

Pop Economy Gamification Crowdfunding Big Data Tecnologia Scienze Sociali E Innovazione

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Gender Studies, Entrepreneurship and Human Capital - Paola Paoloni 2020-07-08

In today's climate, academics, professional community and policy makers all have input in critical gender issues, as well as in the entrepreneurship and human capital issues. Various gender issues are published involving many scientific fields, including business, management and accounting research. Presenting the topic of gender issues, entrepreneurship and human capital, this book collects the main output of the researches presented at the Annual Workshop of IPAZIA 2019 of Rome in Italy. The authors provide a renewed and fruitful analysis of these topics, with the purpose of advancing the gender theories in the international context.

The EU Crowdfunding Regulation - Pietro Ortolani 2022

This book is an in-depth and timely analysis of the EU Crowdfunding Regulation. Striking a balance between academic scrutiny and practical context, and drawing upon various aspects of financial law, consumer law, and dispute resolution, it is invaluable for practitioners and academics seeking to understand an innovative alternative mode of funding.

e161 | Alice Underground - Andrea Tisano 2019-11

Editoriale Laura Leuzzi, Michela Maguolo Lacan e Deleuze lettori di Alice testi di Jacques Lacan e Gilles Deleuze, traduzione di Andrea Tisano Around 1968. I Pink Floyd nel Paese delle meraviglie Michela Maguolo "Alice vola, Alice è nell'aria". Su Gianni Celati, Alice disambientata Silvia De Laude "I Kusama am the modern Alice in Wonderland" Laura Leuzzi To be or not to be, Alice. Compagnia della Fortezza, Hamlice Simona Scattina Alice attraverso lo specchio di Fanny & Alexander Chiara Lagani Lo specchio di Alice attraverso il cinema Marina Pellanda Alice, o le meraviglie di un negativo Bruno Roberti Inseguendo Alice nel frattempo. In Appendice, Ricette in salsa deleuziana Roberto Masiero Lost in translation. Alice nel Paese delle traduzioni (italiane) Elisa Bastianello

Possible Worlds in Video Games: From Classic Narrative to Meaningful Actions - Antonio José Planells de la Maza 2017-11-21

In current digital games, classic fictional worlds are transformed into ludofictional worlds, spaces rich in characters and emotions that are especially affected by the intervention of a player. In this book, we propose a model, inspired by the Semantics of Fiction and Possible Worlds, which is oriented to the analysis of video games as integrated systems.

Crowdfunding - Douglas J. Cumming 2019-09-15

Crowdfunding: Fundamental Cases, Facts, and Insights presents fundamental knowledge on this maturing economic field. Assembling and arranging datasets, case analyses, and other foundational materials on subjects associated with crowdfunding, the book systematically, comprehensively and authoritatively provides access to a consistent body of crowdfunding research. With the crowdfunding industry now consolidated, this core reference can serve as the basis for research projects and applied work. Presents a complete scope of crowdfunding areas in the international landscape Combines economics with international business, management, law and finance Enables practitioners and researchers to compare regulatory frameworks, best practices and market opportunities Includes a freely available website of supplementary pedagogical material

Media Art - Valentino Catricalà 2015

The Methodologies of Art - Laurie Schneider Adams 2018-03-09

Since the nineteenth century, when art history became an established academic discipline, works of art have been 'read' in a variety of ways. These different ways of describing and interpreting art are the methodologies of artistic analysis, the divining rods of meaning. Regardless of a work's perceived difficulty, an art object is, in theory, complex. Every work of art is an expression of its culture (time and place) and its maker (the artist) and is dependent on its media (what it's made of). The methodologies discussed here (formal analysis, iconology and iconography, Marxism, feminism, biography and autobiography, psychoanalysis, structuralism, race and gender) reflect the multiplicity of meanings in an artistic image. The second edition includes nineteen new images, new sections on race, gender, orientalism, and colonialism, and a new epilogue that analyzes a single painting to illustrate the different methodological viewpoints.

