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Design Thinking for Visual Communication Gavin Ambrose 2017-06-29 How do you start a design project? How can you generate ideas and concepts in response to a design brief? How do other designers do it? This book will answer all these questions and more. Now in its second edition, the highly popular Design Thinking for Visual Communication identifies methods and thought processes used by designers in order to start the process that eventually leads to a finished piece of work. Step-by-step guidance for each part of the process is highlighted by real-life case studies, enabling the student to see teaching in practice. This focus on ideas and methods eschews an abstract, academic approach in favour of a useable approach to design as a problem-solving activity. The new edition now includes contributions from a broader international range of design practices and adds depth to existing case studies by looking in greater detail at some of the processes used.

Designing Connected Products Claire Rowland 2015-05-18 Networked thermostats, fitness monitors, and door locks show that the Internet of Things can (and will) enable new ways for people to interact with the world around them. But designing connected products for consumers brings new challenges beyond conventional software UI and interaction design. This book provides experienced UX designers and technologists with a clear and practical roadmap for approaching consumer product strategy and design in this novel market. By drawing on the best of current design practice and academic research, Designing Connected Products delivers sound advice for working with cross-device interactions and the complex ecosystems inherent in IoT technology.

The Pragmatic Programmer Andrew Hunt 1999-10-20 What others in the trenches say about *The Pragmatic Programmer*... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." –Kent Beck, author of *Extreme Programming Explained: Embrace Change* "I found this book to be a great mix of solid advice and wonderful analogies!" –Martin Fowler, author of *Refactoring* and *UML Distilled* "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." –Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful... By far its greatest strength for me has been the outstanding analogies–tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." –John Lakos, author of *Large-Scale C++ Software Design* "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." –Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." –Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." –Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company..." –Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." –Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process-- taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see

improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Frugal Innovation and Its Implementation Nivedita Agarwal 2021-05-11 This book discusses several product development strategies and tools employed by organizations around the world to implement frugal innovations. Over the past decade, frugal innovations have caught the attention of countless management scholars. This book comes at the right time for academics and practitioners alike, as it explores how the concept of frugal innovation has evolved over the past several years and is shifting its focus from merely featuring 'cost' driven innovations to being more 'resourceful' and 'sustainable' at its core. Furthermore, in light of the ongoing digital revolution and emergence of new business models such as sharing economy and circular economy, the book highlights recent and upcoming trends and their impacts on frugal innovation strategies.

The Economics of the Internet and E-commerce Michael R. Baye 2002-10-31 The first six chapters of the text examine four broad issues: the role of the Internet in fostering competition, its impact on price dispersion and on business-to-business transactions, and the importance of reputation and trust in the new economy. The last four chapters examine the impact of the Internet on the organization of firms, the efficiency of auctions in the Internet age, how consumers choose websites and acquire product information, and the growing problem of congestion on the Internet.

Andrew Rollings and Ernest Adams on Game Design Andrew Rollings 2003 The authors discuss the four main tasks of game design--imagining a game, defining how it works, describing its internal elements, and explaining it to others.

Applied Social Psychology and Organizational Settings John S. Carroll 2015-06-19 Originally published in 1990, this title presents work that bridges social psychology and organizations. The primary goal is understanding, but that goal has two opposite sides: understanding organizations by bringing to bear the concepts and methods of social psychology (along with other social sciences), and understanding and developing social psychology by confronting it with the phenomena of actual organizational life. As such the authors break down some traditional stereotypical barriers between the academic world and the business world, between theoretical and applied research, between laboratory and field, and between various academic sub-disciplines. The result is a series of challenging forays into new research domains from which provocative ideas and provocative phenomena emerge.

Draw to Learn Nanna Frank 2020-11 A guide for teachers and leaders who aspire to create curious and collaborative learning cultures using Graphic Facilitation. 'Draw to Learn' offers practices and processes for how to create Meaningful Learning Communities and illustrates how Graphic Facilitation can be a powerful and playful tool to offer shared clarity, support clear

communication and invite participation inside and outside the classroom. Change is a natural and inevitable part of our personal and professional life. At times we consciously bring about change and sometimes change is imposed or invited from outside. No matter how change comes about, it is our experience that more often than not, we are challenged when we are required to change, develop and practice new ways of working. At the same time we acknowledge that change is at the heart of what it means to be a learner and to grow as a human being. In the book we will dig into and unfold what Meaningful Learning Communities are, and how Graphic Facilitation can support you in creating the optimal conditions for these communities to thrive in an educational context. We are introducing visual methods that can be used to visualise learning processes and learning strategies, create clarity around objectives and progression as well as invite students and teachers to contribute with their own knowledge and competences. These methods can build an enriching, inspiring and motivating learning environment where children and adults alike can acquire and create new knowledge and competences together. In the book you will find visual templates, DIY drawing exercises, cases from the classroom, an extensive icon library and inspiration for how you can use Graphic Facilitation in your daily work to create inspiring and collaborative learning environments. Enjoy!!

