Master Facebook Design Edition 20 Amazing Tips

Using mixed and augmented reality in communities is an emerging media practice that is reshaping how we interact with our cities and neighbors. From the politics of city hall to crosswalks and playgrounds, mixed and augmented reality will offer a diverse range of new ways to interact with our communities. In 2016, apps for augmented reality politics began to appear in app stores. Similarly, the blockbuster success of Pokémon Go illustrated how even forgotten street corners can become a magical space for play. In 2019, a court case in Milwaukee, Wisconsin, extended first amendment rights to augmented reality. For all the good that these emerging media provide, there will and have been consequences. Augmented and Mixed Reality for Communities will help students and practitioners navigate the ethical design and development of these kinds of experiences to transform their cities. As one of the first books of its kind, each chapter in the book prepares readers to contribute to the Augmented City. By providing insight into how these emerging media work, the book seeks to democratize the augmented and mixed reality space. Authors within this volume represent some of the leading scholars and practitioners working in the

augmented and mixed reality space for civic media, cultural heritage, civic games, ethical design, and social justice. Readers will find practical insights for the design and development to create their own compelling experiences. Teachers will find that the text provides in-depth, critical analyses for thought-provoking classroom discussions.

Instant Wall Street Journal Bestseller! Congratulations, you're a manager! After you pop the champagne, accept the shiny new title, and step into this thrilling next chapter of your career, the truth descends like a fog: you don't really know what you're doing. That's exactly how Julie Zhuo felt when she became a rookie manager at the age of 25. She stared at a long list of logistics--from hiring to firing, from meeting to messaging, from planning to pitching--and faced a thousand questions and uncertainties. How was she supposed to spin teamwork into value? How could she be a good steward of her reports' careers? What was the secret to leading with confidence in new and unexpected situations? Now, having managed dozens of teams spanning tens to hundreds of people, Julie knows the most important lesson of all: great managers are made, not born. If you care enough to be reading this, then you care enough to be a great manager. The Making of a Manager is a modern field guide packed everyday examples and transformative insights, including: * How to tell a great manager

from an average manager (illustrations included) * When you should look past an awkward interview and hire someone anyway * How to build trust with your reports through not being a boss * Where to look when you lose faith and lack the answers Whether you're new to the job, a veteran leader, or looking to be promoted, this is the handbook you need to be the kind of manager you wish you had. TECHNOLOGY Volume 4, Number 1, June 2015 Edited by James F. Caccamo and David M. McCarthy Natural Law in a Digital Age Nadia Delicata Faith in the Church of Facebook Matthew John Paul Tan Progress and Progressio: Technology, Self-betterment, and Integral Human Development Joseph G. Wolyniak Containing a "Pandora's" Box: The Importance of Labor Unions in the Digital Age Patrick Flanagan We Do Not Know How to Love: Observations on Theology, Technology, and Disability Jana M. Bennett Unmanned: Autonomous Drones as a Problem of Theological Anthropology Kara N. Slade Learning With Digital Technologies: Privileging Persons Over Machines Mary E. Hess What's in a Tech? Factors in Evaluating the Morality of Our Information and Communication Practices James F. Caccamo The book examines the graphic design profession primarily through the lens of the business community it serves. The author draws from over three decades of design experience to provide readers with a

firsthand account of the creative process, that is, advancing good ideas and personal vision within the corporate cultures and organizational dynamics that are predisposed to resist them. A focus on the collaboration necessary to bring design ideas to life sets this book apart from others in the genre. Covering one of the foundational social media platforms, this title guides readers through concrete exercises to educate them on the limits and possibilities of sharing. Focusing on tools to build skills, it covers creating multimedia content and devising and strategizing for a marketable brand presence as an individual or on behalf of a business or organization. These twenty activities provide a step-by-step pathway to social media literacy and consider social media from a critical position while evaluating privacy, reputation, and appropriate content.

Master Facebook [Design Edition]20 amazing tipsMobile Library

If you have a working knowledge of Hadoop 1.x but want to start afresh with YARN, this book is ideal for you. You will be able to install and administer a YARN cluster and also discover the configuration settings to fine-tune your cluster both in terms of performance and scalability. This book will help you develop, deploy, and run multiple applications/frameworks on the same shared YARN cluster.