Investire con il crowdfunding For Dummies - Andrea Fiorini 2021-06-15T02:00:00+02:00

Il crowdfunding o "finanza collettiva" è un sistema moderno che le piccole e medie imprese italiane hanno a disposizione per raccogliere capitali senza passare dai canali tradizionali, rivolgendosi direttamente ai risparmiatori. L'investimento attraverso il canale del crowdfunding si chiama crowdfunding, ed è proprio di questo che tratta il libro che avete in mano. Leggendo questo manuale apprenderete i rischi e i vantaggi del crowdfunding, e i motivi del suo sviluppo verso i settori immobiliare, sportivo e delle energie alternative, e avrete chiaro come il crowdfunding abbia uno strettissimo legame con l'economia reale del nostro Paese.

Impact - Sir Ronald Cohen 2021-04-02

"A Must-Read Book From The Godfather Of Impact Investing" - Forbes Capitalism and democracy are being challenged. The world must change, but we cannot change it by throwing money at old ideas that no longer work. We need a new path to a new world where inequality is shrinking, where natural resources are regenerated, and people can benefit from shared prosperity. This is the world being created by the Impact Revolution. Preeminent international investor, entrepreneur, philanthropist, and social finance innovator, Sir Ronald Cohen, has dedicated two decades to leading the Impact Revolution to achieve real social and environmental change. As one of the founders of venture capital, which ushered in the Tech Revolution, he builds on his years of personal experience to deliver a compelling account of how impact investing is reshaping capitalism. So, whether you're: an aspiring young entrepreneur an established business person an investor a philanthropist or somebody in government or are interested, as a consumer or employee, in companies doing good and doing well at the same time - this book is a sure-fire way to find out how you can play a role in changing the world. All royalties from the sale of this book are donated to impact charities. "A powerful case for a movement that is gaining traction in society" - Andrew Jack, The Financial Times "[IMPACT's] aim is nothing less than to create a new type of capitalism infused with a social purpose. The book deserves to be read by anybody interested in such a revolution." - Martin Wolf, The Financial Times "A fascinating blueprint for a hope-filled future underpinned by the social power of impact investing." --

Kristalina Georgieva, Managing Director, International Monetary Fund, Former CEO, World Bank Group
Technological Progress, Inequality and Entrepreneurship - Vanessa Ratten 2019-08-29

Although there have been considerable technological advances over the past decade, particularly in terms of mobile applications, much remains unknown about their effect on societal progress. This book focuses on how inequality and entrepreneurship are both by-products of technological change. The book provides insights into how society has shifted from consumer division to human centricity, and helps readers gain a better understanding of the positive and negative effects of entrepreneurship.

Human-Computer Interaction. Design Practice in Contemporary Societies - Masaaki Kurosu 2019-07-10

The 3 volume-set LNCS 11566, 11567 + 11568 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 21st International Conference on Human-Computer Interaction, HCII 2019, which took place in Orlando, Florida, USA, in July 2019. A total of 1274 papers and 209 posters have been accepted for publication in the HCII 2019 proceedings from a total of 5029 submissions. The 125 papers included in this HCI 2019 proceedings were organized in topical sections as follows: Part I: design and evaluation methods and tools; redefining the human in HCI; emotional design, Kansei and aesthetics in HCI; and narrative, storytelling, discourse and dialogue. Part II: mobile interaction; facial expressions and emotions recognition; eye-gaze, gesture and motion-based interaction; and interaction in virtual and augmented reality. Part III: design for social challenges; design for culture and entertainment; design for intelligent urban environments; and design and evaluation case studies.

The Science of Citizen Science - Katrin Vohland 2021

This open access book discusses how the involvement of citizens into scientific endeavors is expected to contribute to solve the big challenges of our time, such as climate change and the loss of biodiversity, growing inequalities within and between societies, and the sustainability turn. The field of citizen science has been growing in recent decades. Many different stakeholders from scientists to citizens and from policy makers to environmental organisations have been involved in its practice. In addition, many scientists also study citizen science as a research approach and as a way for science and society to interact and collaborate. This book provides a representation of the practices as well as scientific and societal outcomes in different disciplines. It reflects the contribution of citizen science to societal development, education, or innovation and provides an overview of the field of actors as well as on tools and guidelines. It serves as an introduction for anyone who wants to get involved in and learn more about the science of citizen science.