Trends and Innovations in Information Systems and Technologies Álvaro Rocha
2020-05-18 This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

Measuring and Improving Social Impacts Marc J. Epstein 2014-03-17 The world is beset with enormous problems. And as a nonprofit, NGO, foundation, impact investor, or socially responsible company, your organization is on a mission to solve them. But what exactly should you do? And how will you know whether it's working? Too many people assume that good intentions will result in meaningful actions and leave it at that. But thanks to Marc Epstein and Kristi Yuthas, social impact can now be evaluated with the same kind of precision achieved for any other organizational function. Based on years of research and analysis of field studies from around the globe, Epstein and Yuthas offer a five-step process that will help you gain clarity about the impacts that matter most to you and will provide you with methods to measure and improve them. They outline

a systematic approach to deciding what resources you should invest, what problem you should address, and which activities and organizations you should support. Once you've made those decisions, you can use their tools, frameworks, and metrics to define exactly what success looks like, even for goals like reducing global warming or poverty that are extremely difficult to measure. Then they show you how to use that data to further develop and increase your social impact. Epstein and Yuthas personally interviewed leaders at over sixty different organizations for this book and include examples from nearly a hundred more. This is unquestionably the most complete, practical, and thoroughly researched guide to taking a rigorous, data-driven approach to expanding the good you do in the world.

Design Things Thomas Binder 2011-09-30 A new perspective on design thinking and design practice: beyond products and projects, toward participatory design things. Design Things offers an innovative view of design thinking and design practice, envisioning ways to combine creative design with a participatory approach encompassing aesthetic and democratic practices and values. The authors of Design Things look at design practice as a mode of inquiry that involves people, space, artifacts, materials, and aesthetic experience, following the process of transformation from a design concept to a thing. Design Things, which grew out of the Atelier (Architecture and Technology for Inspirational Living) research project, goes beyond the making of a single object to view design projects as sociomaterial assemblies of humans and artifacts—"design things." The book offers both theoretical and practical perspectives, providing empirical support for the authors' conceptual framework with field projects, case studies, and examples from professional practice. The authors examine the dynamics of the design process; the multiple transformations of the object of design; metamorphing, performing, and taking place as design strategies; the concept of the design space as "emerging landscapes"; the relation between design and use; and the design of controversial things.

Negotiation: Readings, Exercises, and Cases Roy Lewicki 2007 Negotiation is a critical skill needed for effective management. NEGOTIATION: READINGS EXERCISES, AND CASES, 5/e takes an experiential approach and explores the major concepts and theories of the psychology of bargaining and negotiation, and the dynamics of interpersonal and inter-group conflict and its resolution. It is relevant to a broad spectrum of management students, not only human resource management or industrial relations candidates. It contains approximately 50 readings, 32 exercises, 9 cases and 5 questionnaires.

The Economics of Franchising Roger D. Blair 2005-04-11 This 2005 book describes in much detail both how and why franchising works. It also analyses the economic tensions that contribute to conflict in the franchisor-franchisee relationship. The treatment includes a great deal of empirical evidence on franchising, its importance in various segments of the economy, the terms of franchise contracts and what we know about how all these have evolved over time, especially in the US market. A good many myths are dispelled in the

process. The economic analysis of the franchisor-franchisee relationship begins with the observation that for franchisors, franchising is a contractual alternative to vertical integration. Subsequently, the tensions that arise between a franchisor and its franchisees, who in fact are owners of independent businesses, are examined in turn. In particular the authors discuss issues related to product quality control, tying arrangements, pricing, location and territories, advertising, and termination and renewals.

