Playstation 3 User Guide Online

Absolute Beginner's Guide to Home NetworkingSerials in the British LibraryConsumer Reports Electronics Buying Guide 2007Sound & VisionPlaystation VitaWriting a Business PlanFolklore Official Strategy GuideThe Sly CollectionWriting Interactive Music for Video GamesGale Guide to Internet DatabasesGod of WarMaking Great GamesPlaystation 3PC MagMy PlayStation VitaThe Ultimate Player's Guide to Minecraft - PlayStation EditionThe Complete Guide to Game AudioA Newbies Guide to Play Station 3 (PS3)The Rough Guide to Android Phones and TabletsTactical Shooter Pro Gaming Performance GuideCybersecurity for ExecutivesResistance: Fall of ManCreating Games with Unity and MayaThe Innovator's Guide to GrowthCommunicating Risks and BenefitsPC MagazineTimeThe Last of Us Limited Edition Strategy GuideInternational Media Guide3ds Max Modeling for GamesDC Universe OnlineResearch EU.Government Reports Announcements & IndexPlunkett's Entertainment & Media Industry Almanac 2006: The Only Complete Guide to the Technologies and Companies Changing the Way the World Shares EnLearning HTML5 Game ProgrammingLevel Up! The Guide to Great Video Game DesignA Beginners Guide to Using PlayStation 4 (PS4)Home Theater For DummiesHandbook of Research on Computer Mediated CommunicationThe Unofficial PlayStation Handbook

Absolute Beginner's Guide to Home

Networking

Serials in the British Library

Offers complete walkthroughs and details of heroes and villains for the three games on one Blu-ray disc--covers "Sly Cooper and the Thievius raccoonus," "Sly 2 band of thieves," "Sly 3 honor among thieves."

Consumer Reports Electronics Buying Guide 2007

Sound & Vision

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Playstation Vita

Writing a Business Plan

Folklore Official Strategy Guide

Turn your musical passion into a profitable career with this essential guide to the business and technical

skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy. Learn everything you need to: Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients. Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.

The Sly Collection

Congratulations on your purchase of what Sony Computer Entertainment touts as "the world's most powerful gaming console," the PlayStation 4! In its first year alone, the PlayStation 4 has already sold nearly 15 million units internationally and has been heralded by critics and consumers alike for its powerful hardware and new features. In 2014 it won gaming mega-website IGN's People's Choice Award

for best console (in competition with the xBox One and Wii U). Accordingly, the PlayStation 4 dominated gaming console sales throughout 2014, making it one of the best and fastest-selling gaming consoles ever designed. In addition to its beefier hardware, Sony has added a variety of new and innovative features, including the Dualshock 4 controller, the PlayStation Camera, and the PlayStation Move controller. Additionally, with the new system, players can connect their smart phones, tablets, PS Vita or PS TV to act as "second screen" interfaces to interact with your PS4. The new PlayStation 4 user interface will be familiar to those already used to the PlayStation 3 interface, but the look and feel of the PS4 has been enhanced with dynamic menus that can be changed based on user preferences. Third party apps, such as Netflix and Hulu, can now be displayed directly on the main screen for faster access. Additionally, the system now can be controlled using voice commands from a microphone headset or from the built-in microphone on the PlayStation Camera. With the release of the PlayStation 4, Sony has begun to emphasize "social gaming," which goes far beyond mere multi-player gaming with the ability to share directly to social media sites like YouTube and Facebook with just a click of a button. Ever wanted to share a video of yourself beating that final boss with your Facebook friends? With the PS 4, this is now possible with just a couple of button presses using the new "Share" button on the Dualshock 4 controller. In addition to faster and easier access to internet services like Netflix and Amazon Instant Video, the PlayStation 4's built in web browser is based on the same engine used by Google Chrome and the new

Safari web browser, making it the most compatible browser available on any console. Whereas in the past and with other consoles, web browsing could be a bit of a headache when it comes to things like accessing YouTube videos, the PS4's web browser is as easy and intuitive as the web browser on your computer, and it's automatically compatible with the web's most advanced websites. This guide will introduce you to how to use the most advanced features of the PS4. Now might be a good time to warn your significant other and boss that they might not see you for a while as you get familiar with your new best friend, the Sony PlayStation 4! Please note, this book is neither written or endorsed by Sony and should be considered unofficial.

