese Recipes: World Famous Recipes Made Quick and Easy Wonderland Watercolor Workshop: Techniques, Illustration, Collage and Art Adventures with Alice Color the Classics: Alice in Wonderland: A Curiouser Coloring Book Alice in Wonderland Adult Coloring Book Alice's Nightmare in Wonderland Colouring Book (Snowbooks Adventure Gamebooks) Creative Haven Winter Wonderland Coloring Book (Adult Coloring) Wonderland At Midnight: A Fantasy Adult Coloring Book (Coloring Books For Grown-Ups)

Contact Us

DMCA

Privacy