Reality Is Broken - Jane McGonigal 2011-01-20

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of *Little Brother* A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient*.

Saving the Media - Julia Cagé 2016-04-04

Julia Cagé explains the economics and history of the media crisis and offers a solution: a nonprofit media organization, midway between a foundation and a joint stock company, supported by readers, employees, and innovative financing such as crowdfunding. Her business model is inspired by a central idea: that news, like education, is a public good.

Games | Game Design | Game Studies - Gundolf S. Freyermuth 2015-11-30

How did games rise to become the central audiovisual form of expression and storytelling in digital culture? How did the practices of their artistic production come into being? How did the academic analysis of the new medium's social effects and cultural meaning develop? Addressing these fundamental questions and aspects of digital game culture in a holistic way for the first time, Gundolf S. Freyermuth's introduction outlines the media-historical development phases of analog and digital games, the history and artistic practices of game design, as well as the history, academic approaches, and most important research topics of game studies. With contributions by André Czauderna, Nathalie Pozzi and Eric Zimmerman.

Genetics as Social Practice - Barbara Prainsack 2016-04-22

Recent debate about the ethical and regulatory dimensions of developments in genetics has sidelined societal and cultural aspects, which arguably are indispensable for a nuanced understanding of the complexities of the topic. Regulatory and ethical debates benefit from taking seriously this 'third dimension' of culture, which often determines the configurations and limits of the space within which scientific, ethical and legal debate can take place. To fill this gap, this volume brings together contributions exploring the mutual relationships between genetics, markets, societies and identities in genetics and genomics. It draws upon the recent transdisciplinary debate on how socio-cultural factors influence understandings of 'genetics2.0' and shows how individual and collective identities are challenged or reinforced by cultural meanings and practices of genetics. This book will become a standard reference for everyone seeking to make sense of the controversies and shifts in the field of genetics in the second decade of the twenty-first century.

Kickstarter Launch Formula - Salvador Briggman 2017-01-13

If you're looking for a step-by-step launch framework for your upcoming Kickstarter or Indiegogo campaign, this is the handbook for you! I'll teach you how to use crowdfunding to raise money online and bring your project to life. You see, we're at the beginning of a movement as transformative as the industrial revolution. Never before in history have authors, musicians, artists, and film producers been able to connect with massive online audiences and get funding for their creative work. The outdated media gatekeepers are quickly disappearing. You can now get funding directly from your fans and distribute your content online. If you're a creative type, this is the BEST time to be alive. But, it doesn't stop there. This major change has also given rise to six and seven-figure online businesses. As a fellow entrepreneur, I know that one of the most common excuses for not quitting your job and launching that startup company is because you don't have the money. Now, in a few short weeks, you can have all of the capital you need to launch and grow a thriving ecommerce business. It's no longer a crazy idea to pursue your passion. In fact, more and more millennials are doing just that. I should know, I'm one of them! When I first started blogging about Kickstarter in 2012, I had no idea that crowdfunding would become a multi-billion-dollar industry. I was just a Junior in college, writing a mini-thesis on how different variables affected fundraising success on Kickstarter (for you nerds out there, it was a logistic regression). Flash forward several years, and I'm now one of the top experts in the crowdfunding industry. I started the blog, CrowdCrux, which did over one million views in 2015. I set up a forum called KickstarterForum, which has attracted over six thousand members. I even launched a popular podcast called Crowdfunding Demystified, which has racked up more than 100 positive reviews in iTunes. Finally, I also put out training videos on YouTube and I am proud to say that the channel is experiencing rapid growth. That all sounds impressive, but actually, when I first stumbled on the website, Kickstarter, I didn't have a clue how it worked. It seemed super confusing and I had SO MANY questions. Since 2012, I've come to master the platform and discover the ins and outs of how crowdfunding really works. I've published many of my findings online and I've been being linked to by sites like CNN, The New York Times, The Huffington Post, and even The Wall Street Journal. In this guide, I'm going to share with you the step-by-step launch strategy for absolutely crushing it on Kickstarter. In no time at all, you'll be raising money for your startup or creative project. I'll make it super easy to copy and implement these tactics and strategies. I'll also share some Jedi Mind Tricks that most marketers don't know about. Before you know it, you'll be a crowdfunding expert! Now, I bet you're thinking... "boy this all sounds like a lot of work. Do I really have to learn all of this? I just want to get funding for my project." Truth be told, it is A LOT to master, which is why having the right teacher can make all of the difference. I'll make sure that you master this material as quickly as possible, so that you can stop fundraising and get

