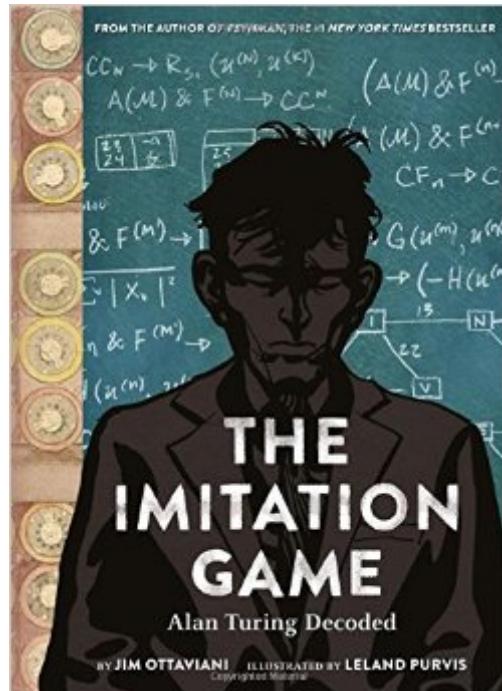


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The Imitation Game: Alan Turing Decoded



Synopsis

Award winning authors Jim Ottaviani and Leland Purvis present a historically accurate graphic novel biography of English mathematician and scientist Alan Turing in *The Imitation Game*. English mathematician and scientist Alan Turing (1912–1954) is credited with many of the foundational principles of contemporary computer science. *The Imitation Game* presents a historically accurate graphic novel biography of Turing's life, including his groundbreaking work on the fundamentals of cryptography and artificial intelligence. His code breaking efforts led to the cracking of the German Enigma during World War II, work that saved countless lives and accelerated the Allied defeat of the Nazis. While Turing's achievements remain relevant decades after his death, the story of his life in post-war Europe continues to fascinate audiences today. Award-winning duo Jim Ottaviani (the #1 New York Times bestselling author of *Feynman* and *Primates*) and artist Leland Purvis (an Eisner and Ignatz Award nominee and occasional reviewer for the *Comics Journal*) present a factually detailed account of Turing's life and groundbreaking research "as an unconventional genius who was arrested, tried, convicted, and punished for being openly gay, and whose innovative work still fuels the computing and communication systems that define our modern world. Computer science buffs, comics fans, and history aficionados will be captivated by this riveting and tragic story of one of the 20th century's most unsung heroes."

Book Information

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Customer Reviews

This was a very good book detailing the life of Alan Turing, the brilliant mathematician and scientist

that helped change the world. This book was very detailed; it left nothing out, from his beginning to his end. If you love history and graphic novels, this is a good one for you.

I really liked this book. The artwork was well done, the book was well researched, and the story was very intriguing. This isn't just a book about math or logic. This is a book about World War II history, breaking the German Enigma machines, and the gender bias in British Army. This book even has the first computers! That's how intriguing Turing's life really is, it involves so much world history. Yes, there are long(ish) segments where Turing talks through his ideas on logic, but they are written in a natural language that makes a lot more sense to a layman than a logic book. What's funny to me is that the artwork for these streams of consciousness, it often shows Turing moving on ahead while his acquaintances are left behind, having problems keeping up with him. Considering how few people seemed to understand him, it makes sense in the moment and overall. This is not just a book for mathematicians or logicians. This is a good read for people interested in cryptography, World War II, LGBT history, or even just real life drama. The art style is appropriate for the story and the dialogue is easy to read.

The Imitation Game was a very interesting take on Alan Turing's life. I was familiar with some of his work in computer science but not on what exactly he did. Ottaviani clearly did a great deal of research to make the story as accurately as possible. What really made the story interesting, though, was the story of his personal life. How the government handled this at the time is clearly something many in 2016 could not possibly fathom. Turing was humiliated and how the story ended proved just how much that affected him. The art was also well done. This wasn't a superhero story so there was no need for the bright colors and crisp drawing. This story felt real and the art perfectly complimented that.

I received a free copy of The Imitation Game for my honest opinion. If you go into reading The Imitation Game and expect it to be like the movie that came out in 2014, you will be disappointed. Although this graphic novel does share similar aspects to the movie, such as Turing decoding the Nazi code during WW2, The Imitation Game focuses more on how Alan Turing became the brilliant mind he was, and what happened to him after the end of WW2. I really enjoyed The Imitation Game, this graphic novel as well as the movie. As someone who comes from a family who's has worked extensively in the computer industry, and is personally considering a career in computer programming, I did find it easier to understand some of the more technical terminology used;

although most people will find this go straight over their head. The only thing about this graphic novel that I did not enjoy is use of interviewing Turing's friends and family about him. At times it got confusing as to what was going on, but apart from that, this graphic novel was extremely enjoyable. I would recommend *The Imitation Game: Alan Turing Decoded (Graphic Novel)* to anyone who enjoyed *The Imitation Game* movie, as well as people who work or are interested in the computer industry.

I'm still relatively new to graphic novels, having fallen first in love with Alison Bechdel, but this one was quite good. The subject really did kind of beg to be written about in this form, since he was a very visual and physical person. The story was easy to follow although there were a few times I felt like the image was a bit too ambiguous. It's nice to see Turing getting the attention and gratitude he so deserved when he was alive.

My husband is a physics teacher and he loves Jim Ottaviani's books - he has all just about all of the titles. Great work, Jim!

Was not expecting a comic strip.

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