The Organization of Craft Work Emma Bell 2018-08-06 This edited book focuses on the organization and meaning of craft work in contemporary society. It considers the relationship between craft and place and how this enables the construction of a meaningful relationship with objects of production and consumption. The book explores the significance of raw materials, the relationship between the body, the crafted object and the mind, and the importance of skill, knowledge and learning in the making process. Through this, it raises important questions about the role of craft in facing future challenges by challenging the logic of globalized production and consumption. The Organization of Craft Work encompasses international analyses from the United States, France, Italy, Australia, Canada, the UK and Japan involving a diverse range of sectors, including brewing, food and wine production, clothing and shoe making, and perfumery. The book will be of interest to students and academic researchers in organization studies, marketing and consumer behaviour, business ethics, entrepreneurship, sociology of work, human resource management, cultural studies, geography, and fashion and design. In addition, the book will be of interest to practitioners and organizations with an interest in the development and promotion of craft work.

Exercise Psychology Janet Buckworth 2013 Features three new chapters on exercise and cognitive function, energy and fatigue, and pain; thoroughly revised chapters on the correlates of exercise, neuroscience, stress, depression, and sleep. Includes a glossary.

Design Thinking For Dummies Muller-Roterberg 2020-07-06 Innovate your business by incorporating design thinking Organizations that can innovate have an advantage over competitors who stick to old processes, models, and products. Design Thinking For Dummies walks would-be intrapreneurs through the steps of incorporating design thinking principles into their organizations. Written by a recognized expert in the field of design thinking, the book guides readers through the steps of adapting to a design thinking culture, identifying customer problems, creating and testing solutions, and making innovation an ongoing process. The book covers the crucial and central topics in design thinking, including: Adopting a design thinking mindset Building creative environments Facilitating design thinking workshops Working through the design thinking cycle Implementing your solutions And many more Design Thinking For Dummies is a great starting place for people joining design-oriented teams and organizations, as well as small businesses and start-ups seeking to take advantage of the same methods and techniques that large firms have used to grow and succeed.

Funology 2 Mark Blythe 2018-07-20 How should we understand and design for fun as a User Experience? This new edition of a classic book is for students, designers and researchers who want to deepen their understanding of fun in the context of HCI. The 2003 edition was the first book to do this and has been influential in broadening the field. It is the most downloaded book in the Springer HCI Series. This edition adds 14 new chapters that go well beyond the topics considered in 2003. New chapter topics include: online dating, interactive rides, wellbeing, somaesthetics, design fiction, critical design and participatory design methods. The first edition chapters are also reprinted, with new notes by their authors setting the context in which the 2003 chapter was written and explaining the developments since then. Taken with the new chapters this adds up to a total of 35 theoretical and practical chapters written by the most influential thinkers from academia and industry in this field.

Global Innovation Management J. Christopher Westland 2017-09-16 This is an exciting new edition of a core textbook that explores innovation management from a global perspective. Innovation management is increasingly significant, both as an academic discipline and as an integral part of the way businesses seek to change and grow. However the key factors behind successful innovation and the process by which innovation is turned into profit in the global arena remain largely undefined. The new edition provides a unique answer to these questions and offers a step-by-step guide to innovation strategy development, taking into account the global context in which businesses today operate. Written by a highly experienced instructor, this is an ideal companion for undergraduate students of innovation as well as postgraduate and MBA students taking modules with an innovation component. New to this Edition: - Completely rewritten and restructured to explore in more depth how innovative ideas are identified and strategized in an increasingly globalized world - Fully updated and extended case studies on world-leading companies - Increased attention to commercialized innovation, including factors such as intellectual property laws, technology acceleration and the competition for venture capital and finance - Coverage of new topics such as open innovation and service innovation - Expanded coverage of the tools and methods needed to understand financial gain and risk

Smart World Cities in the 21st Century Agnes Mainka 2018-08-06 The term smart city has become a buzzword. City planners develop ubiquitous connectivity through Wi-Fi hotspots, establish science parks, introduce bike and car sharing, and push entrepreneurship. All this is happening under the flagship of becoming a knowledge city. This book investigates the digital and cognitive infrastructure of 31 cities and how they meet the demands of the knowledge society in an increasingly digitized environment.

