

## Read PDF Simcity Societies Guide

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### WJEPRI - ALANNAH BRYCEN

Greening the College Curriculum provides the tools college and university faculty need to meet personal and institutional goals for integrating environmental issues into the curriculum. Leading educators from a wide range of fields, including anthropology, biology, economics, geography, history, literature, journalism, philosophy, political science, and religion, describe their experience introducing environmental issues into their teaching. The book provides: a rationale for including material on the environment in the teaching of the basic concepts of each discipline guidelines for constructing a unit or a full course at the introductory level that makes use of environmental subjects sample plans for upper-level courses a compendium of annotated resources, both print and nonprint Contributors to the volume include David Orr, David G. Campbell, Lisa Naughton, Emily Young, John Opie, Holmes Rolston III, Michael E. Kraft, Steven Rockefeller, and others.

A summation and extension of Lynch's vision for the exploration of city form. With the publication of *The Image of the City* in 1959, Kevin Lynch embarked upon the process of exploring city form. *Good City Form* is both a summation and an extension of his vision, a high point from which he views cities past and possible. First published in hardcover under the title *A Theory of Good City Form*.

This fundamental work explains in detail systems for active safety and driver assistance, considering both their structure and their function. These include the well-known standard systems such as Anti-lock braking system (ABS), Electronic Stability Control (ESC) or Adaptive Cruise Control (ACC). But it includes also new systems for protecting collisions protection, for changing the lane, or for convenient parking. The book aims at giving a complete picture focusing on the entire system. First, it describes the components which are necessary for assistance systems, such as sensors, actuators, mechatronic subsystems, and control elements. Then, it explains key features for the user-friendly design of human-machine interfaces between driver and assistance system. Finally, important characteristic features of driver assistance systems for particular vehicles are presented: Systems for commercial vehicles and motorcycles.

For the first time in the history of the planet, more than half the population - 3.3 billion people - are now living in cities. Two hundred years ago only 3 per cent of the world's population were urbanites, a figure that had remained fairly stable (give or take the occasional plague) for about 1000 years. By 2030, 60 per cent of us will be urban dwellers. City is the ultimate handbook for the archetypal city and contains main sections on 'History', 'Customs and Language', 'Districts', 'Transport', 'Money', 'Work', 'Tourist Sites', 'Shops and markets', 'Nightlife', etc., and mini-essays on anything and everything from Babel, Tenochtitlán and Ellis Island to Beijing, Mumbai and New York, and from boulevards, suburbs, shanty towns and favelas, to skylines, urban legends and the sacred. Drawing on a wide range of examples from cities across the world and throughout history, it explores the reasons why people first built cities and why urban populations are growing larger every year. City is illustrated throughout with a range of photographs, maps and other illustrations.

As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book *The Web Psychologist*, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. *Webs of Influence* delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level - with dazzling results.

In this lavishly illustrated full-color retrospective, discover never-before-seen photos that bring to life the people and stories behind the most popular games of all time, including *Space Invaders*, *Pac-Man*, *Centipede*, *Donkey Kong*, *Asteroids*, *SimCity*, *Quake*, *Myst*, *Tomb Raider*, and more. This is the inside scoop on the history, successes, tricks, and even failures of the entire electronic games industry.

*More Ways to Play With Life* - Maximize your creativity and customization - How to satisfy every Gold and Platinum Want in all story lots - Details on socializing in Direct Control - How to use Direct Control mode and Direct Control objects - Unleash your Sims' culinary creativity by whipping up custom-made food power-ups - How to unlock every object, lot, fashion option, Sim, and recipe - Tips for returning from the dead and living as a ghost - Customize your Sims' fashion

Orson Scott Card is "a master of the art of storytelling" (Booklist), and *The Worthing Saga* is a story that only he could have written. It was a miracle of science that permitted human beings to live, if not forever, then for a long, long time. Some people, anyway. The rich, the powerful--they lived their lives at the rate of one year every ten. Some created two societies: that of people who lived out their normal span and died, and those who slept away the decades, skipping over the intervening years and events. It allowed great plans to be put in motion. It allowed interstellar Empires to be built. It came near to destroying humanity. After a long, long time of decadence and stagnation, a few seed ships were sent out to save our species. They carried human embryos and supplies, and teaching robots, and one man. The *Worthing Saga* is the story of one of these men, Jason Worthing, and the world he found for the seed he carried. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Discusses the essential elements in creating a successful game, how playing games and learning are connected, and what makes a game boring or fun.