What graphic design is, what designers need to know, and who becomes a designer have all evolved as the computer went from being a tool to also becoming our primary medium for communication. How jobs are advertised and how prospective candidates communicate with prospective employers have changed as well, as has the culture and context for many workplaces, requiring new approaches for how to find your first (and last) position. Through clear prose, a broad survey of contexts where designers find themselves in the present day, and interviews with designers, The AIGA Guide to Careers in Graphic and Communication Design is an invaluable resource for finding your place in this quickly changing and growing field. The book includes interviews with over 40 designers at all levels working in-house and out-of-house in studios, consultancies, or alone, including: Nicholas Blechman, The New Yorker; Rob Giampietro, Google; Njoki Gitahi, IDEO; Hilary Greenbaum, Whitney Museum; Holly Gressley, Vox Media; Cemre Güngör, Facebook; Natasha Jen, Pentagram; Renda Morton, The New York Times; and Alisa Wolfson, Leo Burnett Worldwide. This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies (WorldCIST'17), held between the 11st and 13th of April 2017 at Porto Santo Island, Madeira, Portugal. WorldCIST is a global forum for

researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges involved in modern Information Systems and Technologies research, together with technological developments and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human–Computer Interaction; Ethics, Computers & Security; Health Informatics; Information Technologies in Education; and Information Technologies in Radiocommunications. This is Volume 42 of the Educational Media and Technology Yearbook. For the past 40 years, our Yearbook has contributed to the field of Educational Technology in presenting contemporary topics, ideas, and developments regarding diverse technology tools for educational purposes. Our Yearbook has inspired researchers, practitioners, and teachers to consider how to develop technological designs and develop curricula and instruction integrating technology to enhance student learning, teach diverse populations across levels with effective technology integration, and apply

technology in interactive ways to motivate students to engage in course content. In addition, Volume 42 features the Virtual Reality (VR) and Augmented Reality (AR) research and educational use cases, organized and coordinated by Vivienne and David. This section provides evidence that the affordances of AR, VR, and mixed reality, defined as an immersive multi-platform experience reality (XR), have begun to make indelible changes in teaching and learning in the United States. XR's recent developments stimulated the editors to propose a special edition to mark the interoperability of immersive technology to push the boundaries of human curiosity, creativity, and problem solving. After years of incremental development, XR has reached a critical level of investment, infrastructure, and emerging production. The chapters included in this section illustrate how XR can push user inquiry, engagement, learning, and interactivity to new levels within physical and digital contexts.

This second edition of New Masters of Poster Design features the best poster designers currently working all over the world. This book brings back a handmade aesthetic that was really never lost, but is celebrating a resurgence among designers who are creating limited-edition prints and pieces for themselves and others that become keepsakes or pieces of art vs. the mass-generated designs we've all become accustomed toâ€"and you won't see this

collection of posters anywhere else. Strong visuals accompanied by captions and profiles capture the essence of these collectible prints.

Martha Damus gives valueable feedback on how crowdfunding platform support projects.

This book addresses the complex relationship between architecture and public life. It's a study of architecture and urbanism as cultural activity that both reflects and gives shape to our social relations, public institutions and political processes. Written by an international range of contributors, the chapters address the intersection of public life and the built environment around the themes of authority and planning, the welfare state, place and identity and autonomy. The book covers a diverse range of material from Foucault's evolving thoughts on space to land-scraping leisure centres in inter-war Belgium. It unpacks concepts such as 'community' and 'collectivity' alongside themes of self-organisation and authorship. Architecture and Collective Life reflects on urban and architectural practice and historical, political and social change. As such this book will be of great interest to students and academics in architecture and urbanism as well as practicing architects.