The Business Book DK 2014-12-19 You can achieve your business dream. Beat the odds as you learn from the best - including Henry Ford, Steve Jobs, and Bill Gates - and turn your idea into an amazing and profitable enterprise. The Business Book helps you over the hurdles facing every new business, such as

finding a gap in the market, securing finance, employing people, and creating an eye-catching brand. It is a plain-speaking visual guide to 80 of the most important commerce theories including chaos theory, critical path analysis, market mapping, and the MABA matrix. Its graphics and flow diagrams demystify complicated concepts and explain the ideas of seminal business thinkers, such as Malcolm Gladwell's "tipping point" or Michael Porter's "five forces". It shows that you can succeed with stories of rags-to-riches entrepreneurs, including the founders of Hewlett-Packard, who began their global enterprise from their garage. Whether you are a student, a CEO, or a would-be entrepreneur, The Business Book will inspire you and put you on the inside track to making your goal a reality. Series Overview: Big Ideas Simply Explained series uses creative design and innovative graphics along with straightforward and engaging writing to make complex subjects easier to understand. With over 7 million copies worldwide sold to date, these award-winning books provide just the information needed for students, families, or anyone interested in concise, thought-provoking refreshers on a single subject.

Diversity and Complexity Scott E. Page 2010-11-08 This book provides an introduction to the role of diversity in complex adaptive systems. A complex system--such as an economy or a tropical ecosystem--consists of interacting adaptive entities that produce dynamic patterns and structures. Diversity plays a different role in a complex system than it does in an equilibrium system, where it often merely produces variation around the mean for performance measures. In complex adaptive systems, diversity makes fundamental contributions to system performance. Scott Page gives a concise primer on how diversity happens, how it is maintained, and how it affects complex systems. He explains how diversity underpins system level robustness, allowing for multiple responses to external shocks and internal adaptations; how it provides the seeds for large events by creating outliers that fuel tipping points; and how it drives novelty and innovation. Page looks at the different kinds of diversity--variations within and across types, and distinct community compositions and interaction structures--and covers the evolution of diversity within complex systems and the factors that determine the amount of maintained diversity within a system. Provides a concise and accessible introduction Shows how diversity underpins robustness and fuels tipping points Covers all types of diversity The essential primer on diversity in complex adaptive systems

CrowdRising Lorinda R. Rowledge 2019-07-24 Open innovation enabled through crowdsourcing is one of the hottest topics in management strategy today. Particularly striking – and of vital importance to the world – are the pioneering efforts to apply crowdsourcing technology and open innovation to solve social, environmental, and economic sustainability challenges. CrowdRising sets out these challenges as context and then highlights the experiences of leaders and early adopters, identifies implementation guidelines, critical success factors and lessons learned, and finally projects where the field is going in the future. With a strong focus on the applications of crowdsourcing for innovation, engagement, and market intelligence, the book profiles the initiatives of companies, NGOs, and technology providers using

crowdsourcing to develop these solutions to global problems. It addresses the key challenges impacting organizations: 1) identifying more sustainable ways to design, distribute, transport, recycle, and repurpose products; and 2) discovering and implementing the systems needed to transform global economic growth, drive human prosperity, and replenish the planet's resources.

The Responsibilities of Online Service Providers Mariarosaria Taddeo 2017-01-27

This volume focuses on the responsibilities of online service providers (OSPs) in contemporary societies. It examines the complexity and global dimensions of the rapidly evolving and serious challenges posed by the exponential development of Internet services and resources. It looks at the major actors – such as Facebook, Google, Twitter, and Yahoo! – and their significant influence on the informational environment and users' interactions within it, as well as the responsibilities and liabilities such influence entails. It discusses the position of OSPs as information gatekeepers and how they have gone from offering connecting and information-sharing services to paying members to providing open, free infrastructure and applications that facilitate digital expression and the communication of information. The book seeks consensus on the principles that should shape OSPs' responsibilities and practices, taking into account business ethics and policies. Finally, it discusses the rights of users and international regulations that are in place or currently lacking.