This manual has been designed and written with the purpose of introducing key concepts and areas of debate around the "creative economy", a valuable development opportunity that Latin America, the Caribbean and the world at large cannot afford to miss. The creative economy, which we call the "Orange Economy" in this book (you'll see why), encompasses the immense wealth of talent, intellectual property, interconnectedness, and, of course, cultural heritage of the Latin American and Caribbean region (and indeed, every region). At the end of this manual, you will have the knowledge base necessary to understand and explain what the Orange Economy is and why it is so important. You will also acquire the analytical tools needed to take better advantage of opportunities across the arts, heritage, media, and creative services.

The *Edge* calls *Trigger Happy* a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than chil-

dren. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z

We all know that kids like video games, so why not help them learn course content in these virtual worlds? This guidebook helps teachers (grades 6-12) do that. It provides a diverse collection of virtual spaces where students engage in role-based learning. It features a nontechnical presentation; and a collection of multi-user games.

There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, *How People Learn: Brain, Mind, Experience, and School: Expanded Edition* was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. *How People Learn II: Learners, Contexts, and Cultures* provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. *How People Learn II* will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

Get Behind the Wheel with *Sim City 4!* Essential details on U-Drive-It! mode, including how to use vehicles to complete missions · Exclusive strategies for building a smooth-running metropolis · All-new civic, reward, and landmark structures covered · New mass transit and bridge options to streamline your city · Exhaustive tips for thwarting disasters such as road accidents and train derailments · Fun hints for creating your own street names and otherwise personalizing your cities · Get creative with Lot Editor and *SimCity Scape*

The *Video Games Guide* is the world's most comprehensive reference book on computer and video games. Presented in an A to Z format, this greatly expanded new edition spans fifty years of game design--from the very earliest (1962's *Spacewar*) through the present day releases on the PlayStation 3, Xbox 360, Wii and PC. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review which offers fascinating nuggets of trivia, historical notes, cross-referencing with other titles, information on each game's sequels and of course the author's views and insights into the game. In addition to the main entries and reviews, a full-color gallery provides a visual timeline of gaming through the decades, and several appendices help to place nearly 3,000 games in context. Appendices include: a chronology of gaming software and hardware, a list of game designers showing their main titles, results of annual video game awards, notes on sourcing video games, and a glossary of gaming terms.

*Build the City of Your Dreams...Or Your Nightmares.* • Transform your city into the hidden Haunted Town. • Complete building directory and catalog. • Get to know all the Special Sims. • Shape your cities to your will with city profile. • Harness Societal Values to grow the city you want.

Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

A guide to the business side of sports, teams, marketing and equipment - a tool for strategic planning, competitive intelligence, employment searches or financial research. It contains trends, statistical tables, and an industry glossary. It includes over 350 one page profiles of sports industry firms, companies and organizations.

Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field. Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and

adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and estimating backlogs Working with distributed and offshore teams Institutionalizing improvements, and extending agility throughout the organization Packed with real-world examples straight from Lacey's experience, this book will be invaluable to anyone transitioning to Scrum, seeking to improve their early results, or trying to get back on track.