Disk-Based Algorithms for Big Data is a product of recent advances in the areas of big data, data analytics, and the underlying file systems and data management algorithms used to support the storage

and analysis of massive data collections. The book discusses hard disks and their impact on data management, since Hard Disk Drives continue to be common in large data clusters. It also explores ways to store and retrieve data though primary and secondary indices. This includes a review of different in-memory sorting and searching algorithms that build a foundation for more sophisticated on-disk approaches like mergesort, B-trees, and extendible hashing. Following this introduction, the book transitions to more recent topics, including advanced storage technologies like solid-state drives and holographic storage; peer-to-peer (P2P) communication; large file systems and query languages like Hadoop/HDFS, Hive, Cassandra, and Presto; and NoSQL databases like Neo4j for graph structures and MongoDB for unstructured document data. Designed for senior undergraduate and graduate students, as well as professionals, this book is useful for anyone interested in understanding the foundations and advances in big data storage and management, and big data analytics. About the Author Dr. Christopher G. Healey is a tenured Professor in the Department of Computer Science and the Goodnight Distinguished Professor of Analytics in the Institute for Advanced Analytics, both at North Carolina State University in Raleigh, North Carolina. He has published over 50 articles in major journals and conferences in the areas of

visualization, visual and data analytics, computer graphics, and artificial intelligence. He is a recipient of the National Science Foundation's CAREER Early Faculty Development Award and the North Carolina State University Outstanding Instructor Award. He is a Senior Member of the Association for Computing Machinery (ACM) and the Institute of Electrical and Electronics Engineers (IEEE), and an Associate Editor of ACM Transaction on Applied Perception, the leading worldwide journal on the application of human perception to issues in computer science.

The challenges to humanity posed by the digital future, the first detailed examination of the unprecedented form of power called "surveillance capitalism," and the quest by powerful corporations to predict and control our behavior. In this masterwork of original thinking and research, Shoshana Zuboff provides startling insights into the phenomenon that she has named surveillance capitalism. The stakes could not be higher: a global architecture of behavior modification threatens human nature in the twenty-first century just as industrial capitalism disfigured the natural world in the twentieth. Zuboff vividly brings to life the consequences as surveillance capitalism advances from Silicon Valley into every economic sector. Vast wealth and power are accumulated in ominous new "behavioral futures markets," where predictions

about our behavior are bought and sold, and the production of goods and services is subordinated to a new "means of behavioral modification." The threat has shifted from a totalitarian Big Brother state to a ubiquitous digital architecture: a "Big Other" operating in the interests of surveillance capital. Here is the crucible of an unprecedented form of power marked by extreme concentrations of knowledge and free from democratic oversight. Zuboff's comprehensive and moving analysis lays bare the threats to twenty-first century society: a controlled "hive" of total connection that seduces with promises of total certainty for maximum profit -- at the expense of democracy, freedom, and our human future. With little resistance from law or society, surveillance capitalism is on the verge of dominating the social order and shaping the digital future -- if we let it.

This comprehensive book provides advice and guidance to those seeking to develop and enhance Masters level programmes. Based on practice, experience and research, it covers issues in design and delivery, helping to ensure that programmes are fit for purpose and meet contemporary needs in a rapidly changing and highly-competitive global market.

"You might have trouble imagining life without your social media accounts, but virtual reality pioneer Jaron Lanier insists that we're better off without them. In Ten Arguments for

Deleting Your Social Media Accounts Right Now, Lanier, who participates in no social media, offers powerful and personal reasons for all of us to leave these dangerous online platforms"--

This book celebrates Michael Stonebraker's accomplishments that led to his 2014 ACM A.M. Turing Award "for fundamental contributions to the concepts and practices underlying modern database systems." The book describes, for the broad computing community, the unique nature, significance, and impact of Mike's achievements in advancing modern database systems over more than forty years. Today, data is considered the world's most valuable resource, whether it is in the tens of millions of databases used to manage the world's businesses and governments, in the billions of databases in our smartphones and watches, or residing elsewhere, as yet unmanaged, awaiting the elusive next generation of database systems. Every one of the millions or billions of databases includes features that are celebrated by the 2014 Turing Award and are described in this book. Why should I care about databases? What is a database? What is data management? What is a database management system (DBMS)? These are just some of the questions that this book answers, in describing the development of data management through the achievements of Mike Stonebraker and his over 200 collaborators. In reading the stories in this book, you will discover core data management concepts that were developed over the two greatest eras (so far) of data management technology. The book is a collection of 36 stories written by Mike and 38 of his collaborators: 23 world-leading database researchers, 11 world-class systems engineers, and 4 business partners. If you are an aspiring researcher, engineer, or entrepreneur you might read these stories to find these turning points as practice to tilt at your own computer-science windmills, to spur yourself to your next

step of innovation and achievement.