Writing Interactive Music for Video Games

Gale Guide to Internet Databases

Technology has changed communication drastically in recent years, facilitating the speed and ease of communicating, and also redefining and shaping linguistics, etiquette, and social communication norms. The Handbook of Research on Computer Mediated Communication provides academics and practitioners with an authoritative collection of research on the implications and social effects computers have had on communication. With 69 chapters of innovative research contributed by over 90 of the world's leading experts in computer

mediated communication, the Handbook of Research on Computer Mediated Communication is a must-have addition to every library collection.

God of War

If you are new to the PlayStation console or just want to learn more, this is an essential guide for you. With chapters covering PS3, PS4, and PlayStation TV this guide covers every aspect of PlayStation you can think of! This book is a bundle of three books. Each section can also be purchased individually. Please note, this book is neither written or endorsed by Sony and should be considered unofficial.

Making Great Games

A consumer guide that integrates shopping suggestions and handy user tips as it describes and rates dozens of digital electronic products, including cell phones, digital cameras, televisions, computers, video games, and home theater products.

Playstation 3

Games systems used to be simple--plug into TV, put in game cartirage, power onand occasionally spend several minutes plugging dust out and putting it in at just the right angle! Today game systems are more than game systems--they are multi-media powerhouses. In the case of PS3, it is a full on computer. This guide will help you get the most out of your PS3 and everything that's built into it--from

adjusting parental settings to changing the way it looks. GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month.

PC Mag

Offers strategies in playing the single- or multi-player game, with maps to find hidden collectibles and crafting materials.

My PlayStation Vita

The Ultimate Player's Guide to Minecraft - PlayStation Edition

Effective risk communication is essential to the well-being of any organization and those people who depend on it. Ineffective communication can cost lives, money and reputations. Communicating Risks and Benefits: An Evidence-Based User's Guide provides the scientific foundations for effective communications. The book authoritatively summarizes the relevant research, draws out its implications for communication design, and provides practical ways to evaluate and improve communications for any decision involving risks and benefits. Topics include the communication of quantitative information and warnings, the roles of emotion and the news media, the effects of age and literacy, and tests of how well communications meet

the organization's goals. The guide will help users in any organization, with any budget, to make the science of their communications as sound as the science that they are communicating.

The Complete Guide to Game Audio

BradyGames' Resistance: Fall of Man Signature Series Guide includes the following: A complete walkthrough of the entire game. In-depth area maps. Detailed listing of available items and equipment. Expert boss strategies. Tactics for each mode of gameplay. Signature Series guide features bonus foldout and more! Platform: PlayStation 3 Genre: ShootersThis product is available for sale in North America only.

A Newbies Guide to Play Station 3 (PS3)

The Ultimate Player's Guide to Minecraft - PlayStation Edition Minecraft: These worlds are YOURS! Minecraft is WAY more than a game: it's an alternate universe of creation, exhilaration, survival, adventure, passion! Don't enter that universe alone. Take an experienced guide who'll help you constantly as you learn the secrets of Minecraft on the PlayStation! Stephen O'Brien has been obsessing over Minecraft since its earliest betas. He's seen it all! Now, he'll take you deep inside craft and mine, cave and menagerie, farm and village. He'll reveal combat traps and tricks you need to know… teach you enchantments of unimaginable power… help you survive where few dare to go… help you OWN the infinite worlds of Minecraft! Based on the international best-seller of

the same name, this book is ideal for Minecrafters of all ages. Quick-start guide for first-night survival to get started NOW Customize your experience: monstrous, peaceful, and more Harvest resources, craft tools and shelters—let there be light Grab your pickaxe: mine iron, gold, diamonds, and redstone Escape (or defeat!) 14 types of hostile mobs Get friendly mobs on your side and build automated farms Brew potions to cure ills, gain superpowers, and to throw at enemies Transform your shelter into a palace (or a secret underwater base) Create customized worlds with unique seeds Learn the secrets of redstone devices and build incredible rail systems Play safely through The Nether and The End Play with up to eight of your friends on PlayStation, or run in splitscreen mode Stephen O'Brien is an Australian-born writer and entrepreneur now residing in Sydney after too many years in Silicon Valley. He has written more than 30 books, including several best- sellers. O'Brien founded Typefi, the world's leading automated publishing system, and in his spare time invented a new type of espresso machine called mypressi. He's a perpetual innovator who remains astounded at the unparalleled creativity Minecraft can engender. This book was not created by and is not endorsed by Notch Development AB Corporation/Mojang Synergies AB Corporation, or Sony Computer Entertainment.