back to doing what you love! Either way, whether you decide to run your own Kickstarter campaign, or outsource certain aspects, it pays to know what you're doing. I want to help you smash your Kickstarter goal and then I hope you come on my podcast as a crowdfunding success story. It's time to get serious about making that business you've been dreaming about a reality. It's finally time to get paid for your creative work. Let's get started!

Makers at School, Educational Robotics and Innovative Learning Environments - David Scaradozzi 2021-12-11

This open access book contains observations, outlines, and analyses of educational robotics methodologies and activities, and developments in the field of educational robotics emerging from the findings presented at FabLearn Italy 2019, the international conference that brought together researchers, teachers, educators and practitioners to discuss the principles of Making and educational robotics in formal, non-formal and informal education. The editors' analysis of these extended versions of papers presented at FabLearn Italy 2019 highlight the latest findings on learning models based on Making and educational robotics. The authors investigate how innovative educational tools and methodologies can support a novel, more effective and more inclusive learner-centered approach to education. The following key topics are the focus of discussion: Makerspaces and Fab Labs in schools, a maker approach to teaching and learning; laboratory teaching and the maker approach, models, methods and instruments; curricular and non-curricular robotics in formal, non-formal and informal education; social and assistive robotics in education; the effect of innovative spaces and learning environments on the innovation of teaching, good practices and pilot projects.

Notes on a Case of Melancholia, or: A Little Death - Nicholas Gurewitch 2020-03-31

Death arrives in this darkly humorous and brilliantly illustrated tale created by Nicholas Gurewitch, author of *The Perry Bible Fellowship Almanack!* Death becomes a patient of a recently-bereaved psychoanalyst. The topic of discussion? His frolicsome child, who has no apparent interest in grim-reaping! Featuring an unfathomable number of lines which have been hand-chiseled into inked clay, this labor of love by Nicholas Gurewitch invokes the morbid humor of his comic strip (*The Perry Bible Fellowship*) and the spooky silent-film qualities of the late Edward Gorey.

Jerry Junior - Jean Webster 2018-06-12

Jerry Junior by Jean Webster Even with the beauties of Valedolmo, Italy surrounding him, Jermyn Hilliard Jr. is bored. He has nothing to do, no one to talk to but his hotel's head waiter, and nothing to read in English but a four-day-old newspaper. It will be days before the rest of his family joins him to continue their grand tour. He has seen all there is to see of Valedolmo. The only other Americans nearby are the father and daughter Wilders, and Constance Wilder has no use for Jerry at all. When Jerry learns that his countrymen are planning a climbing trip into the mountains, he decides to use Constance's fondness for Italians in authentic peasant dress both to relieve his boredom and catch her attention at last. We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience.

Economics of Prohibition, The - 1989

[Working with the Future](#) - Roberto Poli 2022-02-17T00:00:00+01:00

To handle increasingly uncertain situations, we need to learn how to anticipate what is coming. Futures Studies have developed robust frameworks for working with possible futures, including the development of scenarios and visions able to guide decisions in the present. Measuring risks and understanding uncertainties, and distinguishing what is only complicated from what is actually complex; these are part

and parcel of working with the future. This book presents the phases of a future exercise, and for each phase explains the tools and methods to be used. Military tactics, legacy systems, future laboratories in the classroom, and resilient strategies are fields where a new profession, that of the futurist, shows its strength. To become a futurist, however, we need to be able to leave the ordinary and see new opportunities for action.