We never snacked like this and we never binged like this. We never had so many superfoods, or so many chips. We were never quite so confused about food, and what it actually is. Become an Axure Master! Explore designs and interactions leveraging adaptive views, AxShare plugins, repeaters and more! About This Book Optimize designs for desktop, tablet and mobile viewports with Adaptive Views Build mastery of Repeater widgets and interactions Expand Axure's core interactions by using AxShare Plugins with JavaScript Who This Book Is For If you are a user experienced professional, designer, information architect or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure, then this book is ideal for you. Having some experience in creating wireframes as well as an interest in interaction design and want to create immersive interactive prototypes will be a add-on bonus. What You Will Learn Explore foundational interactions for popular design patterns. Construct advanced interactions (i.e. parallax scrolling, etc.) using the default widget library Expand Axure's core set of interactions by using AxShare Plugins with JavaScript Construct a reusable Social Media module that includes live feeds from Facebook, Twitter, Instagram and Pinterest Build a Community Site that includes header and footer masters, and an interactive Carousel Leverage the Repeater widget to create an adaptive Photo Gallery Create a Photo Contest with registration for desktop, tablet and mobile viewports utlizing Adaptive Views. Enable an interactive eCommerce Shopping Cart optimized for desktop, tablet and mobile using an adaptive repeater widget In Detail Axure garners rave reviews from the design community and is one of the leading tools for rapid prototyping in use today. With Axure one can easily create wireframes and clickable prototypes. Additional enhancements to Axure (e.g. the

Repeater widget and Adaptive Views) as well as AxShare (e.g. AxShare Plugins) and the AxShare Mobile App, provide a new level of prototyping excellence. To begin, this book provides you with a rapid introduction to Axure's interfaces and adaptive views and quickly familiarizes you with pages, panes, and the design area. After a brief introduction to Axure, this book will help you to develop the capabilities to build simple to more complex interactive prototypes. This goal will be accomplished with a quick run through of Axure's fundamentals, followed by an exploration of detailed blueprints of different prototypes. From there, you'll walk through creating common interactions for a header, an interactive carousel, right column feed to social media channels, and a footer for a community site prototype. You'll also learn how to build a Content Aggregator, pulling together information from multiple sources and a sample portfolio prototype. You'll learn to incorporate social media feeds from Facebook and Twitter and also build a photo contest for a Facebook application. Towards the end of the book you'll utilize the Repeater Widget to build an eCommerce prototype. This book will exhibit to novice as well as experienced users, common design patterns for exploration and continued learning. Equipped with these new design patterns and methods, readers can complete engaging interactive projects faster. Style and approach Starting with the fundamentals, you will create progressively complex prototypes while learning basic, intermediate, and advanced interactions in Axure. You will apply what you learn to create an increasingly interactive prototype.

The first in a series of books that will showcase works from The Museum of Modern Art's superlative holdings in the fields of architecture and design, this text features a range of drawings by great architects such as Frank Lloyd Wright and Alvar Aalto.

Big Data: Principles and Paradigms captures the state-of-the-art research on the architectural aspects, technologies, and applications of Big Data. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. To help realize Big Data's full potential, the book addresses numerous challenges, offering the conceptual and technological solutions for tackling them. These challenges include life-cycle data management, large-scale storage, flexible processing infrastructure, data modeling, scalable machine learning, data analysis algorithms, sampling techniques, and privacy and ethical issues. Covers computational platforms supporting Big Data applications Addresses key principles underlying Big Data computing Examines key developments supporting next generation Big Data platforms Explores the challenges in Big Data computing and ways to overcome them Contains expert contributors from both academia and industry
A revised new edition of the bestselling toolkit for creating, building, and maintaining a strong brand From research and analysis through brand strategy, design development through application design, and identity standards through launch and governance, Designing Brand Identity, Fourth Edition offers brand managers, marketers, and designers a proven, universal five-phase process for creating and implementing effective brand identity. Enriched by new case studies showcasing successful world-class brands, this Fourth Edition brings readers up to date with a detailed look at the latest trends in branding, including social networks, mobile devices, global markets, apps, video, and virtual brands. Features more than 30 all-new case studies showing best practices and world-class Updated to include more than 35 percent new material Offers a proven, universal five-phase process and methodology for creating and implementing effective