The Rough Guide to Android Phones and Tablets

Overwhelmed with big screen TV and home theater

audio options? What do you need to build the perfect home theater experience? Home Theater For Dummies, 3rd Edition shows you how to plan a home theater system and choose components that fit your budget and your room. Beginning with the most basic information, this guide helps you choose what you need and put it all together. It explains DLP, 3LCD, HDMI, DTV, and HDTV so you can talk intelligently with salespeople at the electronics store. You'll find out about Blu-ray, explore HD and satellite radio options, and see how to incorporate a Wii, Xbox, or Playstation 3 into your set-up. Learn to: Choose among plasma, LCD, and projection TVs Know the difference between digital TV and HDTV Assess and choose an LCD TV, a new 3D TV, or an HD radio Set up your audio system and TV for maximum performance Use a Media Center or Home Theater PC Fine-tune your system and add cool touches such as accessing home theater content from your cell phone Explore HD and satellite radio options, CD players, DVD-Audio disks, and options for old cassettes and vinyl Set up your system with the proper cables for each component, or learn what it takes to go wireless Calibrate your video with a calibration disk, an optical comparator, or a DVD containing THX Optimizer Get the perfect home theater experience by following the expert tips and techniques presented in Home Theater For Dummies, 3rd Edition. You'll be watching movies and listening to audio in no time!

Tactical Shooter Pro Gaming Performance Guide

Finally, there is a guide to home networking that was written for true beginners! The Absolute Beginner's Guide to Home Networking goes far beyond traditional printer or Internet sharing and is geared to help you understand home network types and concepts, install, configure and interconnect various types of wired and wireless networks. This easy-to-understand guide will help you achieve the desired goals of entertainment, information access and home security control with Windows, MacOS and Linux-based systems. Soon you will learn to share and enhance entertainment and even integrate business network hardware with a home network to exploit telecommuting, work-from-home and remote education opportunities.

Cybersecurity for Executives

Practical guide that can be used by executives to make well-informed decisions on cybersecurity issues to better protect their business Emphasizes, in a direct and uncomplicated way, how executives can identify, understand, assess, and mitigate risks associated with cybersecurity issues Covers 'What to Do When You Get Hacked?' including Business Continuity and Disaster Recovery planning, Public Relations, Legal and Regulatory issues, and Notifications and Disclosures Provides steps for integrating cybersecurity into Strategy; Policy and Guidelines; Change Management and Personnel Management Identifies cybersecurity best practices that executives can and should use both in the office and at home to protect their vital information

Resistance: Fall of Man

Presents practical instrucion and theory for using the features of HTML5 to create a online gaming applications.

Creating Games with Unity and Maya

The Innovator's Guide to Growth

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (plays not included). Pages: 27. Chapters: List of PSone Classics A-M, List of PSone Classics N-Z, PlayStation Network, PlayStation Vita system software. Excerpt: This is a list of PSone Classic games playable on the Sony PlayStation 3, PlayStation Portable and PlayStation Vita video game systems, downloadable at a charge via the PlayStation Store. Unlike the original games, the games downloaded are not restricted by region locking. Notes: a. Original release compatible with PSP only. PS3 compatible version released on May 3, 2007.b. Original release compatible with PSP only. PS3 compatible version released on June 21, 2007.c. Released only on PS3. This is a list of PSone Classic games playable on the Sony PlayStation 3, PlayStation Portable and PlayStation Vita video game systems, downloadable at a charge via the PlayStation Store. Unlike the original games, the games downloaded are not restricted by region locking. Notes: a. Original release compatible with PSP

only. PS3 compatible version released on May 3, 2007.b. Original release compatible with PSP only. PS3 compatible version released on June 21, 2007.c. Released only on PS3. PlayStation Network, often abbreviated as PSN, is an online multiplayer gaming and digital media delivery service provided/run by Sony Computer Entertainment for use with the PlayStation 3, PlayStation Portable, and PlayStation Vita video game consoles. The PlayStation Network is the video game portion of the Sony Entertainment Network. Sony's second console, the PlayStation 2, had a limited number of online features in select games via its online network. It required a Network Adaptor, which was available as an add-on for original models, and integrated into the hardware on slimline models. However, Sony provided no unified online service for the system, so support for network features was