Designing for Emerging Technologies Jonathan Follett 2014-11-07 The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies. Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation. Contributors include: Stephen Anderson, PoetPainter, LLC Lisa Caldwell, Brazen UX Martin Charlier, Independent Design Consultant Jeff Faneuff, Carbonite Andy Goodman, Fjord US Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign Bill Hartman, Essential Design Steven Keating, MIT Media Lab, Mediated Matter Group Brook Kennedy, Virginia Tech Dirk Knemeyer, Involution Studios Barry Kudrowitz, University of Minnesota Gershon Kutliroff, Omek Studio at Intel Michal Levin, Google Matt Nish-Lapidus, Normative Erin Rae Hoffer, Autodesk Marco Righetto, SumAll Juhan Sonin, Involution Studios Scott Stropkay, Essential Design Scott Sullivan, Adaptive Path Hunter Whitney, Hunter Whitney and Associates, Inc. Yaron Yanai, Omek Studio at Intel

Duckling Kamila Shamsie 2021-11-16 On the farm, some eggs are hatching. A flock of sweet ducklings are popping out but one duckling looks different from all the others. Kamila Shamsie retells The Ugly Duckling with great empathy and a warm heart. Cast out and all alone, the odd duckling will need all her bravery

and curiosity to survive. Her journey is a search for belonging, but what she finds is the right to be different.

Self-publishing and Collection Development Robert P. Holley 2015 The current publishing environment has experienced a drastic change in the way content is created, delivered, and acquired, particularly for libraries. With the increasing importance of digital publishing, more than half the titles published in the United States are self-published. With this growth in self-published materials, librarians, publishers, and vendors have been forced to rethink channels of production, distribution, and access as it applies to the new content. *Self-Publishing and Collection Development: Opportunities and Challenges for Libraries* will address multiple aspects of how public and academic libraries can deal with the increase in self-published titles. While both academic and public libraries have started to grapple with the burgeoning issues associated with self-published books, many difficulties remain. To develop effective policies and procedures, stakeholders must now tackle questions associated with the transformation of the publishing landscape. Obstacles to self-publishing include the lack of reviews, the absence of cataloging and bibliographic control, proprietary formats for e-books, and the difficulty for vendors in providing these works. General chapters will include information on reviewing sources, cataloging and bibliographic control, and vendor issues. Information addressing public libraries issues will highlight initiatives to make self-published materials available at the Los Gatos Public Library in California and the Kent District Library in Michigan. Chapters on academic library issues will address why self-published materials are important for academic institutions, especially those with comprehensive collecting interests. Several self-published authors focus on how they attempt to make their works more suitable for public libraries. Finally, the book concludes with a bibliographic essay on self-publishing. As the term "traditional publishing" begins to fade and new content producers join the conversation, librarians, publishers, and vendors will play an important role in facilitating and managing the shift.

Artificial Intelligence in Healthcare Adam Bohr 2020-06-21 Artificial Intelligence (AI) in Healthcare is more than a comprehensive introduction to artificial intelligence as a tool in the generation and analysis of healthcare data. The book is split into two sections where the first section describes the current healthcare challenges and the rise of AI in this arena. The ten following chapters are written by specialists in each area, covering the whole healthcare ecosystem. First, the AI applications in drug design and drug development are presented followed by its applications in the field of cancer diagnostics, treatment and medical imaging. Subsequently, the application of AI in medical devices and surgery are covered as well as remote patient monitoring. Finally, the book dives into the topics of security, privacy, information sharing, health insurances and legal aspects of AI in healthcare. Highlights different data techniques in healthcare data analysis, including machine learning and data mining. Illustrates different applications and challenges across the design, implementation and management of intelligent

systems and healthcare data networks Includes applications and case studies across all areas of AI in healthcare data

Making Futures Pelle Ehn 2014-11-07 Innovation and design need not be about the search for a killer app. Innovation and design can start in people's everyday activities. They can encompass local services, cultural production, arenas for public discourse, or technological platforms. The approach is participatory, collaborative, and engaging, with users and consumers acting as producers and creators. It is concerned less with making new things than with making a socially sustainable future. This book describes experiments in innovation, design, and democracy, undertaken largely by grassroots organizations, non-governmental organizations, and multi-ethnic working-class neighborhoods. These stories challenge the dominant perception of what constitutes successful innovations. They recount efforts at social innovation, opening the production process, challenging the creative class, and expanding the public sphere. The wide range of cases considered include a collective of immigrant women who perform collaborative services, the development of an open-hardware movement, grassroots journalism, and hip-hop performances on city buses. They point to the possibility of democratized innovation that goes beyond solo entrepreneurship and crowdsourcing in the service of corporations to include multiple futures imagined and made locally by often-marginalized publics. Contributors Måns Adler, Erling Björgvinsson, Karin Book, David Cuartielles, Pelle Ehn, Anders Emilson, Per-Anders Hillgren, Mads Hoby, Michael Krona, Per Linde, Kristina Lindström, Sanna Marttila, Elisabet M. Nilsson, Anna Seravalli, Pernilla Severson, Åsa Ståhl, Lucy Suchman, Richard Topgaard, Laura Watts