brand identity
Using our moral and technical imaginations to create responsible innovations: theory, method, and applications for value sensitive design. Implantable medical devices and human dignity. Private and secure access to information. Engineering projects that transform the Earth. Multigenerational information systems for international justice. How should designers, engineers, architects, policy makers, and others design such technology? Who should be involved and what values are implicated? In Value Sensitive Design, Batya Friedman and David Hendry describe how both moral and technical imagination can be brought to bear on the design of technology. With value sensitive design, under development for more than two decades, Friedman and Hendry bring together theory, methods, and applications for a design process that engages human values at every stage. After presenting the theoretical foundations of value sensitive design, which lead to a deep rethinking of technical design, Friedman and Hendry explain seventeen methods, including stakeholder analysis, value scenarios, and multilifespan timelines. Following this, experts from ten application domains report on value sensitive design practice. Finally, Friedman and Hendry explore such open questions as the need for deeper investigation of indirect stakeholders and further method development. This definitive account of the state of the art in value sensitive design is an essential resource for designers and researchers working in academia and industry, students in design and computer science, and anyone working at the intersection of technology and society. Expert Facebook advertising techniques you won't find anywhere else! Facebook has exploded to a community of more than half a billion people around the world, making it a deliciously fertile playground for marketers on the cutting edge. Whether you want to leverage Facebook Ads to

generate "Likes," promote events, sell products, market applications, deploy next-gen PR, this unique guide is the ultimate resource on Facebook's wildly successful pay-per-click advertising platform. Featuring clever workarounds, unprecedented tricks, and little-known tips for triumphant Facebook advertising, it's a must-have on the online marketer's bookshelf. Facebook advertising expert Marty Weintraub shares undocumented how-to advice on everything from targeting methods, advanced advertising techniques, writing compelling ads, launching a campaign, monitoring and optimizing campaigns, and tons more. Killer Facebook Ads serves up immediately actionable tips & tactics that span the gambit. Learn what Facebook ads are good for, how to set goals, and communicate clear objectives to your boss and stakeholders. Master highly focused demographic targeting on Facebook's social graph. Zero in on relevant customers now. Get extraordinary advice for using each available ad element--headline, body text, images, logos, etc.--for maximum effect How to launch a Facebook advertising campaign and crucial monitoring and optimizing techniques Essential metrics and reporting considerations Captivating case studies drawn from the author's extensive Facebook advertising experience, highlighting lessons from challenges and successes Tasty bonus: a robust targeting appendix jam-packed with amazing targeting combos Packed with hands-on tutorials and expert-level techniques and tactics for executing an effective advertising campaign, this one-of-a-kind book is sure to help you develop, implement, measure, and maintain successful Facebook ad campaigns. Social network sites are dynamic online socio-cultural arenas which give users ample and unprecedented opportunities for self-presentation through the meshing of language with other semiotic modes. With a focus on Facebook, one of the most widely-used online social network sites, this book brings

together ideas and concepts related to language online, multimodality, and identity through five topical issues. These include place, time, profession and education, stance-taking, and privacy. The book features a discourse-centred online ethnography that provides authentic verbal and multimodal Facebook posts in both Greek and English . These are complemented with insights from interviews with Facebook participants. The examples bring to life various engaging instances of self- and other-presentation on Facebook identifying the ways in which users can: - locate themselves in terms of place and time; - announce activities, share and broaden their expertise and buttress solidarity among colleagues and fellow students; - communicate emotions, tastes, thoughts, opinions and assessments; - control the flow of textual information on their Facebook profiles to secure their privacy. Focusing on discourse manifestations of identity, this book also shows how Facebook can function as a space for vernacular literacy practices, a silo of relationships, a digital memory bank, a research tool, a knowledge forum, a cardiograph of a society, and a grassroots channel.