A lively, accessible, and timely guide to Marxist economics for those who want to understand and dismantle the world of the 1%. Economists regularly promote Capitalism as the greatest system ever to grace the planet. With the same breath, they implore us to leave the job of understanding the magical powers of the market to the "experts." Despite the efforts of these mainstream commentators to convince us otherwise, many of us have begun to question why this system has produced such vast inequality and wanton disregard for its own environmental destruction. This book offers answers to exactly these questions on their own terms: in the form of a radical economic theory. "Thier's urgently needed book strips away jargon to make Marx's essential work accessible to today's diverse mass movements." —Sarah Leonard, contributing editor to *The Nation* "A great book for proletarian chain-breaking." —Rob Larson, author of *Bit Tyrants: The Political Economy of Silicon Valley* "Thier unpacks the mystery of capitalist inequality with lucid and accessible prose . . . We will need books like *A People's Guide* to help us make sense of the root causes of the financial crises that shape so many of our struggles today." —Keeanga-Yamahtta Taylor, author of *Race for Profit: How Banks and the Real Estate Industry Undermined Black Homeownership* "Ranging from exploitation at work to the operations of modern finance, this book takes the reader through a fine-tuned introduction to Marx's analysis of the modern economy . . . Thier combines theoretical explanation with contemporary examples to illuminate the inner workings of capitalism . . . Reminds us of the urgent need for alternatives to a crisis-ridden system." —David McNally, author of *Blood and Money*

The earth has died many times, and it always comes back looking different. In an exhilarating, surprising exploration of our planet, Craig Childs takes readers on a firsthand journey through apocalypse, touching the truth behind the speculation. *Apocalyptic Planet* is a combination of science and adventure that reveals the ways in which our world is constantly moving toward its end and how we can change our place within the cycles and episodes that rule it. In this riveting narrative, Childs makes clear that ours is not a stable planet, that it is prone to sudden, violent natural disasters and extremes of climate. Alternate futures, many not so pretty, are constantly waiting in the wings. Childs refutes the idea of an apocalyptic end to the earth and finds clues to its more inevitable end in some of the most physically challenging places on the globe. He travels from the deserts of Chile, the driest in the world, to the genetic wasteland of central Iowa to the site of the drowned land bridge of the Bering Sea, uncovering the micro-cataclysms that predict the macro: forthcoming ice ages, super-volcanoes, and the conclusion of planetary life cycles. Childs delivers a sensual feast in his descriptions of the natural world and a bounty of unequivocal science that provides us with an unprecedented understanding of our future.

"One of the most profound and illuminating studies of this century to have been published in recent decades." —John Gray, *New York Times Book Review* Hailed as "a magisterial critique of top-down social planning" by the *New York Times*, this essential work analyzes disasters from Russia to Tanzania to uncover why states so often fail—sometimes catastrophically—in grand efforts to engineer their society or their environment, and uncovers the conditions common to all such planning disasters. "Beautifully written, this book calls into sharp relief the nature of the world we now inhabit." —*New Yorker* "A tour de force." — Charles Tilly, *Columbia University*

Carbon dioxide and global climate change are largely invisible, and the prevailing imagery of climate change is often remote (such as ice floes melting) or abstract and scientific (charts and global temperature maps). Using dramatic visual imagery such as 3D and 4D visualizations of future landscapes, community mapping, and iconic photographs, this book demonstrates new ways to make carbon and climate change visible where we care the most, in our own backyards and local communities. Extensive color imagery explains how climate change works where we live, and reveals how we often conceal, misinterpret, or overlook the evidence of climate change impacts and our carbon usage that causes them. This guide to using visual media in communicating climate change vividly brings to life both the science and the practical solutions for climate change, such as local renewable energy and flood protection. It introduces powerful new visual tools (from outdoor signs to videogames) for communities, action groups, planners, and other experts to use in engaging the public, building awareness and accelerating action on the world's greatest crisis.

Full-color pages detailing how to: ·Crash parties, get initiated into a secret society, hack your grades, and graduate with honors ·Keep your Sims' grades on track in all 11 majors ·Secure your final degree and open up four new career paths ·Details on the all-new young adult age, influence, and lifetime wants ·Charts and tables covering objects and socials ·Tours of all colleges and their student bodies ·Covers the original Sims 2 plus the expansion!