Reassembling Scholarly Communications - Martin Paul Eve 2020-10-20

A range of perspectives on the complex political, philosophical, and pragmatic implications of opening research and scholarship through digital technologies. The Open Access Movement proposes to remove price and permission barriers for accessing peer-reviewed research work--to use the power of the internet to duplicate material at an infinitesimal cost-per-copy. In this volume, contributors show that open access does not exist in a technological vacuum; there are complex political, philosophical, and pragmatic implications for opening research through digital technologies. The contributors examine open access across spans of colonial legacies, knowledge frameworks, publics and politics, archives and digital preservation, infrastructures and platforms, and global communities.

Fundamentals of 3D Food Printing and Applications - Fernanda C. Godoi 2018-11-02

Fundamentals of 3D Food Printing and Applications provides an update on this emerging technology that can not only create complex edible shapes, but also enable the alteration of food texture and nutritional content required by specific diets. This book discusses 3D food printing technologies and their working mechanisms within a broad spectrum of application areas, including, but not limited to, the development of soft foods and confectionary designs. It provides a unique and contemporary guide to help correlate supply materials (edible inks) and the technologies (e.g., extrusion and laser based) used during the construction of computer-aided 3D shapes. Users will find a great reference that will help food engineers and research leaders in food science understand the characteristics of 3D food printing technologies and edible inks. Details existing 3D food printing techniques, with an in-depth discussion on the mechanisms of formation of self-supporting layers Includes the effects of flow behaviour and viscoelastic properties of printing materials Presents strategies to enhance printability, such as the incorporation of hydrocolloids and lubricant enhancers 3D printing features of a range of food materials, including cereal based, insect enriched, fruits and vegetables, chocolate and dairy ingredients Business development for chocolate printing and the prospects of 3D food printing at home for domestic applications Prosumer-driven 3D food printing Safety and labelling of 3D printed food

A Digital Janus: Looking Forward, Looking Back - Dennis Moser 2019-01-04

Cyberspace and cyberculture are becoming the norms of our reality; this volume explores questions of memory, law, politics, death and remembrance, travel, social change, and cross-cultural understandings of what it means to be human in this new digital age.

CyberArts 2019 - Hannes Leopoldseder 2019-10-31

The Prix Ars Electronica is the most richly traditional media art competition in the world and is considered a trend barometer for global media art. Containing many pictures, essays, and statements from the jury, Cyber Arts 2019 gathers together the works awarded prizes in 2019 in the categories of Computer Animation, Digital Music & Sound Art, Artificial Intelligence & Life Art, and u19- Create Your World as well as the STARTS Prize, sponsored by the European Commission.

Designing Sustainability for All - Carlo Vezzoli 2021-04-21

This open access book introduces design for Sustainable Product-Service Systems (S.PSS) and for Sustainable Distributed Economies (S.DE). These are introduced as technical and operative tools for the development of a new generation of designers, responsible and capable of designing environmentally, socially and economically sustainable solutions, accessible to all. The book provides a comprehensive framework and also practical tools to support the system design for sustainability process. It overviews methodologies, tools and strategies for Sustainable PSS design applied to Distributed Economies (DE) and provides strategies and design guidelines. All of these are highlighted and expanded upon with international case studies.

University and School Collaborations during a Pandemic - Fernando M. Reimers 2021-11-05

Based on twenty case studies of universities worldwide, and on a survey administered to leaders in 101

universities, this open access book shows that, amidst the significant challenges caused by the COVID-19 pandemic, universities found ways to engage with schools to support them in sustaining educational opportunity. In doing so, they generated considerable innovation, which reinforced the integration of the research and outreach functions of the university. The evidence suggests that universities are indeed open systems, in interaction with their environment, able to discover changes that can influence them and to change in response to those changes. They are also able, in the success of their efforts to mitigate the educational impact of the pandemic, to create better futures, as the result of the innovations they can generate. This challenges the view of universities as "ivory towers" being isolated from the surrounding environment and detached from local problems. As they reached out to schools, universities not only generated clear and valuable innovations to sustain educational opportunity and to improve it, this process also contributed to transform internal university processes in ways that enhanced their own ability to deliver on the third mission of outreach.