A captivating, illuminating, and sweeping historical narrative revealing the fascinating role media has played throughout the course of history. In "an engaging mix of theory, fact and enlightenment from across the millennia that wears its rich scholarship lightly," Masters of the Word explains how new communication technologies and in particular our access to them, impacted human society (The Guardian). Writing was born thousands of years ago in Mesopotamia. Spreading to Sumer, and then Egypt, this revolutionary tool allowed rulers to extend their control far and wide, giving rise to the world's first empires. When Phoenician traders took their alphabet to Greece, literacy's first boom led to the birth of drama and democracy. In Rome, it helped spell the downfall of the

Republic. Later, medieval scriptoria and vernacular bibles gave rise to religious dissent, and with the combination of cheaper paper and Gutenberg's printing press, the fuse of Reformation was lit. The Industrial Revolution brought the telegraph and the steam driven printing press, allowing information to move faster than ever before and to reach an even larger audience. But along with radio and television, these new technologies were more easily exploited by the powerful, as seen in Germany, the Soviet Union, even Rwanda, where radio incited genocide. With the rise of carbon duplicates (Russian samizdat), photocopying (the Pentagon Papers), the internet, social media and cell phones (the recent Arab Spring) more people have access to communications, making the world more connected than ever before. This "accessible, quite enjoyable, and highly informative read" will change the way you look at technology, history, and power (Booklist). "[Bernstein] enables us to see what remains the same, even as much has changed." —Library Journal, "Editors' Picks" "Riveting and thoroughly researched, it brims with interesting ideas and astonishing connections." —Phil Lapsley, author of Exploding the Phone: The Untold Story of the Teenagers and Outlaws Who Hacked Ma Bell "[Bernstein's] narrative is succinct and extremely well sourced. . . . [He] reminds us of a number of technologies whose changed roles are less widely chronicled in conventional histories of the media." —Irish Times This double volumes LNCS 11229-11230 constitutes the refereed proceedings of the Confederated International Conferences: Cooperative Information Systems, CoopIS 2018, Ontologies, Databases, and Applications of Semantics, ODBASE 2018, and Cloud and Trusted Computing, C&TC, held as part of OTM 2018 in October 2018 in Valletta, Malta. The 64 full papers presented together with 22 short papers were carefully reviewed and selected from 173 submissions.

The OTM program every year covers data and Web semantics, distributed objects, Web services, databases, informationsystems, enterprise workflow and collaboration, ubiquity, interoperability, mobility, grid and high-performance computing.

An original novel set in the Halo universe—based on the New York Times bestselling video game series! October 2559. With the galaxy in the suffocating grip of a renegade artificial intelligence, another perilous threat has quietly emerged in the shadows: the Keepers of the One Freedom, a fanatical and merciless Covenant splinter group, has made its way beyond the borders of the galaxy to an ancient Forerunner installation known as the Ark. Led by an infamous Brute named Castor, the Keepers intend to achieve what the Covenant, in all its might, failed to: activate Halo and take the last steps on the path of the Great Journey into transcendence. But unknown to Castor and his new, unexpected ally on the Ark, there are traitors to the cause in their midst—namely the Ferrets, composed of Office of Naval Intelligence operative Veta Lopis and her young team of Spartan-IIIs, who have been infiltrating the Keepers to lay the groundwork for Castor's assassination. But with ONI's field operations now splintered and cut off by the Guardian threat, Veta's original mission has suddenly and dramatically escalated in scope. There's simply no choice or fallback plan—either the Ferrets somehow stop the Keepers or the galaxy faces an extinction-level event….

Countries in the Arab Gulf are currently experiencing some of the fastest rates of growth and progress in the world. Transforming Education in the Gulf Region argues that education systems in these countries need to use innovative pedagogies and best practices in teaching and learning to educate all citizens so that they obtain the knowledge and skills to be productive members of society. This book will

contribute to the transformation of education in the Gulf countries by suggesting best practices, research outcomes and case studies from experts in the Gulf region. It has become increasingly evident in recent years that Gulf countries need to use emerging learning technologies to cater for the needs of learners and to provide maximum flexibility in learning. There is also a growing practical need to use electronic technologies, since learning materials are more widely available in electronic formats than in paper-based formats. This book focuses on the role of emerging technologies and innovative pedagogies in transforming education in six Gulf countries in the region (Saudi Arabia, United Arab Emirates, Kuwait, Qatar, Oman and Bahrain). With contributions from experts around the world, the book argues that the time is right for Arab Gulf countries to make the transition to electronic learning and that they need to implement the outcomes of research and adopt best practices to transform and revolutionize education to prepare learners in the Gulf region for the 21st Century. The book should be of interest to academics and students in the areas of higher education, learning technologies, education policy and education reform. It should also be of interest to educators and policymakers in the Gulf region.