Today's military missions have shifted away from fighting nation states using conventional weapons toward combating insurgents and terrorist networks in a battlespace in which the attitudes and behaviors of civilian noncombatants may be the primary effects of military actions. To support these new missions, the military services are increasingly interested in using models of the behavior of humans, as individuals and in groups of various kinds and sizes. *Behavioral Modeling and Simulation* reviews relevant individual, organizational, and societal (IOS) modeling research programs, evaluates the strengths and weaknesses of the programs and their methodologies, determines which have the greatest potential for military use, and provides guidance for the design of a research program to effectively foster the development of IOS models useful to the military. This book will be of interest to model developers, operational military users of the models and their managers, and government personnel making funding decisions regarding model development.

Education is a field sometimes beset by theories-of-the-day and with easy panaceas that overpromise the degree to which they can alleviate pressing educational problems. The two-volume *Encyclopedia of Educational Theory and Philosophy* introduces readers to theories that have stood the test of time and those that have provided the historical foundation for the best of contemporary educational theory and practice. Drawing together a team of international scholars, this invaluable reference examines the global landscape of all the key theories and the theorists behind them and presents them in the context needed to understand their strengths and weaknesses. In addition to interpretations of long-established theories, this work offers essays on cutting-edge research and concise, to-the-point definitions of key concepts, ideas, schools, and figures. Features: Over 300 signed entries by trusted experts in the field are organized into two volumes and overseen by a distinguished General Editor and an international Editorial Board. Entries are followed by cross references and further reading suggestions. A Chronology of Theory within the field of education highlights developments over the centuries; a Reader's Guide groups entries thematically, and a master Bibliography facilitates further study. The Reader's Guide, detailed index, and cross references combine for strong search-and-browse capabilities in the electronic version. Available in a choice of print or electronic formats, *Encyclopedia of Educational Theory and Philosophy* is an ideal reference for anyone interested in the roots of contemporary educational theory.

2017 PROSE Award Winner: Outstanding Scholarly Work by a Trade Publisher In the vein of Jane Jacobs's *The Death and Life of Great American Cities* and Edward Glaeser's *Triumph of the City*, Jonathan F. P. Rose—a visionary in urban development and renewal—champions the role of cities in addressing the environmental, economic, and social challenges of the twenty-first century. Cities are birthplaces of civilization; centers of culture, trade, and progress; cauldrons of opportunity—and the home of eighty percent of the world's population by 2050. As the 21st century progresses, metropolitan areas will bear the brunt of global megatrends such as climate change, natural resource depletion, population growth, income inequality, mass migrations, education and health disparities, among many others. In *The Well-Tempered City*, Jonathan F. P. Rose—the man who "repairs the fabric of cities"—distills a lifetime of interdisciplinary research and firsthand experience into a five-pronged model for how to design and reshape our cities with the goal of equalizing their landscape of opportunity. Drawing from the musical concept of "temperament" as a way to achieve harmony, Rose argues that well-tempered cities can be infused with systems that bend the arc of their development toward equality, resilience, adaptability, well-being, and the ever-unfolding harmony between civilization and nature. These goals may never be fully achieved, but our cities will be richer and happier if we aspire to them, and if we infuse our every plan and constructive step with this intention. A celebration of the city and an impassioned argument for its role in addressing the important issues in these volatile times, *The Well-Tempered City* is a reasoned, hopeful blueprint for a thriving metropolis—and the future.

Many teens today who use the Internet are actively involved in participatory cultures—joining online communities (Facebook, message boards, game clans), producing creative work in new forms (digital sampling, modding, fan videomaking, fan fiction), working in teams to complete tasks and develop new knowledge (as in Wikipedia), and shaping the flow of media (as in blogging or podcasting). A growing body of scholarship suggests potential benefits of these activities, including opportunities for peer-to-peer learning, development of skills useful in the modern workplace, and a more empowered conception of citizenship. Some argue that young people pick up these key skills and competencies on their own by interacting with popular culture; but the problems of unequal access, lack of media transparency, and the breakdown of traditional forms of socialization and professional training suggest a role for policy and pedagogical intervention. This report aims to shift the conversation about the "digital divide" from questions about access to technology to questions about access to opportunities for involvement in participatory culture and how to provide all young people with the chance to develop the cultural competencies and social skills needed. Fostering these skills, the authors argue, requires a systemic approach to media education; schools, afterschool programs, and parents all have distinctive roles to play. The John D. and Catherine T. MacArthur Foundation Reports on Digital Media and Learning