McQueen's Machines Matt Stone 2010-11-06 No other Hollywood star has been so closely linked with cars and bikes, from the 1968 Ford Mustang GT Fastback he drove in Bullitt (in the greatest car chase of all time) to the Triumph motorcycle of The Great Escape. *McQueen's Machines* gives readers a close-up look at the cars and motorcycles McQueen drove in movies, those he owned, and others he raced. With a foreword by Steve's son, Chad McQueen, and a wealth of details about of the star's racing career, stunt work, and car and motorcycle collecting, *McQueen's Machines* draws a fascinating picture of one outsized man's driving passion. Now in paperback.

The Data Journalism Handbook GRAY 2021-05-14 This book offers an interdisciplinary introduction to data journalism, offering a unique combination of critical reflection and practical insight into the field, including how data journalism is done around the world and the broader consequences of datafication in the news.

The Rise and Development of FinTech Robin Teigland 2018-02-15 This comprehensive guide serves to illuminate the rise and development of FinTech in Sweden, with the Internet as the key underlying driver. The multiple case studies examine topics such as: the adoption of online banking in Sweden; the identification and classification of different FinTech categories; process innovation developments within the traditional banking industry; and the

Venture Capital (VC) landscape in Sweden, as shown through interviews with VC representatives, mainly from Sweden but also from the US and Germany, as well as offering insight into the companies that are currently operating in the FinTech arena in Sweden. The authors address questions such as: How will the regulatory landscape shape the future of FinTech companies? What are the factors that will likely drive the adoption of FinTech services in the future? What is the future role of banks in the context of FinTech and digitalization? What are the policies and government initiatives that aim to support the FinTech ecosystem in Sweden? Complex concepts and ideas are rendered in an easily digestible yet thought-provoking way. The book was initiated by the IIS (the Internet Foundation in Sweden), an independent organization promoting the positive development of the Internet in the country. It is also responsible for the Internet's Swedish top-level domain .se, including the registration of domain names, and the administration and technical maintenance of the national domain name registry. The book illustrates how Sweden acts (or does not act) as a competitive player in the global FinTech arena, and is a vital addition to students and practitioners in the field.

The Kindness of Psychopaths Alan Gorevan 2020-11-10 How far would you go for those you love? When Valentina López Vázquez vanishes from her home one morning, it's obvious that she was taken by force. What happened to her next is not so obvious. The disappearance forces two men on a gruelling search for the truth: Barry Wall, Valentina's frantic husband, and Joe Byrne, the nihilistic detective in charge of the investigation. They are locked on a devastating course that will take them to places darker than they ever dreamt - places without limits... Don't miss this page-turning thriller. Perfect for fans of Shari Lapena, Peter Swanson, Jennifer Hillier, and Linwood Barclay.

Digital Health Homero Rivas 2018-01-02 This book presents a comprehensive state-of-the-art approach to digital health technologies and practices within the broad confines of healthcare practices. It provides a canvas to discuss emerging digital health solutions, propelled by the ubiquitous availability of miniaturized, personalized devices and affordable, easy to use wearable sensors, and innovative technologies like 3D printing, virtual and augmented reality and driverless robots and vehicles including drones. One of the most significant promises the digital health solutions hold is to keep us healthier for longer, even with limited resources, while truly scaling the delivery of healthcare. Digital Health: Scaling Healthcare to the World addresses the emerging trends and enabling technologies contributing to technological advances in healthcare practice in the 21st Century. These areas include generic topics such as mobile health and telemedicine, as well as specific concepts such as social media for health, wearables and quantified-self trends. Also covered are the psychological models leveraged in design of solutions to persuade us to follow some recommended actions, then the design and educational facets of the proposed innovations, as well as ethics, privacy, security, and liability aspects influencing its acceptance. Furthermore, sections on economic aspects of the proposed innovations are included, analyzing the potential business models and entrepreneurship opportunities in the domain.

E-business and E-commerce Management Dave Chaffey 2007 Aimed at students, this work covers various aspects of e-business - focusing on sales and marketing, as well as detailing procurement, supply chains, and the legal and security considerations. It contains a range of features to help you learn effectively including margin definitions, international case studies, activities and web links.