Mobile technologies are one of the fastest growing areas of technology in education. For learners, they offer an appealing opportunity to transcend teacher-defined knowledge and approaches by being able to access multiple, alternative sources of information anytime and anywhere. While the pace of engagement with and research into the educational applications of mobile technologies has picked up dramatically in the last decade, there is no consolidated view of how to sustain the practices or opportunities that are being explored. Sustainability is a complex but crucial issue in mobile learning as educational institutions are usually

required to make substantial investments in mobile devices and associated technologies, time and training to initiate mobile learning programs. The complexity of sustainable mobile learning programs is further exacerbated by the fast pace of change of digital technologies, where with every change, new possibilities are opened up and investments required. In addition, educators are still attempting to reconcile institutions of formal education with informal mobile learning. The book addresses these issues, with a particular focus on: exploring the challenges surrounding the sustainability of mobile learning in K-12 and higher education investigating the importance of sustaining mobile learning for diverse populations of students globally discussing theoretical models for the sustainability of mobile learning providing the reader with strategies for sustaining mobile learning. Presenting new research alongside theoretical models and ideas for practice, the book will appeal to researchers, academics, and postgraduate students in the fields of education and mobile learning, as well as those working in teacher education.

The Routledge Companion to Criticality in Art, Architecture, and Design presents an in-depth exploration of criticism and criticality in theory and practice across the disciplines of art, architecture, and design. Professional criticism is a vital part of understanding the cultural significance of designed objects and environments that we engage with on a daily basis, yet there is evidence to show that this practice is changing. This edited volume investigates how practitioners, researchers, educators, and professionals engage with, think about, and value the practice of critique. With contributions from a multi-disciplinary authorship from nine countries - the UK, USA, Australia, India, Netherlands, Switzerland, South Africa, Belgium, and Denmark - this companion provides a wide range of leading perspectives evaluating the landscape of

criticality and how it is being shaped by technological and social advances. Illustrated with over 60 black and white images and structured into five sections, The Routledge Companion to Criticality in Art, Architecture, and Design is a comprehensive volume for researchers, educators, and students exploring the changing role of criticism through interdisciplinary perspectives.

An exhilarating, elegant memoir and a significant polemic on how computers and algorithms shape our understanding of the world and of who we are Bitwise is a wondrous ode to the computer languages and codes that captured technologist David Auerbach's imagination. With a philosopher's sense of inquiry, Auerbach recounts his childhood spent drawing ferns with the programming language Logo on the Apple IIe, his adventures in early text-based video games, his education as an engineer, and his contributions to instant messaging technology developed for Microsoft and the servers powering Google's data stores. A lifelong student of the systems that shape our lives—from the psychiatric taxonomy of the Diagnostic and Statistical Manual to how Facebook tracks and profiles its users—Auerbach reflects on how he has experienced the algorithms that taxonomize human speech, knowledge, and behavior and that compel us to do the same. Into this exquisitely crafted, wide-ranging memoir of a life spent with code, Auerbach has woven an eye-opening and searing examination of the inescapable ways in which algorithms have both standardized and coarsened our lives. As we engineer ever more intricate technology to translate our experiences and narrow the gap that divides us from the machine, Auerbach argues, we willingly erase our nuances and our idiosyncrasies—precisely the things that make us human. Designers, developers, and entrepreneurs today must grapple with creating social interfaces to foster user interaction and community, but grasping the nuances and the

building blocks of the digital social experience is much harder than it appears. Now you have help. In the second edition of this practical guide, UX design experts Christian Crumlish and Erin Malone share hard-won insights into what works, what doesn't, and why. With more than 100 patterns, design principles, and best practices, you'll learn how to balance opposing forces and grow healthy online communities by co-creating the experience with your users. Understand the overarching principles before applying tactical design patterns Cultivate healthy participation and rein in misbehaving users Learn patterns for adding social components to an existing site Encourage users to interact with one another, whether it's one-to-one or many-to-many Use a rating system to build a social experience around products or services Orchestrate collaborative groups and discover the real power of social networks Explore numerous examples of each pattern, with an emphasis on mobile apps Learn how to apply social design patterns to enterprise environments

20 amazing tips to help you become a master user of the biggest social nation. Discover many things you don't know about Facebook and how to use some interesting and very useful options.