Communicating Risks and Benefits

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D

animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

PC Magazine

BradyGames' DC Universe Online Official Strategy Guide includes the following: -Character Creation: Learn how to create your own superhero or villain and fight alongside your favorite DC characters to save or conquer the DC Universe. -Weapon Skills: Discover which weapons are appropriate for various ranges and combat situations. Find out each weapon's base abilities and special skills. -Alerts: Get a quick overview of several of the game's first Alerts. Find specific strategies and gain insight on general techniques that work well in all Alerts. -Powers: Complete rundown of all the major power categories and their functions. Plus each power's passive bonuses are included. -PVP: Tips and tactics for understanding Player versus Player combat.

Time

Whether you seek financial backing or board consent, this book will give you the critical knowledge you

need to get the go-ahead. Written by a seasoned practitioner with years of experience in both writing and evaluating business plans for funding, it will help you formulate a coherent, consistent and convincing business plan with your backer's needs in mind. Follow its guidance and your plan will have every chance of winning the backing you need for your business to succeed. FT ESSENTIAL GUIDES: THE KNOW-HOW YOU NEED TO GET THE RESULTS YOU WANT

The Last of Us Limited Edition Strategy Guide

Join videogame industry veteran Michael Thornton Wyman on a series of detailed, behind-the-scenes tours with the teams that have made some of the most popular and critically acclaimed videogames of the modern era. Drawing on insider's perspectives from a wide variety of teams, learn about the creation of a tiny, independent game project (World of Goo), casual game classics (Diner Dash, Bejeweled Twist), the world's most popular social game (FarmVille) as well as the world's most popular MMORPG (World of Warcraft), PC titles (Half Life 2) to AAA console games (Madden NFL 10), and modern-day masterpieces (Little Big Planet, Rock Band, Uncharted 2: Among Thieves). Hear directly from the creators about how these games were made, and learn from their stories from the trenches of videogames production. This book is an excellent resource for those working directly on game design or production, for those aspiring to work in the field, or for anyone who has

wondered how the world's greatest videogames get made.

International Media Guide

A guide to game modeling techniques covers such topics as creating complex objects from primitives, vegetation and alpha maps, LODs, and high- and low-poly characters.

3ds Max Modeling for Games

More than a decade ago, Clayton Christensen's breakthrough book The Innovator's Dilemma illustrated how disruptive innovations drive industry transformation and market creation. Christensen's research demonstrated how growth-seeking incumbents must develop the capability to deflect disruptive attacks and seize disruptive opportunities. In The Innovator's Guide to Growth, Scott Anthony, Mark Johnson, Joseph Sinfield, and Elizabeth Altman take the subject to the next level: implementation. The authors explain how to create this crucial capability for unlocking disruption's transformational power. With a foreword by Christensen, this book provides a set of market-proven tools and approaches to innovation that have been honed through fieldwork with innovative companies like Procter & Gamble, Johnson & Johnson, Pepsi, Intel, Motorola, SAP, and Cisco Systems. The book shows you how to: Follow a market-proven process -- so your company can reliably create blockbuster businesses Create structures, systems, and metrics -- so the disruptive

innovations that will power your firm's future growth receive the funding and personnel needed to succeed Create a common language of disruptive innovation -- so managers can reach consensus around counterintuitive courses of action Incisive and practical, this book helps your company take the steps necessary to benefit from disruption -- instead of being eclipsed by it.

DC Universe Online

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems – including detailed rules

for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

Research EU.

