# The MIT Press

## Forthcoming Titles – LBF 2024

**Trade:  pp. 2-8**
**Textbooks:  p. 9**
**Essential Knowledge titles: pp. 10-11**

**Pamela Quick, Subsidiary Rights Manager, The MIT Press, quik@mit.edu**

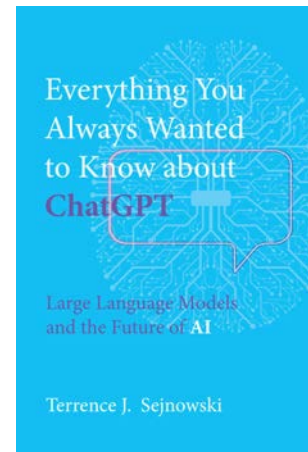# Everything You Always Wanted to Know About ChatGPT
## Large Language Models and the Future of AI
### By Terrence J. Sejnowski

**An insightful exploration of Chat GPT and other advanced AI systems—how we got here, where we're headed, and what it all means for how we interact with the world.**

October 2024, 264 pp. 80 ills          [technology , artificial intelligence]


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## How to Create Diverse Leadership Teams for a More Dynamic, Resilient Future
### By Karen Brown

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## By Danny Goodwin and Edward Schwarzchild

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August 2024, 200 pp. 51 ills.               [business/society]

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**By Greg M. Epstein**

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**By Ellen Levy**



The first full-career survey of the idiosyncratic life and work of Ray Johnson, a collagist, performance artist, and pioneer of mail art.

October 2024, 394 pp. 214 ills.                    [art]

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## How It Happened, Why It Matters, and What Comes Next
**By Todd Stern**

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## Tracing Public Art and Resistance in the City
**By Rafael Schacter**

**What graffiti says about contemporary society, and why it demands our urgent attention as a form of civic expression.**

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## Daydreaming in the Solar System
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**By John E. Moore and Jesse Rogerson**



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October 2024, 264 pp. 41 ills.                    [science/astronomy]


## Playing at the World, 2e
**The Invention of Dungeons & Dragons, volume 1**

**By Jon Peterson**

**The first volume of two in a new, updated edition of the 2012 book *Playing at the World*, which charts the vast and complex history of role-playing games.**

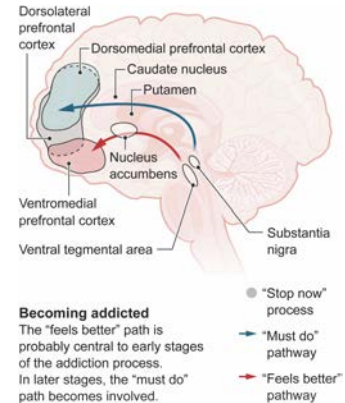July 2024, 384 pp. 28 ills.                        [game history]

# Your Stone Age Brain in the Screen Age
## By Richard E. Cytowic

**An award-winning neurologist on the Stone-Age roots of our screen addictions, and what to do about them.**
October 2024, 336 pp.  21 ills.                    [cognitive neuroscience]



# The AI Conundrum
## Harnessing the Power of AI for Your Organization
## By Caleb Briggs and Rex Briggs

**A timely, practical guide to AI—its strengths, weaknesses, and real-world applications—for business professionals and policymakers.**
July 2024, 272 pp. 72 ills.                            [business]

# The Line
## AI and the Future of Personhood
**By James Boyle**

In *The Line*, James Boyle explores what AI might do to our concept of personhood, to "the line" we believe separates our species from the rest of the world, but also separates "persons" with legal rights from objects.
October 2024, 336 pp.                                             [AI/social science]



Core Capabilities of The Skills-Powered Enterprise          Figure 4.1

# The Skills-Powered Organization
## The Journey to the Next Generation Enterprise
**By Ravin Jesuthasan and Tanuj Kapilashrami**

How to design and activate the skills-based enterprise that is pivotal for navigating the "next" of work.
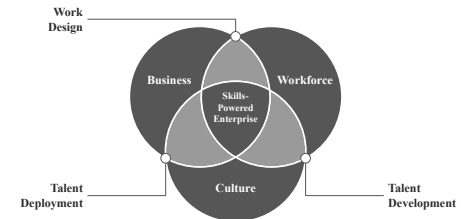October 2024, 152 pp. 10 ills                                          [management]

## An Introduction to Real-Time Computing for Mechanical Engineers
### A Lab-Based Approach
**By Rico A. R. Picone, Joseph L. Garbini, and Cameron N. Devine**

This book is an introduction to real-time computing for mechanical engineers that integrates theory and application.
September 2024, 486 pp. 139 ills.                          [mechanical engineering]


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### Foundations and Modern Approaches
**By Stefano V. Albrecht Filippos Christianos, and Lukas Schäfer**

This book provides an accessible technical introduction to the field of Multi-Agent Reinforcement Learning (MARL).
December 2024, 392 pp. 80 ills                          [computer science]

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**By Evangelia Adamou**

**Essential Knowledge**

**A concise, accessible introduction to language endangerment and why it is one of the most urgent challenges of our times.**

**August 2024, 264 pp. 3 ills.**                                        **[linguistics]**


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**By Herbert Hovenkamp**

**Essential Knowledge**

**A serious look at competition problems in tech markets and whether antitrust law can help address them.**

**August 2024, 224 pp. 7 ills.**                                **[technology/public policy]**


# Artificial General Intelligence

**By Julian Togelius**

**Essential Knowledge**

**How to make AI capable of general intelligence, and what such technology would mean for society.**

**September 2024, 240 pp.**                                        **[artificial intelligence]**

# Cryptography

**By Panos Louridas**

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**A broad introduction to cryptography—what it is, how it really works, what its future holds, and why every informed citizen should understand its basics.**

**October 2024, 312 pp. 71 ills.**                    **[computer science]**

# Galaxies

**By Or Graur**

**Essential Knowledge**

**An eminently readable overview of the history and physics of galaxies.**

**August 2024, 208 pp. 20 ills.**                    **[astronomy/physics]**

# Blockchain Governance

**By Primavera De Filippi, Wessel Reijers, and Morshed Mannan**

**Essential Knowledge**

**An engaging and comprehensive exploration of how fundamental ideas in political and legal thought shape the governance of blockchain communities, and are, in turn, shaped by blockchain technology.**

**August 2024, 248 pp. 5 ills.**                    **[political science/business]**