Computer and Information Security Handbook, John R. Vacca, ed. This book helps readers analyze risks to their networks and defines the steps needed to select and deploy the appropriate countermeasures for reducing exposure to physical and network threats. It also imparts the skills and knowledge needed to identify and counter some fundamental security risks and requirements, including Internet security threats and measures.

This book describes the essential knowledge and skills needed to select, design, and deploy a public-key infrastructure to secure existing and future applications. Chapters contributed by leaders in the field cover the theory and practice of computer security technology, helping the reader develop a new level of technical expertise. This book's up-to-date coverage of security issues facilitates learning and can help readers remain current and fully informed from multiple viewpoints.

Morgan Kaufmann; www.elsevierdirect.com; 978-0-12-375354-1, 844 pp.

The Business of IT: How to Improve Service and Lower Costs, Robert Ryan and Tim Raducha-Grace. IT organizations have achieved outstanding technological maturity, but many have been slower to adopt world-class business practices. This book provides IT and business executives with methods to achieve greater business discipline throughout IT, collaborate more effectively, sharpen focus on the customer, and derive greater value from IT investment.

The authors focus on four specific business practice areas that relate to improving IT service management, managing services’ cost and value, measuring IT performance with a goal of improving service and lowering cost, and improving customer alignment. Drawing on their experience consulting with leading IT organizations, the authors help IT leaders make sense of alternative ways to improve IT service and lower cost.

IBM Press; www.ibmpressbooks.com; 013-7-000-618; 292 pp.

The Art of Agent-Oriented Modeling, Leon S. Sterling and Kuldar Taveter. Today, when computing is pervasive and deployed over a range of devices and many users, developers must create computer software that interacts with both the ever-increasing complexity of the technical world and the growing fluidity of social organizations. This book presents a new conceptual model for developing open, intelligent, and adaptive software systems. Its approach to modeling complex systems combines people, devices, and software agents in a changing environment sometimes called a distributed sociotechnical system.

Thinking in terms of agents changes how people think of software and the tasks it can perform. Offering an integrated and coherent set of concepts and models, the authors present three levels of abstraction that correspond to the motivation, design, and implementation layers. This book compares platforms by implementing the same models in four different languages and offers exercises suitable for class use or independent study.


Citizen Engineer: A Handbook for Socially Responsible Engineering, David Douglas and Greg Papadopoulos, with John Boutelle. Engineering today requires far more than just being an engineer. It requires considering not only projects’ design requirements, but the full impact of one’s work—from ecological, intellectual property, business, and sociological perspectives. Increasingly, engineers must also coordinate their efforts with as many as hundreds of other engineers.

This new age demands socially responsible engineering on a whole new scale. The citizen engineer focuses on two topics vitally important in engineers’ day-to-day work: eco-engineering and intellectual property. It also examines how and why the world of engineering has changed, and provides practical advice to help engineers of all types master this new era.

Addison-Wesley Professional; www.informit.com; 013-7-143-923; 245 pp.

Mastering Unreal Technology, Volume I, Jason Busby, Zak Parrish, and Jeff Wilson. This introduction to level design with Unreal Engine 3 provides a start-to-finish guide for modding and level design with the engine, thanks to the authors’ intimate knowledge of the training modules that shipped with the UT3 engine. Now, working with the full cooperation of Unreal Engine 3’s creators, Epic Games, they introduce every facet of game development—from simple level creation to materials, lighting, and terrain.

With tips, hands-on tutorials, and expert techniques, this book can help readers create levels that look spectacular. It also includes tips on understanding the game development process from start to finish; planning projects for greater efficiency, faster delivery, and better quality; and crafting worlds with stunning beauty and clarity.

Addison-Wesley Professional; www.informit.com; 0-672-32991-3; 912 pp.

Send book announcements to newbooks@computer.org.