Work in the Digital Age Max Neufeind 2018-06 This book sets out to explore the emerging consequences of the so called '4th Industrial Revolution for the organisation of work and welfare.

Management of the Fuzzy Front End of Innovation Oliver Gassmann 2013-10-07 This book shows the patterns of the fuzzy front end of innovation and how it can be managed successfully. Topics in this book cover traditional instruments and processes such as technology monitoring, market-oriented research management, lead-user developments, but also modern approaches such as frontloading, user community-driven innovation, crowdsourcing, anthropological expeditions, technological listening posts in global R&D settings, cross-industry innovation processes, open innovation, and IP cycle management. Contributions are based on latest research and cases studies on this new paradigm. The authors investigate this phenomenon, linking the practice of the early innovation phase to the established body of innovation research. Conceptual articles complement case studies to provide the reader with insight on managing the fuzzy front end of innovation. Lessons learned with success factors and checklists complement each chapter.□

Business, Open Innovation and Art Beibei Song 2020 After its predecessors turned humans and organizations into machines, the Fourth Industrial Revolution is turning machines into humans. As digital machines acquire more and more cognitive intelligence, the development of humans becomes ever more vital, for society and business alike. Time has come to recognize the value of art and humanities. As the world experiences massive turbulence and companies find their “whitewater” environment increasingly complex to navigate, the 20th-Century mantras of efficiency, the bottom-line and shareholder value no longer suffice as proper guidance. New futures call for anticipatory creativity. Channeling inventiveness, aesthetics and a sense of meaning, art can be a powerful tool to catalyze innovation and transformation, helping companies (re)discover their compass, create new rafts to conquer the rapids, and find “blue ocean” market spaces in new world realities. Authored by multidisciplinary contributors brought together by editors BeiBei Song and Piero Formica, “Business, Open Innovation and Art” reflects a New Renaissance movement to revive humanness in the age of AI and harmony between man and nature. The research, case studies and experiments demonstrate a rich, multidimensional relationship between art and business, be it artistic strategies and processes, artful leadership, or art thinking for radical innovation. In this crucial phase of history, this book serves to advance the fundamental role of art and humanities, together with science and economics, for sustainable human enterprise.

Whiskey Beach Nora Roberts 2013-04-16 #1 New York Times bestselling author Nora Roberts weaves together passion and obsession, humor and heart, in a novel of two people opening themselves up to the truth—and to each other. For more than three hundred years, Bluff House has sat above Whiskey Beach, guarding its shore—and its secrets. But to Eli Landon, it's home. A Boston lawyer, Eli has weathered an intense year of public scrutiny and police investigations after being accused of—but never arrested for—the murder of his soon-to-be ex-wife. He finds sanctuary at Bluff House, even though his beloved grandmother is in Boston recuperating from a nasty fall. Abra Walsh is always there, though. Whiskey Beach's resident housekeeper, yoga instructor, jewelry maker and massage therapist, Abra is a woman of many talents—including helping Eli take control of his life and clear his name. But as they become entangled in each other, they find themselves caught in a net that stretches back for centuries—one that has ensnared a man intent on reaping the rewards of destroying Eli Landon once and for all.

Agile for Project Managers Denise Canty 2015-02-24 Agile project management is a proven approach for designing and delivering software with improved value to customers. Agility is all about self-directed teams, feedback, light documentation, and working software with shorter development cycles. The role of the project manager with agile differs significantly from traditional project management in that there is minimal up-front planning. Agile for Project Managers will help project managers from any industry transition to agile project management. The book examines the project management component of agility, concentrating on industry standards, certifications, and being agile. It also compares agile methods to traditional project management methods throughout to provide readers with a clear understanding of the differences between the two. The book's focus is in alignment with the Project Management Institute (PMI®) Agile Certified Practitioner (PMI-ACP®) credential—making it an ideal resource for anyone preparing for the PMI-ACP® exam. Coverage includes: Agile as a project management methodology Agile teams Agile tools and techniques Flavors of agile Agile principles Agile certifications The book provides readers with the understanding required to decide which projects will benefit from agile. It also includes information that can help readers to assess their organizations' readiness for agile methods. Complete with a list of agile training providers, the book will help certified project managers make a smooth transition to agile project management and will provide newcomers with the basic knowledge needed to pass the PMI-ACP® exam, the first time around.