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Virtual & Augmented Reality For Dummies Virtual Heritage HoloLens Blueprints Annals of Scientific Society for Assembly, Handling and Industrial Robotics 2021 Practical Augmented RealityHaptic InteractionLearning Virtual RealityInternet of Things, Infrastructures and Mobile ApplicationsThe VR BookTalentmanagement 5.0Reality+: Virtual Worlds and the Problems of PhilosophyIndustry 4.0 for SMEsEngineering a Better FutureInformation and Communication Technologies in Tourism 2022Game DynamicsVirtual Reality: Concepts and TechnologiesTechnology, Design and the Arts - Opportunities and ChallengesSmart Cities and Construction Technologies Advances in Human Factors in Wearable Technologies and Game DesignAugmented Reality for Android Application DevelopmentHandbook of Research on K-12 Online and Blended LearningBiomechatronicsSmart and Sustainable Planning for Cities and RegionsThe Theory and Craft of Digital PreservationHow Computers Really WorkAncient double-entry bookkeeping? 1 Social Media in South IndiaThe Oxford Handbook of VirtualityDrawing FuturesThe Future of TechnologyImmersive Environments, Augmented Realities, and Virtual WorldsE-commerceThe Future of MakingStorytelling for Virtual RealityActionable GamificationSustainable Smart CitiesInternational Management: Culture, Strategy and Behavior W/ OLC Card MPOutfoxing FearDigital Sensations Paul Mealy Erik Malcolm Champion Abhijit Jana Thorsten Schüppstuhl Steve Aukstakalnis Hiroyuki Kajimoto Tony Parisi Michael E. Auer Jason Jerald Isabell M. Welpe David J. Chalmers Helmut Zsifkovits Eswaran Subrahmanian Jason L. Stienmetz Oliver Korn Philippe Fuchs Rae Earnshaw Sara Shirowzhan Tareg Ahram Jens Grubert RIchard E. Ferdig Marko B. Popovic Adriano Bisello Trevor Owens Matthew Justice J.B. Geijsbeek CG Shriram Venkatraman Mark Grimshaw Laura Allen Tom Standage Steven D'Agustino Kenneth C. Laudon Tom Wujec John Bucher Yu-kai Chou Marta Peris-Ortiz Richard M. Hodgetts Kathleen Ragan Ken Hillis

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and Construction Technologies Advances in Human Factors in Wearable Technologies and Game Design Augmented Reality for Android Application Development Handbook of Research on K-12 Online and Blended Learning Biomechatronics Smart and Sustainable Planning for Cities and Regions The Theory and Craft of Digital Preservation How Computers Really Work Ancient double-entry bookkeeping [7][7] Social Media in South India The Oxford Handbook of Virtuality Drawing Futures The Future of Technology Immersive Environments, Augmented Realities, and Virtual Worlds E-commerce The Future of Making Storytelling for Virtual Reality Actionable Gamification Sustainable Smart Cities International Management: Culture, Strategy and Behavior W/ OLC Card MP Outfoxing Fear Digital Sensations Paul Mealy Erik Malcolm Champion Abhijit Jana Thorsten Schüppstuhl Steve Aukstakalnis Hiroyuki Kajimoto Tony Parisi Michael E. Auer Jason Jerald Isabell M. Welpe David J. Chalmers Helmut Zsifkovits Eswaran Subrahmanian Jason L. Stienmetz Oliver Korn Philippe Fuchs Rae Earnshaw Sara Shirowzhan Tareq Ahram Jens Grubert RIchard E. Ferdig Marko B. Popovic Adriano Bisello Trevor Owens Matthew Justice J.B. Geijsbeek CG Shriram Venkatraman Mark Grimshaw Laura Allen Tom Standage Steven D'Agustino Kenneth C. Laudon Tom Wujec John Bucher Yu-kai Chou Marta Peris-Ortiz Richard M. Hodgetts Kathleen Ragan Ken Hillis

an easy to understand primer on virtual reality and augmented reality virtual reality vr and augmented reality ar are driving the next technological revolution if you want to get in on the action this book helps you understand what these technologies are their history how they re being used and how they II affect consumers both personally and professionally in the very near future with vr and ar poised to become mainstream within the next few years an accessible book to bring users up to speed on the subject is sorely needed and that s where this handy reference comes in rather than focusing on a specific piece of hardware htc vive oculus rift ios arkit or software unity unreal engine virtual augmented reality for dummies offers a broad look at both vr and ar giving you a bird s eye view of what you can expect as they continue to take the world by storm keeps you up to date on the pulse of this fast changing technology explores the many ways ar vr are being used in fields such as healthcare education and entertainment includes interviews with designers developers and technologists currently working in the fields of vr and ar perfect for both potential content creators and content consumers this book will change the way you approach and contribute to these emerging technologies

virtual heritage has been explained as virtual reality applied to cultural heritage but this definition only scratches the surface of the fascinating applications tools and challenges of this fast changing interdisciplinary field this book provides an accessible but concise edited coverage of the main topics tools and issues in virtual heritage leading international scholars have provided chapters to explain current issues in accuracy and precision challenges in adopting advanced animation techniques shows how archaeological

learning can be developed in minecraft they propose mixed reality is conceptual rather than just technical they explore how useful linked open data can be for art history explain how accessible photogrammetry can be but also ethical and practical issues for applying at scale provide insight into how to provide interaction in museums involving the wider public and describe issues in evaluating virtual heritage projects not often addressed even in scholarly papers the book will be of particular interest to students and scholars in museum studies digital archaeology heritage studies architectural history and modelling virtual environments

unveil the world of mixed reality with hololens about this book bring holographic insights to existing line of business applications tools and workflows focus on developing end to end realistic holographic application build interactive model scripts and test them in unity3d and holographic emulators who this book is for this book is targeted at developers and designers working on mixed reality developments for complex integrated scenarios using hololens what you will learn interact with holograms using different interaction models develop your first holographic app integrate holographic applications with cloud systems visualize data feeds coming from the cloud through holograms manage the application distribution of enterprise enabled hololens integrate hololens applications with services deployed on azure identify and create 3d assets and scenes use hololens to explore the internet of things in detail do you want to create stunning applications with hololens are you a developer who is fascinated with microsoft hololens and its capabilities if so this is the book for you this book introduces and demystifies the hololens platform and shows you different ways of interaction with computers mixed reality you will start your mixed reality journey by understanding different types of digital reality you will learn to build your first holographic app also you will understand holographic application integration possibilities within line of business applications using azure moving ahead you will create integrated solutions using iot with hololens gradually you II learn how to create and deploy apps on a device you will learn to publish application to the store if you are an enterprise developer you will also manage and distribute applications for enterprise enabled or domain joined hololens finally you will develop an end to end realistic holographic app ranging from scenario identification to sketching development deployment and finally production style and approach the book is a project based guide to help you to create some really astonishing mixed reality applications it will provide end to end solutions and enable you to build stunning applications for hololens

this open access proceedings presents a good overview of the current research landscape of assembly handling and industrial robotics the objective of mhi colloquium is the successful networking at both academic and management level thereby the colloquium focuses an academic exchange at a high level in order to distribute the obtained research results to determine synergy effects and trends to connect the actors in person and in conclusion to strengthen the research field as well as the mhi community in

addition there is the possibility to become acquatined with the organizing institute primary audience is formed by members of the scientific society for assembly handling and industrial robotics wgmhi

the most comprehensive and up to date guide to the technologies applications and human factors considerations of augmented reality ar and virtual reality vr systems and wearable computing devices practical augmented reality is ideal for practitioners and students concerned with any application from gaming to medicine it brings together comprehensive coverage of both theory and practice emphasizing leading edge displays sensors and diy tools that are already available commercially or will be soon beginning with a foreword by nasa research scientist victor luo this guide begins by explaining the mechanics of human sight hearing and touch showing how these perceptual mechanisms and their performance ranges directly dictate the design and use of wearable displays 3 d audio systems and tactile force feedback devices steve aukstakalnis presents revealing case studies of real world applications from gaming entertainment science engineering aeronautics and aerospace defense medicine telerobotics architecture law enforcement and geophysics readers will find clear easy to understand explanations photos and illustrations of devices including the atheer air htc vive daqri smart helmet oculus facebook cv1 sony playstation vr vuzix m300 google glass and many more functional diagrams and photographs clearly explain how these devices operate and link directly to relevant theoretical and practical content practical augmented reality thoroughly considers the human factors of these systems including sensory and motor physiology constraints monocular and binocular depth cues elements contributing to visually induced motion sickness and nausea and vergence accommodation conflicts it concludes by assessing both the legal and societal implications of new and emerging ar vr and wearable technologies as well as provides a look next generation systems

this book constitutes the proceedings of the third international conference asiahaptics 2018 held in songdo korea it presents the state of the art of the diverse haptics touch related research including perception and illusion development of haptics devices and applications to a wide variety of fields such as education medicine telecommunication navigation and entertainment this book is a valuable resource not only for active haptics researchers but also for general readers wishing to understand the status quo in this interdisciplinary area of science and technology

annotation get an introduction to the technologies tools and techniques for programming virtual reality on the latest generation of desktop and mobile vr hardware with this hands on guide you II learn essential development and production concepts including ui design stereo rendering 3d input and programming vr applications for native desktop mobile and the web you don't have to be a

game development wizard or have 3d graphics experience to get started if you have basic programming skills and some familiarity with mobile development this book will help you gain a working knowledge of virtual reality through clear and simple examples

this book gathers papers on interactive and collaborative mobile learning environments assessment evaluation and research methods in mobile learning mobile learning models theory and pedagogy open and distance mobile learning life long and informal learning using mobile devices wearables and the internet of things game based learning dynamic learning experiences mobile systems and services for opening up education mobile healthcare and training case studies on mobile learning and 5g network infrastructure today interactive mobile technologies have become the core of many if not all fields of society not only do the younger generation of students expect a mobile working and learning environment but also the new ideas technologies and solutions introduced on a nearly daily basis also boost this trend discussing and assessing key trends in the mobile field were the primary aims of the 13th international conference on interactive mobile communication technologies and learning imcl2019 which was held in thessaloniki greece from 31 october to 01 november 2019 since being founded in 2006 the conference has been devoted to new approaches in interactive mobile technologies with a focus on learning the imcl conferences have since become a central forum of the exchange of new research results and relevant trends as well as best practices the book s intended readership includes policymakers academics educators researchers in pedagogy and learning theory schoolteachers further education lecturers practitioners in the learning industry etc

this is a strong foundation of human centric virtual reality design for anyone and everyone involved in creating vr experiences without a clear understanding of the human side of virtual reality vr the experience will always fail the vr book bridges this gap by focusing on human centered design creating compelling vr applications is an incredibly complex challenge when done well these experiences can be brilliant and pleasurable but when done badly they can result in frustration and sickness whereas limitations of technology can cause bad vr execution problems are oftentimes caused by a lack of understanding human perception interaction design principles and real users this book focuses on the human elements of vr such as how users perceive and intuitively interact with various forms of reality causes of vr sickness creating useful and pleasing content and how to design and iterate upon effective vr applications this book is not just for vr designers it is for managers programmers artists psychologists engineers students educators and user experience professionals it is for the entire vr team as everyone contributing should understand at least the basics of the many aspects of vr design the industry is rapidly evolving and the vr book stresses the importance of building prototypes gathering feedback and using adjustable processes to efficiently iterate towards success it contains extensive details on the most important

aspects of vr more than 600 applicable guidelines and over 300 additional references

demografischer wandel fachkräftemangel wechselwillige angestellte der kampf zwischen unternehmen um die klügsten köpfe hat bereits begonnen und wird teilweise erbittert geführt mit diesem buch verschaffen sich unternehmen personalverantwortliche und führungskräfte den entscheidenden vorteil nicholas folger und isabell m welpe weisen nicht nur nach dass sich moderne personalentwicklung positiv auf den unternehmenserfolg auswirkt sondern zeigen zudem anhand von praxistauglichen beispielen unter anderem wie hr abteilungen künstliche intelligenz für zukunftsfeste personalentwicklung einsetzen digitales recruiting erfolgreich umsetzen und mit employer branding für langfristige mitarbeiterbindung sorgen mit best practices von linkedin deloitte sap merck einhorn und weiteren talentmanagement vorreitern

one of the washington post s best nonfiction books of 2022 a leading philosopher takes a mind bending journey through virtual worlds illuminating the nature of reality and our place within it virtual reality is genuine reality that s the central thesis of reality in a highly original work of technophilosophy david j chalmers gives a compelling analysis of our technological future he argues that virtual worlds are not second class worlds and that we can live a meaningful life in virtual reality we may even be in a virtual world already along the way chalmers conducts a grand tour of big ideas in philosophy and science he uses virtual reality technology to offer a new perspective on long established philosophical questions how do we know that there s an external world is there a god what is the nature of reality what s the relation between mind and body how can we lead a good life all of these questions are illuminated or transformed by chalmers mind bending analysis studded with illustrations that bring philosophical issues to life reality is a major statement that will shape discussion of philosophy science and technology for years to come

this open access book explores the concept of industry 4 0 which presents a considerable challenge for the production and service sectors while digitization initiatives are usually integrated into the central corporate strategy of larger companies smaller firms often have problems putting industry 4 0 paradigms into practice small and medium sized enterprises smes possess neither the human nor financial resources to systematically investigate the potential and risks of introducing industry 4 0 addressing this obstacle the international team of authors focuses on the development of smart manufacturing concepts logistics solutions and managerial models specifically for smes aiming to provide methodological frameworks and pilot solutions for smes during their digital transformation this innovative and timely book will be of great use to scholars researching technology management digitization and small business as well as practitioners within manufacturing companies this work was published by saint philip street press pursuant

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this open access book examines how the social sciences can be integrated into the praxis of engineering and science presenting unique perspectives on the interplay between engineering and social science motivated by the report by the commission on humanities and social sciences of the american association of arts and sciences which emphasizes the importance of social sciences and humanities in technical fields the essays and papers collected in this book were presented at the nsf funded workshop engineering a better future interplay between engineering social sciences and innovation which brought together a singular collection of people topics and disciplines the book is split into three parts a meeting at the middle challenges to educating at the boundaries covers experiments in combining engineering education and the social sciences b engineers shaping human affairs investigating the interaction between social sciences and engineering including the cult of innovation politics of engineering engineering design and future of societies and c engineering the engineers investigates thinking about design with papers on the art and science of science and engineering practice

this open access book presents the proceedings of the international federation for it and travel tourism ifitt s 29th annual international etourism conference which assembles the latest research presented at the enter2022 conference which will be held on january 11 14 2022 the book provides an extensive overview of how information and communication technologies can be used to develop tourism and hospitality it covers the latest research on various topics within the field including augmented and virtual reality website development social media use e learning big data analytics and recommendation systems the readers will gain insights and ideas on how information and communication technologies can be used in tourism and hospitality academics working in the etourism field as well as students and practitioners will find up to date information on the status of research

this book offers a compendium of best practices in game dynamics it covers a wide range of dynamic game elements ranging from player behavior over artificial intelligence to procedural content generation such dynamics make virtual worlds more lively and realistic and they also create the potential for moments of amazement and surprise in many cases game dynamics are driven by a combination of random seeds player records and procedural algorithms games can even incorporate the player s real world behavior to create dynamic responses the best practices illustrate how dynamic elements improve the user experience and increase the replay value the book draws upon interdisciplinary approaches researchers and practitioners from game studies computer

science human computer interaction psychology and other disciplines will find this book to be an exceptional resource of both creative inspiration and hands on process knowledge

a manual for both designers and users comprehensively presenting the current state of experts knowledge on virtual reality vr in computer science mechanics optics acoustics physiology psychology ergonomics ethics and related area designed as a reference book and design guide to help the reader develop a vr project it presents the reader with the importance of the user's needs and various aspects of the human computer interface hei it further treats technical aspects of vr hardware and software implementations and details on the sensory and psycho sensory interfaces providing various concepts and technologies including mathematics and modelling techniques it allows the reader to formalize conceptualize and construct a virtual reality project from original thought to application this book is intended for engineers computer scientists and computer game developers working on various vr applications it can further serve as an educational tool in virtual reality courses for senior graduate and postgraduate students

this open access book details the relationship between the artist and their created works using tools such as information technology computer environments and interactive devices for a range of information sources and application domains this has produced new kinds of created works which can be viewed explored and interacted with either as an installation or via a virtual environment such as the internet these processes generate new dimensions of understanding and experience for both the artist and the public s relationships with the works that are produced this has raised a variety of interdisciplinary opportunities and issues and these are examined the symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed technology can provide continuity by making traditional methods and techniques more efficient and effective it can also provide discontinuity by opening up new perspectives and paradigms this can generate new ideas and produce a greater understanding of artistic processes and how they are implemented in practice tools have been used from the earliest times to create and modify artistic works for example naturally occurring pigments have been used for cave paintings what has been created provides insight into the cultural context and social environment at the time of creation there is an interplay between the goal of the creator the selection and use of appropriate tools and the materials and representations chosen technology design and the arts opportunities and challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines

this book includes nine chapters presenting the outcome of research projects relevant to building cities and construction a

description of a smart city and the journey from conventional to smart cities is discussed at the beginning of the book innovative case studies of underground cities and floating city bridges are presented in this book bim and gis applications on different projects and the concept of intelligent contract and virtual reality are discussed two concepts relevant to conventional buildings including private open spaces and place attachments are also included and these topics can be upgraded in the future by smart technologies

this book focuses on the human aspects of wearable technologies and game design which are often neglected it shows how user centered practices can optimize the wearable experience thus improving user acceptance satisfaction and engagement with novel wearable gadgets it addresses both research and best practices in the applications of human factors and ergonomics to sensors wearable technologies and game design innovations as well as new findings on the integration of wearability principles with regard to aesthetics affordance comfort contextual awareness customization ease of use ergonomics information overload intuitiveness obtrusiveness privacy reliability responsiveness satisfaction subtlety user friendliness and wearability gathering the outcomes of both the ahfe 2019 conference on human factors and wearable technologies and the ahfe 2019 conference on human factors in game design and virtual environments held on july 24 28 2019 in washington dc usa the book addresses the needs of professionals researchers and students whose work involves the human aspects of wearable smart and or interactive technologies and game design research

a step by step tutorial based guide aimed at giving you hands on practical experience to develop ar applications for android augmented reality for android application development is for android mobile application developers who are familiar with android development tools and deployment jmonkeyengine and the vuforia sdk

the handbook of research on k 12 online and blended learning is an edited collection of chapters that sets out to present the current state of research in k 12 online and blended learning the beginning chapters lay the groundwork of the historical international and political landscape as well as present the scope of research methodologies used subsequent sections share a synthesis of theoretical and empirical work describing where we have been what we currently know and where we hope to go with research in the areas of learning and learners content domains teaching the role of the other and technological innovations book home page

biomechatronics is rapidly becoming one of the most influential and innovative research directions defining the 21st century the second edition biomechatronics provides a complete and up to date account of this advanced subject at the university textbook level

this new edition introduces two new chapters animals biomechatronics and plants biomechatronics highlighting the importance of the rapidly growing world population and associated challenges with food production each chapter is co authored by top experts led by professor marko b popovic researcher and educator at the forefront of advancements in this fascinating field starting with an introduction to the historical background of biomechatronics this book covers recent breakthroughs in artificial organs and tissues prosthetic limbs neural interfaces orthotic systems wearable systems for physical augmentation physical therapy and rehabilitation robotic surgery natural and synthetic actuators sensors and control systems a number of practice prompts and solutions are provided at the end of the book the second edition of biomechatronics is a result of dedicated work of a team of more than 30 contributors from all across the globe including top researchers and educators in the united states popovic lamkin kennard herr sinyukov troy goodworth johnson kaipa onal bowers djuric fischer ji jovanovic luo padir tetreault japan tashiro iraminda ohta terasawa sweden boyraz turkey arslan karabulut ortes germany beckerle and wiliwacher new zealand liarokapis switzerland dobrev and serbia lazarevic the only biomechatronics textbook written especially for students at a university level ideal for students and researchers in the biomechatronics biomechanics robotics and biomedical engineering fields provides updated overview of state of the art science and technology of modern day biomechatronics introduced by the leading experts in this fascinating field this edition introduces two new chapters animals biomechatronics and plants biomechatronics expanded coverage of topics such as prosthetic limbs powered orthotics direct neural interface bio inspired robotics robotic surgery actuators control and physical intelligence

this book offers a selection of research papers and case studies presented at the 3rd international conference smart and sustainable planning for cities and regions held in december 2019 in bolzano italy and explores the concept of smart and sustainable planning including top contributions from academics policy makers consultants and other professionals innovation processes such as co design and co creation help establish collaborations that engage with stakeholders in a trustworthy and transparent environment while answering the need for new value propositions the importance of an integrated holistic approach is widely recognized to break down silos in local government in particular when aimed at achieving a better integration of climate energy planning despite the ongoing urbanization and polarization processes new synergies between urban and rural areas emerge linking development opportunities to intrinsic cultural natural and man made landscape values the increasing availability of big real time urban data and advanced ict facilitates frequent assessment and continuous monitoring of performances while allowing fine tuning as needed this is valid not only for individual projects but also on a wider scale in addition and circling back to the first point big urban data and ict can be of enormous help in facilitating engagement and co creation by raising awareness and by providing insight into the local consequences of specific plans however this potential is not yet fully exploited in standard processes and procedures which can

therefore lack the agility and flexibility to keep up with the pulse of the city and dynamics of society the book provides a multi disciplinary outlook based on experience to orient the reader in the giant galaxy of smart and sustainable planning support the transposition of research into practice scale up visionary approaches and design groundbreaking planning policies and tools

a guide to managing data in the digital age winner of the alcts outstanding publication award by the association for library collections technical services winner of the waldo gifford leland award by the society of american archivists many people believe that what is on the internet will be around forever at the same time warnings of an impending digital dark age where records of the recent past become completely lost or inaccessible appear with regular frequency in the popular press it s as if we need a system to safeguard our digital records for future scholars and researchers digital preservation experts however suggest that this is an illusory dream not worth chasing ensuring long term access to digital information is not that straightforward it is a complex issue with a significant ethical dimension it is a vocation in the theory and craft of digital preservation librarian trevor owens establishes a baseline for practice in this field in the first section of the book owens synthesizes work on the history of preservation in a range of areas archives manuscripts recorded sound etc and sets that history in dialogue with work in new media studies platform studies and media archeology in later chapters owens builds from this theoretical framework and maps out a more deliberate and intentional approach to digital preservation a basic introduction to the issues and practices of digital preservation the book is anchored in an understanding of the traditions of preservation and the nature of digital objects and media based on extensive reading research and writing on digital preservation owens s work will prove an invaluable reference for archivists librarians and museum professionals as well as scholars and researchers in the digital humanities

an approachable hands on guide to understanding how computers work from low level circuits to high level code how computers really work is a hands on guide to the computing ecosystem everything from circuits to memory and clock signals machine code programming languages operating systems and the internet but you won t just read about these concepts you ll test your knowledge with exercises and practice what you learn with 41 optional hands on projects build digital circuits craft a guessing game convert decimal numbers to binary examine virtual memory usage run your own web server and more explore concepts like how to think like a software engineer as you use data to describe a real world concept use ohm s and kirchhoff s laws to analyze an electrical circuit think like a computer as you practice binary addition and execute a program in your mind step by step the book s projects will have you translate your learning into action as you learn how to use a multimeter to measure resistance current and voltage build a half adder to see how logical operations in hardware can be combined to perform useful functions write a program in assembly language

then examine the resulting machine code learn to use a debugger disassemble code and hack a program to change its behavior without changing the source code use a port scanner to see which internet ports your computer has open run your own server and get a solid crash course on how the web works and since a picture is worth a thousand bytes chapters are filled with detailed diagrams and illustrations to help clarify technical complexities requirements the projects require a variety of hardware electronics projects need a breadboard power supply and various circuit components software projects are performed on a raspberry pi appendix b contains a complete list even if you skip the projects the book s major concepts are clearly presented in the main text

