



LIST OF MIT PRESS EBOOKS ADDED ON IEEE PLATFORM DURING 2020 & 2021

1. A Biography of the Pixel
2. A Citizen's Guide to Artificial Intelligence
3. A New History of Modern Computing
4. Against Reduction: Designing a Human Future with Machines
5. AI Assistants
6. AI Ethics
7. AI in the Wild: Sustainability in the Age of Artificial Intelligence
8. Algorithms
9. Algorithms Are Not Enough: Creating General Artificial Intelligence
10. Ambient Play
11. Beyond Bakelite: Leo Baekeland and the Business of Science and Invention
12. Beyond the Creative Species: Making Machines That Make Art and Music
13. Biofabrication
14. Bots and Beasts: What Makes Machines, Animals, and People Smart?
15. Coding Democracy: How Hackers Are Disrupting Power, Surveillance, and Authoritarianism
16. Collaborative Society
17. CRISPR People: The Science and Ethics of Editing Humans
18. Critical Code Studies
19. Critical Perspectives on Open Development: Empirical Interrogation of Theory Construction
20. Cultural Analytics
21. Cyber Republic: Reinventing Democracy in the Age of Intelligent Machines
22. Cybersecurity
23. Data Feminism
24. Digital Suffragists: Women, the Web, and the Future of Democracy
25. Discriminating Data: Correlation, Neighborhoods, and the New Politics of Recognition
26. Downtime on the Microgrid: Architecture, Electricity, and Smart City Islands
27. Electrify: An Optimist's Playbook for Our Clean Energy Future
28. Embodied Computing: Wearables, Implantables, Embeddables, Ingestibles
29. fMRI
30. Free-to-Play: Mobile Video Games, Bias, and Norms
31. From Insight to Innovation: Engineering Ideas That Transformed America in the Twentieth Century
32. From the Basement to the Dome: How MIT's Unique Culture Created a Thriving Entrepreneurial Community
33. Hacker States
34. Hidden Wonders: The Subtle Dialogue Between Physics and Elegance
35. How AI Is Transforming the Organization
36. How Humans Judge Machines
37. How to Grow a Robot: Developing Human-Friendly, Social AI
38. Ideas That Created the Future: Classic Papers of Computer Science
39. Irony and Sarcasm
40. Linguistics for the Age of AI
41. Locally Played: Real-World Games for Stronger Places and Communities
42. Machine Learning
43. Media Disrupted: Surviving Pirates, Cannibals, and Streaming Wars
44. Nuclear Choices for the Twenty-First Century: A Citizen's Guide
45. People Count: Contact-Tracing Apps and Public Health
46. Play like a Feminist.

47. Playful Visions: Optical Toys and the Emergence of Children's Media Culture
48. Privacy Is Hard and Seven Other Myths: Achieving Privacy through Careful Design
49. Reality Media: Augmented and Virtual Reality
50. Reassembling Scholarly Communications: Histories, Infrastructures, and Global Politics of Open Access
51. Recommendation Engines
52. Right/Wrong: How Technology Transforms Our Ethics
53. Running with Robots: The American High School's Third Century
54. Schools and Screens: A Watchful History
55. Science and the Production of Ignorance: When the Quest for Knowledge Is Thwarted
56. Science Fiction
57. Smart Cities
58. Spatial Computing
59. Stereophonica: Sound and Space in Science, Technology, and the Arts
60. Studying Sound: A Theory and Practice of Sound Design
61. Technology and Society: Building Our Sociotechnical Future
62. The 360° Gaze: Immersions in Media, Society, and Culture
63. The Car That Knew Too Much: Can a Machine Be Moral?
64. The Coevolution: The Entwined Futures of Humans and Machines
65. The Constitution of Algorithms: Ground-Truthing, Programming, Formulating
66. The Digital Environment: How We Live, Learn, Work, and Play Now
67. The Flip Side of Free: Understanding the Economics of the Internet
68. The Infographic: A History of Data Graphics in News and Communications
69. The Internet of Things
70. The Living with Robots: What Every Anxious Human Needs to Know
71. The Next Age of Disruption
72. The Promise of Access: Technology, Inequality, and the Political Economy of Hope
73. The Raven's Hat: Fallen Pictures, Rising Sequences, and Other Mathematical Games
74. The Smart Wife: Why Siri, Alexa, and Other Smart Home Devices Need a Feminist Reboot
75. Too Smart: How Digital Capitalism is Extracting Data, Controlling Our Lives, and Taking Over the World
76. Transmissions: Critical Tactics for Making and Communicating Research
77. Uncertain Archives: Critical Keywords for Big Data
78. Voicing Code in STEM: A Dialogical Imagination
79. We Are Not Users: Dialogues, Diversity, and Design
80. Who Are You?: Nintendo's Game Boy Advance Platform
81. Wikipedia @ 20: Stories of an Incomplete Revolution
82. Your Computer Is on Fire
83. Your Wit Is My Command: Building AIs with a Sense of Humor