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Álvaro Rocha, Teresa Guarda

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies Erik

Brynjolfsson, Andrew McAfee, 2014-01-20 A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

A Pocket Style Manual Diana Hacker,2004 Clarity, grammar, punctuation and mechanics, research sources, MLA, APA, Chicago, and usage/grammatical terms.

Deep Learning with Azure Mathew Salvaris, Danielle Dean, Wee Hyong Tok, 2018-08-24 Get up-to-speed with Microsoft's AI Platform. Learn to innovate and accelerate with open and powerful tools and services that bring artificial intelligence to every data scientist and developer. Artificial Intelligence (AI) is the new normal. Innovations in deep learning algorithms and hardware are happening at a rapid pace. It is no longer a question of should I build AI into my business, but more about where do I begin and how do I get started with AI? Written by expert data scientists at Microsoft, Deep Learning with the Microsoft AI Platform helps you with the how-to of doing deep learning on Azure and leveraging deep learning to create innovative and intelligent solutions. Benefit from guidance on where to begin your AI adventure, and learn how the cloud provides you with all the tools, infrastructure, and services you need to do AI. What You'll Learn Become familiar with the tools, infrastructure, and services available for deep learning on Microsoft Azure such as Azure Machine Learning services and Batch AI Use pre-built AI capabilities (Computer Vision, OCR, gender, emotion, landmark detection, and more) Understand the common deep learning models, including convolutional neural networks (CNNs), recurrent neural networks (RNNs), generative adversarial networks (GANs) with sample code and understand how the field is evolving Discover the options for

training and operationalizing deep learning models on Azure Who This Book Is For Professional data scientists who are interested in learning more about deep learning and how to use the Microsoft Al platform. Some experience with Python is helpful.

Writing and Literature Tanya Long Bennett, 2018-01-10 In the age of Buzzfeeds, hashtags, and Tweets, students are increasingly favoring conversational writing and regarding academic writing as less pertinent in their personal lives, education, and future careers. Writing and Literature: Composition as Inquiry, Learning, Thinking and Communication connects students with works and exercises and promotes student learning that is kairotic and constructive. Dr. Tanya Long Bennett, professor of English at the University of North Georgia, poses questions that encourage active rather than passive learning. Furthering ideas presented in Contribute a Verse: A Guide to First-Year Composition as a complimentary companion, Writing and Literature builds a new conversation covering various genres of literature and writing. Students learn the various writing styles appropriate for analyzing, addressing, and critiquing these genres including poetry, novels, dramas, and research writing. The text and its pairing of helpful visual aids throughout emphasizes the importance of critical reading and analysis in producing a successful composition. Writing and Literature is a refreshing textbook that links learning, literature, and life.

<u>The 'Made in Germany' Champion Brands</u> Ugesh A. Joseph,2016-03-09 Germany's economic miracle is a widely-known phenomenon, and the world-leading, innovative products and services associated with German companies are something that others seek to imitate. In The 'Made in Germany'Â' Champion Brands, Ugesh A. Joseph provides an extensively researched, insightful look at over 200 of Germany's best brands to see what they stand for, what has made them what they are today, and what might be transferable. The way Germany is branded as a nation carries across into the branding of its companies and services, particularly the global superstar brands - truly worldclass in size, performance and reputation. Just as important are the medium-sized and small enterprises, known as the 'Mittelstand'. These innovative and successful enterprises from a wide range of industries and product / service categories are amongst the World market leaders in their own niche and play a huge part in making Germany what it is today. The book also focuses on German industrial entrepreneurship and a selection of innovative and emergent stars. All these companies are supported and encouraged by a sophisticated infrastructure of facilitators, influencers and enhancers - the research, industry, trade and standards organizations, the fairs and exhibitions and all the social and cultural factors that influence, enhance and add positive value to the country's image. Professionals or academics interested in business; entrepreneurship; branding and marketing; product or service development; international trade and business development policy, will find fascinating insights in this book; while those with an interest in Germany from emerging industrial economies will learn something of the secrets of German success.