a d 1494 the earliest known writer on bookkeeping

one of the first ethnographic studies to explore use of social media in the everyday lives of people in tamil nadu social media in south india provides an understanding of this subject in a region experiencing rapid transformation the influx of it companies over the past decade into what was once a space dominated by agriculture has resulted in a complex juxtaposition between an evolving knowledge economy and the traditions of rural life while certain class tensions have emerged in response to this juxtaposition a study of social media in the region suggests that similarities have also transpired observed most clearly in the blurring of boundaries between work and life for both the old residents and the new venkatraman explores the impact of social media at home work and school and analyses the influence of class caste age and gender on how and which social media platforms are used in different contexts these factors he argues have a significant effect on social media use suggesting that social media in south india while seeming to induce societal change actually remains bound by local traditions and practices

as this comprehensive and multidisciplinary book makes clear virtuality has a pedigree that pre dates the computer age and modern virtual worlds a pedigree that can be traced back to classical mythology and beyond equally the concept of virtuality is not the province of one field of study alone but is the foundation and driving force of many both theoretical and applied our conceptualizations and applications of virtuality are multiple as contributors demonstrate across the nine sections of the book that move from philosophy to technologies and applications before returning to philosophy again for a discussion of the utopias and dystopias of virtuality the almost 50 essays contained within range freely across subjects that include the potential of virtuality ethics virtuality and self presence and immersion virtual emotions image sound and literature computer games ai and a life augmented

reality and real virtuality law and economics medical and military applications religion and cybersex throughout contributors discuss differences between virtuality reality and actuality in debates filtered through the lenses of the disciplines represented here and speculate on future directions it is not at all clear that there are differences and if such distinctions are to be found the boundaries between virtuality reality and actuality continually shift as ideas modes of organization and behaviors constantly flow from one to the other regardless of direction the handbook presents no unified definition of virtuality to comfort the reader rather a multiplicity of questions and approaches underpinned by provocative statements that should further fuel the debates surrounding our notions of virtuality

this compendium of projects writings and interviews focuses on how the field of drawing expands synchronously alongside technological and computational developments this book critically reassess the act of drawing and where its future may lie bringing together practitioners from many creative fields the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas drawings seduce and the drawings in this book are tantalising evidence of this yet the aim of the book is to illustrate how drawing works as an abundantly rich diverse inventive critical and serious research domain in this regard it is a study of the point and promise of drawing which both explores the microscopic detail of the craft and envisions the radical possibilities inherent in its expression the academics artists and architects whose work lies within conceive of drawing as a rigorous liberating form of expression

from the industrial revolution to the railway age through the era of electrification the advent of mass production and finally to the information age the same pattern keeps repeating itself an exciting vibrant phase of innovation and financial speculation is followed by a crash after which begins a longer more stately period during which the technology is actually deployed properly this collection of surveys and articles from the economist examines how far technology has come and where it is heading part one looks at topics such as the greying maturing of it the growing importance of security the rise of outsourcing and the challenge of complexity all of which have more to do with implementation than innovation part two looks at the shift from corporate computing towards consumer technology whereby new technologies now appear first in consumer gadgets such as mobile phones topics covered will include the emergence of the mobile phone as the digital swiss army knife the rise of digital cameras which now outsell film based ones the growing size and importance of the games industry and its ever closer links with other more traditional parts of the entertainment industry and the social impact of technologies such as text messaging wi fi and camera phones part three considers which technology will lead the next great phase of technological disruption and focuses on biotechnology energy technology and

nanotechnology

applications of immersive environments virtual worlds and augmented reality have significant implications for how teaching and learning are achieved in contemporary education this brings together current research and performance in trends in education while examining cyber behavior and the use of virtual worlds immersive technologies and augmented realities aim to improve teaching and enhancing learning

for undergraduate and graduate courses in business understanding the vast and expanding field of e commerce laudon s e commerce 2016 business technology society emphasizes three driving forces behind the expanding field of e commerce technology change business development and social issues a conceptual framework uses the templates of many modern day companies to further demonstrate the differences and complexities in e commerce today an in depth investigation of companies such as uber pinterest and apple kick off the course while preparing students for real life scenarios in the twelfth edition laudon and traver add new or update existing case studies to match developments in the e commerce field as they exist in today s tech world they built in additional video cases for each chapter making the material even more accessible to students as they prepare for their future roles in business

prepare yourself how things are made is changing the digital and physical are uniting from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could from 3d printing to materials with properties that literally stretch possibility from objects that evolve to systems that police themselves the results will radically change our world and ourselves the future of making illustrates these transformations showcasing stories and images of people and ideas at the forefront of this radical wave of innovation designers architects builders thought leaders creators of all kinds have contributed to this look at the materials connections and inventions that will define tomorrow but this book doesn t just catalog the future it lays down guidelines to follow new rules for how things are created that make it the ultimate handbook for anyone who wants to embrace the true future of making

spotlight on narrative fiction versus nonfiction storytelling a conversation with steve peters experience designer host of storyforward podcast and cco of mo mimes media exercises 8 theory in practice interviews and case studies the storytellers interview rob bredow chief technology officer lucasfilm interview tye sheridan and nikola todorovic creators of aether inc case study baobab vr studios

interview sarah hill ceo and chief storyteller storyup the technologists and producers interview jonathan krusell google daydream producer interview robyn tong gray and andrew goldstein founders otherworld interactive case study light sail vr interview tai crosby founder and ceo silvr thread interview adam orth creative director three one zero the artists interview angela haddad vr artist and producer interview annie lesser immersive theater director case study jaunt studios and the invisible vr series interview mark cordell holmes art director pixar the visionaries interview larry rosenthal vr pioneer and producer interview paul debevec senior staff engineer google vr case study lucy vr series interview brian rose google vr team community and outreach interview ted schilowitz futurist 20th century fox studios glossary index about the author

learn all about implementing a good gamification design into your products workplace and lifestylekey features explore what makes a game fun and engaging gain insight into the octalysis framework and its applications discover the potential of the core drives of gamification through real world scenariosbook descriptioneffective gamification is a combination of game design game dynamics user experience and roi driving business implementations this book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design the book starts with an overview of the octalysis framework and the 8 core drives that can be used to build strategies around the various systems that make games engaging as the book progresses each chapter delves deep into a core drive explaining its design and how it should be used finally to apply all the concepts and techniques that you learn throughout the book contains a brief showcase of using the octalysis framework to design a project experience from scratch after reading this book you II have the knowledge and skills to enable the widespread adoption of good gamification and human focused design in all types of industries what you will learn discover ways to use gamification techniques in real world situations design fun engaging and rewarding experiences with octalysis understand what gamification means and how to categorize it leverage the power of different core drives in your applications explore how left brain and right brain core drives differ in motivation and design methodologies examine the fascinating intricacies of white hat and black hat core driveswho this book is foranyone who wants to implement gamification principles and techniques into their products workplace and lifestyle will find this book useful

this volume provides the most current research on smart cities specifically it focuses on the economic development and sustainability of smart cities and examines how to transform older industrial cities into sustainable smart cities it aims to identify the role of the following elements in the creation and management of smart cities citizen participation and empowerment value creation mechanisms public administration quality of life and sustainability democracy ict private initiatives and entrepreneurship regardless

of their size all cities are ultimately agglomerations of people and institutions agglomeration economies make it possible to attain minimum efficiencies of scale in the organization and delivery of services however the economic benefits do not constitute the main advantage of a city a city s status rests on three dimensions 1 political impetus which is the result of citizens participation and the public administration s agenda 2 applications derived from technological advances especially in ict and 3 cooperation between public and private initiatives in business development and entrepreneurship these three dimensions determine which resources are necessary to create smart cities but a smart city ideal in the way it channels and resolves technological social and economic growth issues requires many additional elements to function at a high performance level such as culture an environment that empowers and engages citizens and physical infrastructure designed to foster competition and collaboration encourage new ideas and actions and set the stage for new business creation featuring contributions with models tools and cases from around the world this book will be a valuable resource for researchers students academics professionals and policymakers interested in smart cities

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a collection of sixty four folktales explores a theme of courage in the face of fear from a japanese piece about an elderly woman who tricks a tengu monster to the story of a bluebird who uses the wind to teach her mother compassion

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Unveiling the Worlds of Emilia Pardo Bazán: A Journey Through Literary Landscapes

Step into the vibrant, complex world of 19th-century Spain, a world teeming with social change, religious upheaval, and burgeoning literary voices. At the heart of this era stands Emilia Pardo Bazán, a trailblazing novelist, essayist, and critic whose works continue to resonate with readers today. Far from being a mere historical figure, Pardo Bazán remains incredibly relevant, offering insightful perspectives on themes that continue to shape our contemporary world. This article delves into the fascinating world of "Emilia Pardo Bazán bøker" (Emilia Pardo Bazán's books), exploring their key themes, literary styles, and lasting impact.

I. A Life Woven into Literature: Biographical Context

Emilia Pardo Bazán (1851-1921) was born into the Galician aristocracy, a background that heavily influenced her writing. However, her life transcended the confines of her social standing. She was a voracious reader, deeply immersed in both Spanish and foreign literature, a passionate advocate for women's rights, and a keen observer of the social and political currents of her time. Her upbringing provided her with a unique perspective, allowing her to depict the lives of both the privileged and the marginalized with remarkable accuracy and empathy. This dual perspective is key to understanding the depth and breadth of her work. Her commitment to realism, often tinged with naturalism, gave her novels a raw, unvarnished quality that challenged the prevailing romantic sensibilities of her time. This dedication to realistic portrayal, reflecting the impact of authors like Zola and Flaubert, cemented her place as a pivotal figure in Spanish literary history.

II. Key Themes Explored in Pardo Bazán's Works

Pardo Bazán's novels are rich tapestries woven with recurring threads that resonate even today. Several key themes consistently emerge: Regionalism and Galician Identity: Pardo Bazán was deeply connected to her Galician roots, showcasing the unique culture, landscape, and people of Galicia in her works. Her novels often highlight the beauty and harshness of the Galician countryside, contrasting it with the complexities of urban life. This focus on regional identity contributes significantly to her enduring legacy, preserving a crucial aspect of Spanish cultural heritage. Social Commentary and Critique: Pardo Bazán wasn't afraid to tackle controversial social issues of her day. Her novels often explore the struggles of women, the hypocrisy of the clergy, and the deep-seated inequalities within Spanish society. She subtly yet powerfully critiques social structures and challenges traditional norms through her characters' actions and experiences. This is particularly evident in works like Los Pazos de Ulloa and La Madre Naturaleza. The Role of Women: A recurring and crucial theme in her work is the portrayal of women in a patriarchal society. She depicts women grappling with societal expectations, limited opportunities, and the complexities of love and family. These portrayals often challenge the simplistic narratives of female characters common in earlier literature, providing a nuanced and realistic view of women's lives in 19th-century Spain. Her characters are not merely victims but often active participants, fighting for their agency within restrictive social frameworks. Religion and Morality: Pardo Bazán's work engages deeply with questions of faith, morality, and the hypocrisy she observed within the religious institutions of her time. She often explored the tension between religious dogma and personal morality, highlighting the flaws and contradictions inherent in societal expectations surrounding faith.

III. Literary Style and Techniques

Pardo Bazán's literary style is characterized by: Realism and Naturalism: Her novels meticulously depict the realities of her time, avoiding romanticization and highlighting the harsh truths of social life. This realistic approach extends to her character development, creating complex individuals with both strengths and weaknesses. Detailed Descriptions: She paints vivid pictures of her settings, providing readers with a strong sense of place and time. Her descriptions, especially those of the Galician landscape, are particularly striking and contribute significantly to the immersive nature of her novels. Psychological Depth: Pardo Bazán explores the inner lives of her characters with considerable skill, delving into their motivations, conflicts, and emotional complexities.

This psychological depth adds significant layers to her narratives, making her characters relatable and believable. Use of Language: Her command of the Spanish language is exceptional. She masterfully uses vivid imagery and precise vocabulary to create rich and engaging narratives. Her writing is both accessible and elegant, capturing the nuances of both formal and informal speech patterns within her characters' dialogues.

IV. Real-Life Applications and Lasting Impact

Pardo Bazán's work continues to resonate because it tackles universal themes: social justice, gender inequality, religious hypocrisy, and the complexities of human relationships. Her novels can serve as valuable tools for: Understanding 19th-century Spain: Her works offer invaluable insights into the social, political, and cultural landscape of Spain during a period of significant transformation. Exploring Gender Studies: Her portrayals of women in a patriarchal society offer rich material for analyzing gender roles and inequalities. Analyzing Religious and Moral Issues: Her exploration of faith and morality provides compelling fodder for discussion on the tensions between religious dogma and individual ethics. Appreciating Regional Literature: Her focus on Galician culture and identity highlights the importance of regional voices in literature.

V. Reflective Summary

Emilia Pardo Bazán's enduring legacy rests on her innovative literary style, her unflinching portrayal of social realities, and her powerful exploration of universal themes. Her novels not only offer a captivating glimpse into 19th-century Spain but also provide valuable insights into enduring social and human issues. Her commitment to realism, her attention to detail, and her nuanced portrayal of characters have secured her place as one of the most important female writers in Spanish literature. Her exploration of Galician identity, gender dynamics, and religious complexities contributes to her sustained relevance, making her works essential reading for anyone seeking to understand the richness and complexity of the human experience.

FAQs:

1. What are some of her most famous works? Los Pazos de Ulloa, La Madre Naturaleza, Insolación, and La Tribuna are among her most celebrated novels. 2. How is her work different from other 19th-century Spanish novelists? While influenced by realism, Pardo Bazán incorporated elements of naturalism, providing a more unflinching and critical view of social reality than many of her contemporaries. Her strong female characters and her focus on regional identity also set her apart. 3. Is her work difficult to read? While her writing is sophisticated, it's generally accessible to modern readers. However, understanding the historical and social context can enhance the reading experience. 4. Where can I find translations of her books? Translations of her works are available in several languages, though availability may vary depending on the specific title. Online bookstores and university libraries are good resources. 5. Why should I read Emilia Pardo Bazán today? Reading Pardo Bazán offers a unique opportunity to explore the social and cultural landscape of 19th-century Spain, engage with timeless themes of social justice and gender equality, and appreciate the mastery of a truly exceptional writer whose work continues to inspire and challenge.

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