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TRAVIS ANNA

Reverse Design Springer
The three-volume set LNCS 9746, 9747, and 9748 constitutes the proceedings of the 5th International Conference on Design, User Experience, and Usability, DUXU 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, in Toronto, Canada, in July 2016, jointly with 13 other thematically similar conferences. The total of 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 157 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 41 papers included in this volume are organized in topical sections on mobile DUXU; DUXU in information design and visualization; DUXU in virtual and augmented reality; DUXU for smart objects and environments.

Graphic Imprints IGI Global
Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Project Management Approaches for Online Learning Design Grupo Editorial Patria
This book presents cutting-edge research on innovative human systems integration and human–machine interaction, with an emphasis on artificial intelligence and automation, as well as computational modeling and simulation. It covers a wide range of applications in the area of design, construction and operation of products, systems and services. The book describes advanced methodologies and tools for evaluating and improving interface usability, new models, and case studies and best practices in virtual, augmented and mixed reality systems, with a special focus on dynamic environments. It also discusses various factors concerning the human user, hardware, and artificial intelligence software. Based on the proceedings of the 4th International Conference on Intelligent Human Systems Integration (IHSI 2021), held on February 22–24, 2021, the book also examines the forces that are currently shaping the nature of computing and cognitive systems, such as the need to reduce hardware costs; the importance of infusing intelligence and automation; the trend toward hardware miniaturization and optimization; the need for a better assimilation of computation in the environment; and social concerns regarding access to computers and systems for people with special needs. It offers a timely survey and a practice-oriented reference guide for policy- and decision-makers, human factors engineers, systems developers and users alike.

Handbook of Research on Visual Computing and Emerging Geometrical Design Tools Clube de Autores
This book gathers new empirical findings fostering advances in the areas of digital and communication design, web, multimedia and motion design, graphic design, branding, and related ones. It includes original contributions by authoritative authors based on the best papers presented at the 4th International Conference on Digital Design and Communication, Digicom 2020, together with some invited chapters written by leading international researchers. They report on innovative design strategies supporting communication in a global, digital world, and addressing, at the same time, key individual and societal needs. This book is intended to offer a timely snapshot of technologies, trends and challenges in the area of design, communication and branding, and a bridge connecting researchers and professionals of different disciplines, such as graphic design, digital communication, corporate, UI Design and UX design.

Curadoria Digital e Gênero na Ciência da Informação
Industry and academia should capture significant value through adopting design-led innovation to improve opportunities for success. Skills and capabilities should serve as a basis for adopting new breakthroughs in design-driven innovation. The development of an infrastructure and centers of excellence with the capacity to respond to new market needs, combined with enhanced networking capabilities, will allow companies to be more innovative and competitive. The Handbook of Research on Driving Industrial Competitiveness With Innovative Design Principles is an essential publication that focuses on the relationship between innovation and competitiveness in business. Featuring coverage on a broad range of topics including open innovation, business incubators, and competitiveness dynamics, this book is ideally designed for entrepreneurs, government officials, executives, managers, investors, policymakers, researchers, academicians, and students interested in furthering their knowledge of pertinent topics on product design and commercialization, new models for academia-industry partnerships, and regional entrepreneurial ecosystems based on design principles.

About Face Elsevier
The collaboration between the Textile Department of the University of Minho and the Brazilian Association of Studies and Research (ABEPEM) has led to an international platform for the exchange of research in the field of Fashion and Design: CIMODE. This platform is designed as a biennial congress that takes place in different European and Latin American countries with the co-organization of another university in each location. The current edition was jointly organized by the University of Minho and the Centro Superior de Diseño de Moda (CSDMM) - Universidad Politécnica de Madrid. CIMODE's mission is to explore fashion and design from a social, cultural, psychological and communication perspective, and to bring together different approaches and perceptions of practice, education and the culture of design and fashion. Through an interdisciplinary dialogue and

intercultural perspective, CIMODE wants to generate and present new scenarios about the present and future of fashion and design. 'DISEÑO AL REVÉS' ('BACKWARD DESIGN') was the central theme of the 4th CIMODE (Madrid, Spain, 21-23 May 2018), which produced a highly topical and relevant number of academic publications presented in this book.

Fundamentals of Software Architecture CRC Press
This book offers an accessible and comprehensive guide to visual journalism today - the design of a variety of magazines and newspapers, both in their print and online forms. Generously illustrated, including case studies, practical exercises, examples and profiles of individual designers, the book explains the fundamentals of editorial design and layout. It provides an overview of current practices and shows how and why editorial design is its own discipline, differing from other areas of graphic design.

Digital Identity and Social Media Springer
El lector tiene un libro que le enseñará de una forma práctica a utilizar el VHDL y a implementar estos diseños en CPLDs y FPGAs de la empresa Xilinx. El desarrollo del libro tie ne como hilo conductor a los ejercicios, cuyos planteamientos dan pie a un uso cada vez más potente del VHDL.

Design digital IGI Global
This book presents a selection of papers from the International Conference Geometrias'17, which was hosted by the Department of Architecture at the University of Coimbra from 16 to 18 June 2017. The Geometrias conferences, organized by Aproged (the Portuguese Geometry and Drawing Teachers' Association), foster debate and exchange on practical and theoretical research in mathematics, architecture, the arts, engineering, and related fields. Geometrias'17, with the leitmotif "Thinking, Drawing, Modelling", brought together a group of recognized experts to discuss the importance of geometric literacy and the science of representation for the development of scientific and technological research and professional practices. The 12 peer-reviewed papers gathered here show how geometry, drawing, stereotomy, and the science of representation are still at the core of every act leading to the conception and materialization of form, and highlight their continuing relevance for scholars and professionals in the fields of architecture, engineering, and applied mathematics.

Intelligent Human Systems Integration 2021 Springer
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.

Regras do jogo Springer
Esta pesquisa teve por objetivo analisar o uso dos meios computacionais no ensino da Geometria, enfatizando o estudo da representação do espaço na área do Design. Foram estudados os conceitos de espaço ao longo do tempo e as influências históricas que promoveram o desenvolvimento dos sistemas de projeção na representação espacial. Para demonstrar a importância da modernização da disciplina de Geometria foi escolhida, como estudo de caso, a disciplina de Geometria dos Sólidos do curso de Digital & Virtual Design, apresentando a formação do designer, a disciplina, o aluno, o professor e a utilização dos meios computacionais aliados aos meios tradicionais. Para reforçar a importância dos conceitos geométricos na área de atuação do Digital & Virtual Design, foi apresentado um exemplo de aplicação dos fundamentos da perspectiva utilizando a realidade aumentada. Foi possível observar que o uso dos modelos virtuais modifica a forma de conceber o objeto tridimensional, facilitando a aprendizagem da representação do objeto tridimensional e que a integração das potencialidades dos suportes, físico e virtual, contribui com o desenvolvimento do ensino geométrico, dentro da área do Design.

Fundamentos da Liderança em Design Springer
The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

O'Reilly Media
Design digital
Advances in Human Factors in Wearable Technologies and Game Design Springer Nature
Visual computing and descriptive geometry are multidisciplinary fields addressing the handling of images, 3D models, and other computer graphics. These ideas are experiencing a revival due to emergent technologies and applications available to developers. Based in traditional forms of design and architecture, these fields are currently experiencing a bounty of new research based on old principles. The Handbook of Research on Visual Computing and Emerging Geometrical Design Tools seeks to add to this knowledge base by considering these technologies from a designer's

perspective rather than reiterating the principles of computer science. It combines aspects of geometry and representation with emerging tools for CAD, generation, and visualization while addressing the digital heritage of such fields. This book is an invaluable resource for developers, students of both graphic and computer-generated design, researchers, and designers.

Perspectives on Design and Digital Communication II MIT Press

"This book examines the impact of digital identities on our day-to-day activities from a range of contemporary technical and socio-cultural perspectives while allowing the reader to deepen understanding about the diverse range of tools and practices that compose the spectrum of online identity services and uses"--Provided by publisher.

Diagramação IGI Global

With the rise of web 2.0 and social media platforms taking over vast tracts of territory on the internet, the media landscape has shifted drastically in the past 20 years, transforming previously stable relationships between media creators and consumers. The Social Media Reader is the first collection to address the collective transformation with pieces on social media, peer production, copyright politics, and other aspects of contemporary internet culture from all the major thinkers in the field. Culling a broad range and incorporating different styles of scholarship from foundational pieces and published articles to unpublished pieces, journalistic accounts, personal narratives from blogs, and whitepapers, The Social Media Reader promises to be an essential text, with contributions from Lawrence Lessig, Henry Jenkins, Clay Shirky, Tim O'Reilly, Chris Anderson, Yochai Benkler, danah boyd, and Fred von Loehmann, to name a few. It covers a wide-ranging topical terrain, much like the internet itself, with particular emphasis on collaboration and sharing, the politics of social media and social networking, Free Culture and copyright politics, and labour and ownership.Theorizing new models of collaboration, identity, commerce, copyright, ownership, and labour, these essays outline possibilities for cultural democracy that arise when the formerly passive audience becomes active cultural creators, while warning of the dystopian potential of new forms of surveillance and control.

Digital Foundations Springer Nature

The three-volume set CCIS 850, CCIS 851, and CCIS 852 contains the extended abstracts of the posters presented during the 20th International Conference on Human-Computer Interaction, HCI 2018, which took place in Las Vegas, Nevada, in July 2018. The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions. The 207 papers presented in these three volumes are organized in topical sections as follows: Part I: interaction and information; images and visualizations; design, usability and user experience; psychological, cognitive and neurocognitive issues in HCI; social media and analytics. Part II: design for all, assistive and rehabilitation technologies; aging and HCI; virtual and augmented reality; emotions, anxiety, stress and well-being. Part III: learning and interaction; interacting with cultural heritage; HCI in commerce and business; interacting and driving; smart cities and smart environments. The chapter 'Information at Hand – Using Wearable Devices to Display Task Information in the Context of Industry 4.0' is open access under a CC BY 4.0 license via link.springer.com.

Diseño Digital Design digitalEste libro explica los conceptos fundamentales para entender y aprender todo lo que se relaciona con el design digital. Ele mostra como a linguagem do design tem evoluído com o aparecimento e o desenvolvimento das novas tecnologias - inter, telefonia celular, redes e TV digital. Também revela um panorama do processo de criação da interface gráfica e dos sistemas de comunicação utilizados nessas tecnologias. Analisa as relações entre os computadores e os seres humanos - usabilidade - e estabelece os parâmetros para a criação gráfica e o desenho do sistema de ícones da internet, a tipografia, a cor e as estruturas de informação - mapas de navegação.Regras do jogo

Temas relevantes sobre diagramação de páginas são apresentados neste livro, que aborda os conceitos de composição de páginas, pautado sempre por orientações práticas e úteis no cotidiano de qualquer diagramador. Traz ensinamentos sobre a letra em si, classificação, tipos, variações estruturais e formatos de fontes utilizados em editoração eletrônica; os recursos envolvidos no processo de composição de palavras, linhas e parágrafos, com foco nos alinhamentos e nos espaços entre letras, palavras e linhas; os fundamentos e estruturas de organização de páginas; uso de grids e como a diferença entre a mídia impressa e a digital influenciam a tipografia e a diagramação.

Editorial Design Editora Oficina Universitária

O designer que ler este livro encontrará uma discussão bem diferente das habituais acerca dos fundamentos do design de jogos: a conversa aqui é lúcida, abrangente e ao mesmo tempo profunda. A metodologia empregada pelos respeitados autores Katie Salen e Eric Zimmerman permite sua leitura por foco de interesse, como disciplinas que constroem um todo que é o design de jogos. Essa abordagem única decorre do fato de os autores serem também eles designers de jogos. Este Volume 2 - Regras tem como temas a definição das regras, as regras em três níveis e dos jogos digitais, os jogos como sistemas emergentes, de incerteza, de teoria da informação, de informação, cibernéticos, da teoria dos jogos e por fim como sistemas de conflitos, além de abordar a quebra das regras.

The Social Media Reader Chronicle Books

A Série Universitária foi desenvolvida pelo Senac São Paulo com o intuito de preparar profissionais para o mercado de trabalho. Os títulos abrangem diversas áreas, abordando desde conhecimentos teóricos e práticos adequados às exigências profissionais até a formação ética e sólida. Cenários de design instrucional apresenta os diversos campos nos quais o designer instrucional (DI) pode atuar; os fundamentos de sua formação, que envolvem as áreas de gestão, comunicação, tecnologia e pedagogia; e as relações entre cultura digital, docência virtual e aprendizagem mediada, além do comportamento esperado nas relações de trocas e interações na internet. Entre os temas tratados estão: o histórico da ocupação do DI; o DI como revelação; o DI e seus mercados de atuação; as competências e os níveis de atuação do DI; a multidisciplinaridade da função do DI; o design instrucional e a cultura digital; e, por fim, o DI e a educação a distância.