Production and Operations Management Systems Sushil Gupta,Martin Starr,2014-02-07 Since the beginning of mankind on Earth, if the busyness process was successful, then some form of benefit sustained it. The fundamentals are obvious: get the right inputs (materials, labor, money, and ideas); transform them into highly demanded, quality outputs; and make it available in time to the end consumer. Illustrating how operations relate to the rest of the organization, Production and Operations Management Systems provides an understanding of the production and operations management (P/OM) functions as well as the processes of goods and service producers. The modular character of the text permits many different journeys through the materials. If you like to start with supply chain management (Chapter 9) and then move on to inventory management (Chapter 5) and then quality management (Chapter 8), you can do so in that order. However, if your focus is

product line stability and quick response time to competition, you may prefer to begin with project management (Chapter 7) to reflect the continuous project mode required for fast redesign rapid response. Slides, lectures, Excel worksheets, and solutions to short and extended problem sets are available on the Downloads / Updates tabs. The project management component of P/OM is no longer an auxiliary aspect of the field. The entire system has to be viewed and understood. The book helps students develop a sense of managerial competence in making decisions in the design, planning, operation, and control of manufacturing, production, and operations systems through examples and case studies. The text uses analytical techniques when necessary to develop critical thinking and to sharpen decision-making skills. It makes production and operations management (P/OM) interesting, even exciting, to those who are embarking on a career that involves business of any kind.

Consumer Action Handbook, 2010 Edition U.S. Services Administration,2010 Use this guide to get help with consumer purchases, problems and complaints. Find consumer contacts at hundreds of companies and trade associations; local, state, and federal government agencies; national consumer organizations; and more.

Developments and Advances in Defense and Security Álvaro Rocha, Teresa Guarda, 2018-04-05 This book includes a selection of articles from The 2018 Multidisciplinary International Conference of Research Applied to Defense and Security (MICRADS'18), held in Salinas, Peninsula de Santa Elena, Ecuador, from April 18 to 20, 2018. MICRADS is an international forum for researchers and practitioners to present and discuss the most recent innovations, trends, results, experiences and concerns in the various areas of defense and security, together with their technological development and applications. The main topics covered are: Information and Communication Technology in Education; Computer Vision in Military Applications; Engineering Analysis and Signal Processing; Cybersecurity and Cyberdefense; Maritime Security and Safety; Strategy, Geopolitics and Oceanopolitics; Defense planning; Leadership (e-leadership); Defense Economics; Defense Logistics; Health Informatics in Military Applications; Simulation in Military Applications; Computer Networks, Mobility and Pervasive Systems; Military Marketing; Military Physical Training; Assistive Devices and Wearable Technology; Naval and Military Engineering; Weapons and Combat Systems; Operational Oceanography. The book is aimed at all those dealing with defense and security issues, including practitioners, researchers and teachers as well as undergraduate, graduate, master's and doctorate students.

On Wargaming Matthew B. Caffrey,2019 The History and Theory of War Games throughout the United States and Internationally--Provided by publisher.

Automatic Speech Recognition Dong Yu,Li Deng,2014-11-11 This book provides a comprehensive overview of the recent advancement in the field of automatic speech recognition with a focus on deep learning models including deep neural networks and many of their variants. This is the first automatic speech recognition book dedicated to the deep learning approach. In addition to the rigorous mathematical treatment of the subject, the book also presents insights and theoretical foundation of a series of highly successful deep learning models.

Intertwingled Douglas R. Dechow, Daniele C. Struppa, 2015-07-03 This engaging volume celebrates the life and work of Theodor Holm "Ted" Nelson, a pioneer and legendary figure from the history of early computing. Presenting contributions from world-renowned computer scientists and figures from the media industry, the book delves into hypertext, the docuverse, Xanadu and other products of Ted Nelson's unique mind. Features: includes a cartoon and a sequence of poems created in Nelson's honor, reflecting his wide-ranging and interdisciplinary intellect; presents peer histories, providing a sense of the milieu that resulted from Nelson's ideas; contains personal accounts revealing what it is like to collaborate directly with Nelson; describes Nelson's legacy from the perspective of his contemporaries from the computing world; provides a contribution from Ted Nelson himself. With a broad appeal spanning computer scientists, science historians and the general reader, this inspiring collection reveals the continuing influence of the original visionary of the World Wide Web.

Debugging Game History Henry Lowood, Raiford Guins, 2024-02-06 Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property-but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda,

Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Video Game Spaces Michael Nitsche, 2008-12-05 An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers-rule-based

space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

Computer Games as a Sociocultural Phenomenon A. Jahn-Sudmann,R. Stockmann,2008-01-17 Internationally renowned media and literature scholars, social scientists, game designers and artists explore the cultural potential of computer games in this rich anthology, which introduces the latest approaches in the central fields of game studies and provides an extensive survey of contemporary game culture.