Digital Transformation and Global Society - Daniel A. Alexandrov 2020-01-03

This volume constitutes the refereed proceedings of the 4th International Conference on Digital Transformation and Global Society, DTGS 2019, held in St. Petersburg, Russia, in June 2019. The 56 revised full papers and 9 short papers presented in the volume were carefully reviewed and selected from 194 submissions. The papers are organized in topical sections on e-polity: governance; e-polity: politics online; e-city: smart cities and urban planning; e-economy: online consumers and solutions; e-society: computational social science; e-society: humanities and education; international workshop on internet psychology; international workshop on computational linguistics.

Your First Kickstarter Campaign - Vilius Stanislovaitis 2020-05-29

This book is for Kickstarter newbies and first-time creators. It will teach and show you how to collect potential backers early, in advance, and how to plan a Kickstarter campaign from start to finish with the aim of ensuring that you get fully funded.

Emerging Perspectives on Services Marketing - Leonard L. Berry 1983

Principles and Practice of Constraint Programming - Thomas Schiex 2019-09-23

This book constitutes the proceedings of the 25th International Conference on Principles and Practice of Constraint Programming, CP 2019, held in Stamford, CT, USA, France, in September/October 2019. The 44 full papers presented in this volume were carefully reviewed and selected from 118 submissions. They deal with all aspects of computing with constraints including theory, algorithms, environments, languages, models, systems, and applications such as decision making, resource allocation, scheduling, configuration, and planning. The papers were organized according to the following topics/tracks: technical track; application track; multi-agent and parallel CP track; testing and verification track; CP and data science track; computational sustainability; and CP and life sciences track.

Exponential Organizations - Salim Ismail 2014-10-14

Frost & Sullivan's 2014 Growth, Innovation, and Leadership Book of the Year "EXPONENTIAL ORGANIZATIONS should be required reading for anyone interested in the ways exponential technologies are reinventing best practices in business." —Ray Kurzweil, Director of Engineering at Google In business, performance is key. In performance, how you organize can be the key to growth. In the past five years, the business world has seen the birth of a new breed of company—the Exponential Organization—that has revolutionized how a company can accelerate its growth by using technology. An ExO can eliminate the incremental, linear way traditional companies get bigger, leveraging assets like community, big data, algorithms, and new technology into achieving performance benchmarks ten times better than its peers. Three luminaries of the business world—Salim Ismail, Yuri van Geest, and Mike Malone—have researched this phenomenon and documented ten characteristics of Exponential Organizations. Here, in EXPONENTIAL ORGANIZATIONS, they walk the reader through how any company, from a startup to a multi-national, can become an ExO, streamline its performance, and grow to the next level. "EXPONENTIAL ORGANIZATIONS is the most pivotal book in its class. Salim examines the future of organizations and offers readers his insights on the concept of Exponential Organizations, because he himself embodies the strategy, structure, culture, processes, and systems of this new breed of company." —John Hagel, The

Center for the Edge Chosen by Benjamin Netanyahu, Prime Minister of Israel, to be one of Bloomberg's Best Books of 2015

Pop Economy - Luciano Canova 2015-05-18T00:00:00+02:00

"È duro fare previsioni, soprattutto riguardanti il futuro." È una citazione attribuita al fisico Niels Bohr e descrive bene il mood di questo libro. Pop Economy indaga gli effetti dell'innovazione tecnologica sulla vita delle persone e, in ultima istanza, sul nostro futuro e sul futuro dell'occupazione. Troppo spesso il domani è presentato come qualcosa da cui difendersi, più che come una promessa di miglioramento. E la tecnologia è vista come il grimaldello che invade le nostre vite. Parole come Big Data, Social Network, Disruption lasciano un senso di disagio e smarrimento. Pop Economy descrive la rivoluzione che sta interessando le scienze sociali, partendo dalla prospettiva che non è la tecnologia a peggiorare le nostre vite, ma il modo, semmai, in cui la si utilizza. Un libro che apre uno sguardo positivo sul futuro perché, come diceva Prévert, "Bisognerebbe tentare di essere felici, se non altro per dare l'esempio".