Discover the Mystery Play as Ellen, a young girl in search of her mother; or Keats, a reporter searching for the truth, as they follow separate paths that lead behind the shadows of our world. Unravel the mystery and cross-over into worlds of fantasy--anddarkness. Are you prepared? Two Complete Walkthroughs Ellen and Keats have separate paths throughout an entwined story. This guide provides full coverage of both! Exhaustive Bestiary Capture an enemy's soul to gain their powers and expand them. The comprehensive bestiary includes the statistics for all the creatures as enemies--and as valuable friends in battle. Costume Gallery Expand the breadth of your abilities as you uncover Cloaks granting potent powers. Region Maps Maps provide details for both walkthroughs for Keats and Ellen. Find critical paths to finish tasks and find hidden characters. Platform: PlayStation 3 Genre: Action/Adventure This product is available for sale in North America only.

Government Reports Announcements &

Index

The Rough Guide to Android Phones and Tablets is a must-have introduction for anyone picking up a new Android device. Written for the newest Android platform, the book covers everything you need to know to make the most of your new device, from the basics right through to advanced techniques and tricks. We've tried and tested thousands of apps across a full range of categories and bring you 100 of the best, complete with codes you can scan into your Android device to grab the app straight from the book.

Plunkett's Entertainment & Media Industry Almanac 2006: The Only Complete Guide to the Technologies and Companies Changing the Way the World Shares En

Step-by-step instructions with callouts to PlayStation Vita images that show you exactly what to do. Help when you run into problems with your PlayStation Vita. Tips and Notes to help you get the most from your PlayStation Vita. Full-Color, Step-by-Step Tasks Show You How to Have Maximum Fun with Your PlayStation Vita! Unbox your PS VitaTM, get connected, and start having fun, fast Master PS Vita's built-in and downloadable apps, from games to social media Discover hot new PS Vita games—and play PlayStation classics, too Chat with groups of friends in real time—even if they're playing different games Leave gifts for nearby gamers to find and play with or

launch neighborhood competitions Post on Facebook and Twitter right from your PS Vita Use "augmented reality" cameras to embed yourself into the game Make the most of PS Vita's advanced HTML5 web browser Take great photos and videos with PS Vita's built-in cameras Control your PS3 from your PS Vita—even if you're thousands of miles away Transform your PS Vita into a world-class music player Get instant walking or driving directions from Google Maps Set parental controls to protect your kids Create Privacy Zones so other gamers don't know what you're doing Buy or rent videos from the PlayStation Store Safely back up your PS Vita on your PC, Mac, or PS3 Solve PS Vita and connectivity problems fast and get back to having fun

Learning HTML5 Game Programming

"This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition." —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games.

Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

Level Up! The Guide to Great Video Game Design

Whom the Gods Would Destroy, They First Make Mad — Euripides, 480 - 406 B.C. ·All treasures chests revealed ·Maps of every level ·Extensive Art collection with developer commentary ·Challenge of the Gods, secret costumes, and more ·Classic Mythology history and factoids ·Every foe's strengths & weaknesses revealed

A Beginners Guide to Using PlayStation 4 (PS4)

First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

Home Theater For Dummies

Handbook of Research on Computer Mediated Communication

The Unofficial PlayStation Handbook

The electronic age is bringing sweeping changes to entertainment and media of all kinds, including publishing, broadcasting and film. Multimedia, the Internet and other digital media outlets for entertainment and information are being refined at a rapid rate. Media giants are merging and making big acquisitions. This book covers these exciting developments and provides profiles on hundreds of leading firms in film, radio, television, cable, new media, and publishing of all types including books, magazines and newspapers. It contains thousands of contacts for business and industry leaders, industry associations, Internet sites and other resources. You'll get in-depth profiles of nearly 400 of the world's top Entertainment & Media firms: our own unique list of companies that are the leaders in this field. Here

you'll find complete profiles of the hot companies that are making news today, the largest, most successful corporations in all facets of the Entertainment and Media Business, from broadcasters to film production companies, casino operators to theme park companies, publishers of books and magazines to video game designers, and much more. Our corporate profiles include executive contacts, growth plans, financial records, address, phone, fax and much more. This innovative book offers unique information, all indexed and cross-indexed more for each firm! Our industry analysis section provides an exceptional discussion of business and market trends. The book includes statistical tables covering revenues for several industry sectors. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key data.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION