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# 50 Art Ideas You Really Need To Know

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50 Human Brain Ideas You Really Need to Know

50 Quantum Physics Ideas You Really Need to Know

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A Pocket Guide to Key Movements, Works, Themes & Techniques

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## CARLY KENDAL

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### **50 Psychology Ideas You Really Need to Know** Hachette UK

Despite frequent prognostications regarding the "death of God" and the triumph of secular materialism, religion remains a central component in the lives of most people around the world. There are currently thought to be 2 billion Christians, 1.2 billion Muslims, 800 million Hindus, along with some 700 million followers of other religions. Religion: 50 Ideas You Really Need to Know offers a clear path through the conceptual and denominational thickets of global religion. Award-winning religious affairs correspondent Peter Stanford begins with an examination of sacred texts, the divine principle and good and evil, before moving on to a discussion of the different traditions within Christianity, Islam, Judaism and the myriad customs of the East.

*50 Art Ideas You Really Need to Know* Hachette UK

How different are men and women's brains? Does altruism really exist? Are our minds blank slates at birth? And do dreams reveal our unconscious desires? Psychology is everywhere in today's society. No crime fiction, documentary, chat show or medical consultation is complete without the introduction of a psychological angle. Psychology seeks to understand and explain thoughts, feelings and behaviour through a dizzying array of ideas and theories, shedding light on everything from memory, social mobility and attitude formation to delusions of grandeur, alcoholism and computer phobia, to name a few. In *50 Psychology Ideas You Really Need to Know*, Professor Adrian Furnham explains the central ideas of psychology in 50 concise and accessible essays. Packed with the latest research, most important case studies and arguments of key thinkers, this book is the perfect introduction to psychological theory. Contents include: Placebo effect; Kicking the habit; Hallucinations; Positive psychology; Emotional intelligence; IQ and you; Multiple intelligences; The Rorschach inkblot test; Detecting lies; Obedience to authority; Self-sacrifice or selfishness; Gambler's fallacy; Remembrance of things past; Artificial intelligence; Tip-of-the-tongue phenomenon; Psychosexual stages; Tabula rasa; Phrenology; Dyslexia.

*50 Human Brain Ideas You Really Need to Know* Penguin

From dwarf planets to dark energy; and from the Big Bang to the death of stars, this book is the perfect introduction to the cutting-edge science that is shaping our understanding of our place in the Universe and that could lead to the next great discovery--the detection of life beyond Earth.

### **50 Quantum Physics Ideas You Really Need to Know** Quercus Publishing

Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth through time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It's up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable

and may resemble a hat.

### **50 Digital Ideas You Really Need to Know** Chartwell Books

In this, the second volume in an important new series presenting core concepts across a range of critical areas of human knowledge, author Joanne Baker unravels the complexities of 20th-century scientific theory for a general readership. From Hubble's law to the Pauli exclusion principle, and from Schrodinger's cat to Heisenberg's uncertainty principle, she explains ideas at the cutting-edge of scientific enquiry, making them comprehensible and accessible to the layperson.

### **The Great Artists** Quercus

Take an artistic pilgrimage to some of the world's most inspirational places for aesthetes and creatives with *Artistic Places*.

*50 Events You Really Need to Know* Clarkson Potter

Literature suffers from appearing both deceptively easy and dauntingly difficult. We all like to think we can read a novel and understand what 'genre', 'style' and 'narrative' mean, but do we really understand them fully and how they can enrich our reading experience? How should we approach the works of great writers such as William Shakespeare, T.S. Eliot, Charles Dickens and Jane Austen? *50 Literature Ideas you Really Need to Know* provides a clear, opinionated and thorough overview of literary theories from the apparently familiar to the decidedly unfamiliar. Packed with insights and examples from both classic and popular works, it is a book that will delight anyone who has ever been mystified by literary jargon and wants to gain a deeper enjoyment of reading and writing.

*50 Ideas You Really Need to Know: Universe* Quarry Books

Just the mention of mathematics is enough to strike fear into the hearts of many, yet without it, the human race couldn't be where it is today. By exploring the subject through its 50 key insights - from the simple (the number one) and the subtle (the invention of zero) to the sophisticated (proving Fermat's last theorem) - this book shows how mathematics has changed the way we look at the world around us.

*50 Capitalism Ideas You Really Need to Know* Quercus Publishing

From the Pyramids of Giza to the Guggenheim, this lively guide explains the key concepts and inventions in architecture clearly and concisely. Exploring the myriad ways in which the built environment is shaped and created, readers will gain a new and informed appreciation for architecture, from the classical orders of Vitruvius--Doric, Ionic and Corinthian--to the most recent contemporary trends. Philip Wilkinson offers expert introductions to the most important architectural movements and styles throughout history, as well as describing some of the greatest architects' most important and representative works. So, if you've ever wondered when a building is just a building or art, or want to know more about Gothic vaults, trusses and arches, this is the perfect introduction.

*The Art of Gift Wrapping* Search Press Limited

'My favourite book' Tinchy Stryder BA Business Life Book of the Month The ultimate hustle is to move freely between the street and corporate worlds, to find your flow and never stay locked in the same

position. This is a manifesto for how to operate in the twenty-first century, where everything has been turned on its head. Building on the runaway success of Robert Greene's *The 48 Laws of Power* (almost five million copies sold), the 'modern Machiavelli' teams up with rapper 50 Cent to show how the power game of success can be played to your advantage. Drawing on the lore of gangsters, hustlers, and hip-hop artists, as well as 50 Cent's business and artistic dealings, the authors present the 'Laws of 50', revealing how to become a master strategist and supreme realist. Success comes from seeking an advantage in each and every encounter, and The 50th Law offers indispensable advice on how to win in business - and in life.

#### 50 Big Ideas You Really Need to Know Quercus

The Great Artists introduces readers to 100 of the world's most important artists, from the 13th century to the present, concentrating on their lives, works, ideas, influences, artistic development, contributions, creative output and where they fit in history. Concise and readable, The Great Artists is an interesting, informative and authoritative history of 700 years of fine art for the general reader. Writing with verve and passion, Susie Hodge presents, in chronological order, elegant and often affectionate biographical profiles of 100 of the greatest artists in the history of art. The biographies not only describe the life, development and creations of each artist, but also set these visual composers and their compositions within a broader historical and cultural context. Furthermore, shortlists of 'must-see' masterpieces for each artist give the reader all the information they need to appreciate and understand great art. From the great artists of the high renaissance art to the Dutch masters, and from the rococo and neoclassical movements of the 18th century to romanticism, modernism and contemporary art, the lives of the great artists are as varied and multifaceted as the works of creative genius they produced. A selection of featured artists includes: Mantegna, El Greco, Pissarro, Turner, Seurat, Bellini, Caravaggio, Leighton, Constable, Mucha, Botticelli, Rubens, Manet, Ingres, Klimt, Bosch, Gentileschi, Degas, Géricault, Munch, da Vinci, Poussin, Whistler, Corot, Kandinsky, Grünewald, Velazquez, Homer, Hiroshige, Matisse, Dürer, Rembrandt, Cézanne, Delacroix, Mondrian, Michelangelo, Steenwyck, Monet, Millet, Malevich, Raphael, de Hooch, Rodin, Courbet, Klee, Titian, Vermeer, Renoir, Bouguereau, Marc, Holbein, Canaletto, Gauguin, Rossetti, Picasso, Bronzino, Hogarth, van Gogh, Millais, Hopper.

*Geninne's Art: Birds in Watercolor, Collage, and Ink* 50 Ideas You Really Need to Know series  
People often complain that in history lessons at school they were taught just a few topics--the Romans, the Tudors, the Nazis--and how they have no idea at all about what happened in between. To remedy this, *World History: 50 Things You Really Need to Know* offers brief and stimulating outlines of key developments in the history of the world, from the beginning of agriculture 10,000 years ago to the attack on the Twin Towers on 9/11. Each essay is accompanied by a detailed timeline of dates and events, and the flavor of the period concerned is brought to life by selected contemporary quotations from figures as diverse as Aristotle, Ashoka, Saladin, Christopher Columbus, Martin Luther, Suleiman the Magnificent, Galileo, Voltaire, Thomas Jefferson, Mary Wollstonecraft, Napoleon, Lincoln, Lenin and Winston Churchill. In addition, box features throw light on a range of related topics, from the Nazca Lines to Renaissance man, from Confucianism and the state to Alexander the Great's horse, from Islamic science and the Barbary corsairs to the Enigma code and the atomic bomb.

#### *A Pocket Guide to Key Movements, Works, Themes & Techniques* Quercus

In recent years knowledge of our genetic code has changed our understanding of life on Earth. New genetic technologies are transforming the way we live and promise treatments for otherwise incurable diseases. But these advances are also generating controversy, particularly surrounding issues such as cloning and designer babies. In *50 Genetics Ideas*, Mark Henderson distills the central ideas of genetics in a series of clear and concise essays. Beginning with the theory of evolution, and covering such topics as the genome and how nature and nurture work together, he not only illuminates the role of genes in shaping our behaviour and sexuality, but also the very latest, cutting-edge developments in gene therapy and artificial life. Accessible and informative, *50 Genetics Ideas* is a timely introduction to this young and ground-breaking strand of science.

#### 50 Religion Ideas You Really Need to Know 50 Art Ideas You Really Need to Know

How do you sum up the amazing world of art in just 100 words? This striking book takes on the challenge! From pottery to Pointillism, each of the carefully chosen 100 words has its own 100-word long description and quirky illustration, providing a fascinating introduction to art. Basically, everything you need to know in a nutshell. Along with some classic methods, such as painting and sketching, you'll also discover less predictable aspects of art that will give you a fresh perspective. Featuring materials, elements, methods, art movements, styles, and places this book covers a wide range of topics and themes, as well as some key artists of the past and present. With a clean, contemporary design, each word occupies a page of its own. A large striking illustration neatly encapsulates the accompanying 100 words of text. Other titles in the 100 Things to Know About series include: Ancient World, World Politics, Inventions.

#### 50 Literature Ideas You Really Need to Know Quercus

Religion: 50 Ideas You Really Need to Know offers a clear path through the conceptual and denominational thickets of global religion. Award-winning religious affairs correspondent Peter Stanford begins with an examination of sacred texts, the divine principle and good and evil, before moving on to a discussion of the different traditions within Christianity, Islam, Judaism and the myriad traditions of the East.

#### 50 Ethics Ideas You Really Need to Know Quercus Books

What will the world look like in 2020, 2030 or even 2100? How will progress in scientific research affect human life in the areas of health and lifestyle, energy and the environment, politics and conflict, space exploration and even the ultimate questions of existence? This thoroughly researched and superbly written book offers an electrifying trip through the wonders--and terrors--awaiting us over the next hundred years.

#### **50 Maths Ideas You Really Need to Know** Quercus

Why are some designs more successful and influential than others? **WHAT MAKES GREAT DESIGN** showcases eighty exceptional creations, from the Polaroid Land camera and the Sony Walkman to the Coca-Cola bottle and Converse All Stars. Featuring designers as diverse as Le Corbusier, Dieter Rams and Philippe Starck, this insightful book highlights the elements of each design that distinguish it from its peers. Whether it is the functionality of Walter Hunt's safety pin from 1849, the innovative use of materials in a Louis Vuitton trunk or the aesthetic appeal of a René Lalique vase, the book explains why these designs have stood the test of time. **WHAT MAKES GREAT DESIGN** will

open your eyes to the defining qualities of the enduring product designs that have become an essential part of our everyday lives.

*Everything You Need to Know About the Greatest Artists and Their Work* A&C Black

Have you ever lain awake at night worried about how we can be sure of the reality of the external world? Perhaps we are in fact disembodied brains, floating in vats at the whim of some deranged puppetmaster. If so, you are not alone--and what's more, you are in exalted company--for this question and other ones like it have been the stuff of philosophical rumination from Plato to Popper. In a series of accessible and engagingly written essays, *50 Philosophy Ideas You Really Need to Know* introduces and explains the problems of knowledge, consciousness, identity, ethics, belief, justice, and aesthetics that have engaged the attention of thinkers from the era of the ancient Greeks to the present day.

**World History: 50 Key Milestones You Really Need to Know** White Lion Publishing

Controversial and unavoidable, it shapes our society and our lives - but what really is capitalism? Does it mean greed is good? Are inequality and poverty its inevitable consequences? Can economic growth continue forever or are constant cycles of boom and bust a foregone conclusion? Indeed is capitalism in a fatal crisis - and what, if any, are the alternatives? From capitalism's history, core theories and key institutions to its current-day political power and social impact, this book explains

everything you need to understand the world's dominant economic system. Jonathan Portes demystifies the fundamental concepts of capital, creative destruction, the market and the invisible hand; dissects the rival ideologies of socialism, liberalism and Keynesianism; predicts what capitalism means for immigration, the environment and the future of work; and much more - all in 50 concise and authoritative essays. Here is the essential one-volume guide to capitalism: its strengths and weaknesses, past and future - a future that will affect us all.

*50 Science Ideas You Really Need to Know* Quercus

*50 Science Ideas You Really Need to Know* is your guide to the biggest questions and deepest concepts from across the whole of science. What was the Big Bang? How did life on Earth arise? What does quantum mechanics tell us about the universe? Is true artificial intelligence possible? And does life exist on other planets? Moving from the basics of atoms and molecules, Newton's laws of physics and the building blocks of life to the cutting edge of nanotechnology, Einstein's theories of relativity and cloning, this book makes the many worlds of science accessible and illuminating. Featuring fifty concise, insightful and illustrated essays covering physics and astronomy, Earth and life sciences, chemistry and materials, psychology and computing, and exploring the ways they connect with each other and impact on our lives, *50 Science Ideas You Really Need to Know* is the ideal introduction to the questions which fascinate us all.

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