Handbook of Research on Technoself: Identity in a Technological Society Luppicini, Rocci,2012-10-31 This book provides insights to better enhance the understanding of technology's widespread intertwinement with human identity within an advancing technological society--Provided by publisher.

The Network Is Your Customer David L. Rogers, 2014-05-14 An incredibly useful and valuable guidebook to the new consumer economy. Buy it. Learn from it. Succeed with it.--Jeff Jarvis, author of What Would Google Do This is the stuff that every business and nonprofit needs to embrace if they're going to succeed in a changing world.--Vivian Schiller, CEO of NPR With clear analysis and practical frameworks, this book provides a strategic guide that any business or nonprofit can use to succeed in the digital age. Marketing expert David Rogers examines how digital technologies--from smartphones to social networks--connect us in frameworks that transform our relationships to business and each other. To thrive today, organizations need new strategies--strategies designed for customer networks. Rogers offers five strategies that any business can use to create new value: ACCESS--be faster, be easier, be everywhere, be always on ENGAGE--become a source of valued content CUSTOMIZE--make your offering adaptable to your customer's needs CONNECT--become a part of your customers' conversations COLLABORATE--involve your customers at every stage of your enterpriseRogers explains these five strategies with over 100 cases from every type and size of business--from shoes to news, and software to healthcare. In The Network Is Your Customer, he shows: How Apple harnessed a host of collaborators to write apps for its iPhone How IBM designed a videogame to help sell its enterprise software How Ford Motors inspired an online community to build brand awareness for its new Fiesta...and countless other cases from consumer, b2b, and nonprofit categories. The book outlines a process for planning and implementing a customer network strategy to match your customers, your business, and your objectives--whether you need to drive sales, to enhance innovation, to reduce costs, to gain customer insight, or to build breakthrough products and services. Because today, whatever your goals and whatever your business, the network is your customer.

Toward a Ludic Architecture Steffen P. Walz,2010 "Toward a Ludic Architecture†is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

Rethinking Gamification Mathias Fuchs, Sonia Fizek, Paolo Ruffino, 2014 Gamification marks a major change to everyday life. It describes the permeation of economic, political, and social contexts by game-elements such as awards, rule structures, and interfaces that are inspired by video games. Sometimes the term is reduced to the implementation of points, badges, and leaderboards as incentives and motivations to be productive. Sometimes it is envisioned as a universal remedy to deeply transform society toward more humane and playful ends. Despite its use by corporations to manage brand communities and personnel, however, gamification is more than just a marketing buzzword. States are beginning to use it as a new tool for governing populations more effectively. It promises to fix what is wrong with reality by making every single one of us fitter, happier, and healthier. Indeed, it seems like all of society is up for being transformed into one massive game. The contributions in this book offer a candid assessment of the gamification hype. They trace back the historical roots of the phenomenon and explore novel design practices and methods. They critically discuss its social implications and even present artistic tactics for resistance. It is time to rethink gamification!

The Video Game Debate 2 Rachel Kowert. Thorsten Quandt, 2020-11-29 This student-friendly book provides an accessible overview of the primary debates about the effects of video games. It expands on the original The Video Game Debate to address the new technologies that have emerged within the field of game studies over the last few years. Debates about the negative effects of video game play have been evident since their introduction in the 1970s, but the advent of online and mobile gaming has revived these concerns, reinvigorating old debates and generating brand new ones. The Video Game Debate 2 draws from the latest research findings from the top scholars of digital games research to address these concerns. The book explores key developments such as virtual and augmented reality, the use of micro-transactions, the integration of loot boxes, and the growth of mobile gaming and games for change (serious games). Furthermore, several new chapters explore contemporary debates around e-sports, gamification, sex and gender discrimination in games, and the use of games in therapy. This book offers students and scholars of games studies and digital media, as well as

policymakers, the essential information they need to participate in the debate.

Global Marketing Management Kiefer Lee, Steve Carter, 2005 Providing coverage of the issues which define marketing in the world today, this title covers long-standing topics, integrates and draws on new and existing theoretical insights from other management disciplines including services marketing, knowledge management, relationship marketing, e-commerce and e-business and corporate social responsibility.

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