Getting Started in Transmedia Storytelling - Robert Pratten 2015-08-19

This is the second edition of Robert Pratten's massively popular Getting Started in Transmedia Storytelling. It's a practical guide to developing cross-platform and pervasive entertainment written by a thought-leader and early practitioner. Whether you're a seasoned pro or a complete newbie, this book is filled with tips and insights gained from years of work in multi-platform interactive storytelling.

The Platform Economy - Marc Steinberg 2019-02-26

Offering a deeper understanding of today's internet media and the management theory behind it Platforms are everywhere. From social media to chat, streaming, credit cards, and even bookstores, it seems like almost everything can be described as a platform. In The Platform Economy, Marc Steinberg argues that the "platformization" of capitalism has transformed everything, and it is imperative that we have a historically precise, robust understanding of this widespread concept. Taking Japan as the key site for global platformization, Steinberg delves into that nation's unique technological and managerial trajectory, in the process systematically examining every facet of the elusive word platform. Among the untold stories revealed here is that of the 1999 iPhone precursor, the i-mode: the world's first widespread mobile internet platform, which became a blueprint for Apple and Google's later dominance of the mobile market. Steinberg also charts the rise of social gaming giants GREE and Mobage, chat tools KakaoTalk, WeChat, and LINE, and video streaming site Niconico Video, as well as the development of platform theory in Japan, as part of a wider transformation of managerial theory to account for platforms as mediators of cultural life. Analyzing platforms' immense impact on contemporary media such as video streaming, music, and gaming, The Platform Economy fills in neglected parts of the platform story. In narrating the rise and fall of Japanese platforms, and the enduring legacy of Japanese platform theory, this book sheds light on contemporary tech titans like Facebook, Google, Apple, and Netflix, and their platform-mediated transformation of contemporary life—it is essential reading for anyone wanting to understand what capitalism is today and where it is headed.

Agent-Based Strategizing - Duncan A. Robertson 2019-07-31

Strategic management is a system of continual disequilibrium, with firms in a continual struggle for competitive advantage and relative fitness. Models that are dynamic in nature are required if we are to really understand the complex notion of sustainable competitive advantage. New tools are required to tackle challenges of how firms should compete in environments characterized by both exogenous shocks and intense endogenous competition. Agent-based modelling of firms' strategies offers an alternative analytical approach, where individual firm or component parts of a firm are modelled, each with their own strategy. Where traditional models can assume homogeneity of actors, agent-based models simulate each firm individually. This allows experimentation of strategic moves, which is particularly important where reactions to strategic moves are non-trivial. This Element introduces agent-based models and their use within management, reviews the influential NK suite of models, and offers an agenda for the development of agent-based models in strategic management.

Ubiquitous Music - Damián Keller 2014-11-27

This is the first monograph dedicated to this interdisciplinary research area, combining the views of music, computer science, education, creativity studies, psychology, and engineering. The contributions include

introductions to ubiquitous music research, featuring theory, applications, and technological development, and descriptions of permanent community initiatives such as virtual forums, multi-institutional research projects, and collaborative publications. The book will be of value to researchers and educators in all domains engaged with creativity, computing, music, and digital arts.

Perspective of Brazil - Anonymous 2021-09-09

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Video Games as Culture - Daniel Muriel 2018-03-14

Video games are becoming culturally dominant. But what does their popularity say about our contemporary society? This book explores video game culture, but in doing so, utilizes video games as a lens through which to understand contemporary social life. Video games are becoming an increasingly central part of our cultural lives, impacting on various aspects of everyday life such as our consumption, communities, and identity formation. Drawing on new and original empirical data - including interviews with gamers, as well as key representatives from the video game industry, media, education, and cultural sector - Video Games as Culture not only considers contemporary video game culture, but also explores how video games provide important insights into the modern nature of digital and participatory culture, patterns of consumption and identity formation, late modernity, and contemporary political rationalities. This book will appeal to undergraduate and postgraduate students, as well as postdoctoral researchers, interested in fields such as Video Games, Sociology, and Media and Cultural Studies. It will also be useful for those interested in the wider role of culture, technology, and consumption in the transformation of society, identities, and communities.