Proven techniques for songwriting success This friendly, hands-on guide tackles the new face of the recording industry, guiding you through the shift from traditional sales to downloads and mobile music, as well as how you can harness social media networks to get your music "out there." You get basic songwriting concepts, insider tips and advice, and inspiration for writing — and selling — meaningful, timeless songs. *Songwriting 101* — get a grip on everything you need to know to write a song, from learning to listen to your "inner voice" to creating a "mood" and everything in between Jaunt around the genres — discover the variety of musical genres and find your fit, whether it's rock, pop, R&B, gospel, country, or more Let the lyrics out — master the art of writing lyrics, from finding your own voice to penning the actual words to using hooks, verses, choruses, and bridges Make beautiful music — find your rhythm, make melodies, and use chords to put the finishing touches on your song Work the Web — harness online marketing and social networks like Facebook, Twitter, and others to get your music heard by a whole new audience Open the book and find: What you need to know before you write a single note Tips on finding inspiration Ways to use poetic devices in lyrics Computer and Web-based shortcuts and technologies to streamline songwriting A look at famous songwriting collaborators Writing for stage, screen, and television How to make a demo to get your song heard Advice on how to make money from your music Learn to: Develop your songwriting skills with tips and techniques from the pros Use social networking sites to get your music out to the public Break into the industry with helpful, how-to instructions

An innovation in learning improves upon the implementation of the standard practice or introduces a new practice, thus achieving greater learning outcomes. The *Handbook on Innovations in Learning*, developed by the Center on Innovations in Learning, presents commissioned chapters describing current best practices of instruction before embarking on descriptions of selected innovative practices which promise better methods of engaging and teaching students. Written by a diverse and talented field of experts, chapters in the *Handbook* seek to facilitate the adoption of the innovative practices they describe by suggesting implementation policies and procedures to leaders of state and local education agencies.

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

From the author of *Guns, Germs and Steel*, Jared Diamond's *Collapse: How Societies Choose to Fail or Survive* is a visionary study of the mysterious downfall of past civilizations. Now in a revised edition with a new afterword, Jared Diamond's *Collapse* uncovers the secret behind why some societies flourish, while others founder - and what this means for our future. What happened to the people who made the forlorn long-abandoned statues of Easter Island? What happened to the architects of the crumbling Maya pyramids? Will we go the same way, our skyscrapers one day standing derelict and overgrown like the temples at Angkor Wat? Bringing together new evidence from a startling range of sources and piecing together the myriad influences, from climate to culture, that make societies self-destruct, Jared Diamond's *Collapse* also shows how - unlike our ancestors - we can benefit from our knowledge of the past and learn to be survivors. 'A grand sweep from a master storyteller of the human race' - Daily Mail 'Riveting, superb, terrifying' - Observer 'Gripping ... the book fulfils its huge ambition, and Diamond is the only man who could have written it' - Economist 'This book shines like all Diamond's work' - Sunday Times

Generate and Analyze Multi-Level Data Spatial microsimulation involves the generation, analysis, and modeling of individual-level data allocated to geographical zones. *Spatial Microsimulation with R* is the first practical book to illustrate this approach in a modern statistical programming language. Get Insight into Complex Behaviors The book progresses from the principles underlying population synthesis toward more complex issues such as household allocation and using the results of spatial microsimulation for agent-based modeling. This equips you with the skills needed to apply the techniques to real-world situations. The book demonstrates methods for population synthesis by combining individual and geographically aggregated datasets using the recent R packages *ipfp* and *mipfp*. This approach represents the "best of both worlds" in terms of spatial resolution and person-level detail, overcoming issues of data confidentiality and reproducibility. Implement the Methods on Your Own Data Full of reproducible examples using code and data, the book is suitable for students and applied researchers in health, economics, transport, geography, and other fields that require individual-level data allocated to small geographic zones. By explaining how to use tools for modeling phenomena that vary over space, the book enhances your knowledge of complex systems and empowers you to provide evidence-based policy guidance.