Web designers are no longer just web designers. To create a successful web product that's as large as Etsy, Facebook, Twitter, or Pinterest–or even as small as a tiny app–you need to know more than just HTML and CSS. You need to understand how to create meaningful online experiences so that users want to come back again and again. In other words, you have to stop thinking like a web designer or a visual designer or a UX designer or an interaction designer and start thinking like a product designer. In this breakthrough introduction to modern product design, Etsy Creative Director Randy Hunt explains the skills, processes, types of tools, and recommended workflows for creating world-class web

products. After reading this book, you'll have a complete understanding of what product design really is and you'll be equipped with the best practices necessary for building your own successful online products.

This book showcases cutting-edge research papers from the 8th International Conference on Research into Design (ICoRD 2021) written by eminent researchers from across the world on design processes, technologies, methods and tools, and their impact on innovation, for supporting design for a connected world. The theme of ICoRD'21 has been "Design for Tomorrow." The world as we know it in our times is increasingly becoming connected. In this interconnected world, design has to address new challenges of merging the cyber and the physical, the smart and the mundane, the technology and the human. As a result, there is an increasing need for strategizing and thinking about design for a better tomorrow. The theme for ICoRD'21 serves as a provocation for the design community to think about rapid changes in the near future to usher in a better tomorrow. The papers in this book explore these themes, and their key focus is design for tomorrow: how are products and their development be addressed for the immediate pressing needs within a connected world? The book will be of interest to researchers, professionals and entrepreneurs working in the areas on industrial design, manufacturing, consumer goods, and industrial management who are interested in the new and emerging methods and tools for design of new products, systems and services.

Collects Soulfire Vol. 4 #1-8! Michael Turner's epic fantasy adventure surges forward into a new era! The Bearer of the Light, Malikai, is back--alive and well with his closest friends. The balance of magic has been restored to the world, but there are still signs of a coming chaos - one greater than anything ever seen before. The Master and his greatest

teacher, Grace, has fought for the light and all that encompasses it her entire life, but when the darkness takes a hold of her in the process-- the entire SOULFIRE universe will fall into jeopardy as Dark Grace emerges! From veteran SOULFIRE scribe J.T. Krul, and featuring the Aspen debut of ultra-exciting artist Michael DeBalfo along with fan favorite colorist Nei Ruffino, this is the SOULFIRE tale three volumes in the making!

This is a collection of drawings and statements by a master architect. They mirror the vigor and perception manifest in his buildings and personal teachings. The book is divided into two sections. The first is a group of sketches produced during his European travels, which are reproduced here actual size. The second section consists of early sketches as well as finished renderings of some of Kahn's buildings and visions. They are arranged as close to chronological order as overlapping projects allow. The text is based largely on transcriptions of unpublished speeches delivered by Kahn. He completely reworked these speeches for the book, transforming them from the spoken to the written word. There are also selections from his Voice of America broadcast, a Universal Atlas Cement folder, the Museum of Modern Art booklet on the A. N. Richards Medical Research Building at the University of Pennsylvania, as well as an introduction written for the book. There Kahn states that "The editors chose sketches of mood and development of a few projects rather than isolated drawings of a greater number of projects. Such a decision appeals to the architect who starts, like the writer and the painter, with a blank piece of paper, upon which he imprints the gradual steps in the development of something he wants to make exist." The drawings in the first section were made in Karnak, Luxor, Delphi, Athens, Albi, Florence, Pisa, and Venice. Those in the second show stages in the development of the following projects: the sculpture

court of the Yale University Art Gallery; studies for the Philadelphia center city (1956 and 1962); the A. N. Richards Medical Research Building; the General Motors Exhibition Building, 1964 World's Fair, New York; the Meeting House and laboratory complex, Salk Institute of Biological Studies; and the Mikveh Israel Synagogue, Independence Mall, Philadelphia. The book, which is being republished under the imprint of The MIT Press, originally appeared in 1962.
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