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Robert D Hisrich

The Business of Android Apps Development Mark Rollins,2012-02-01 The growing but still evolving success of the Android platform has ushered in a second mobile technology “gold rush” for apps developers, but with well over 100,000 apps and counting in the Google Android Market and now the Amazon Android Appstore, it has become increasingly difficult for new applications to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, *The Business of Android Apps Development* shows how to incorporate marketing and business savvy into every aspect of the design and development process, giving your application the best possible chance of succeeding in the the various Android app stores and markets. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

Counterterrorism and Cybersecurity Newton Lee,2015-04-07 From 9/11 to Charlie Hebdo along with Sony-pocalypse and DARPA's \$2 million Cyber Grand Challenge, this book examines counterterrorism and cyber security history, strategies and technologies from a thought-provoking approach that encompasses personal experiences, investigative journalism, historical and current events, ideas from thought leaders and the make-believe of Hollywood such as 24, Homeland and The Americans. President Barack Obama also said in his 2015 State of the Union address, We are making sure our government integrates intelligence to combat cyber threats, just as we have done to combat terrorism. In this new edition, there are seven completely new chapters, including three new contributed chapters by healthcare chief information security officer Ray Balut and Jean C. Stanford, DEF CON speaker Philip Polstra and security engineer and Black Hat speaker Darren Manners, as well as new commentaries by communications expert Andy Marken and DEF CON speaker Emily Peed. The book offers practical advice for businesses, governments and individuals to better secure the world and protect cyberspace.

Children and Families in the Digital Age Elisabeth Gee,Lori Takeuchi,Ellen Wartella,2017-11-06 *Children and Families in the Digital Age* offers a fresh, nuanced, and empirically-based perspective on how families are using digital media to enhance learning, routines, and relationships. This powerful edited collection contributes to a growing body of work suggesting the importance of understanding how the consequences of digital media use are shaped by family culture, values, practices, and the larger social and economic contexts of families' lives. Chapters offer case studies, real-life examples, and analyses of large-scale national survey data, and provide insights into previously unexplored topics such as the role of siblings in shaping the home media ecology.

Motorola Xoom: The Missing Manual Preston Gralla,2011-05-26 Looks at the features and functions of the Motorola Xoom, covering such topics as accessing the Internet, setting up an email account, using apps, playing games, playing and managing music, watching videos, and more.

Play at Work Adam L. Penenberg,2015-11-24 A fascinating look at how games can help us learn, create, and innovate Once thought to be nothing more than diversions for children and nerds, games have become an integral part of everyday life. Educators are trying to make learning more fun by introducing games into the classroom while cutting-edge managers are doing the same in the workplace. Doctors, scientists, and entrepreneurs are deploying games to help solve some of the world's most pressing problems. But according to Adam Penenberg, it's not the games themselves that improve our lives, but rather smart game design and its impact on the brain that

can lead us to become immersed in a task we find enjoyable. The individuals and institutions that have used games to achieve this effect are often rewarded with astounding results. Drawing on the latest brain science on attention and engagement plus his own firsthand reporting, Penenberg shows how organizations like Google, Microsoft, hospitals, and the military have used game design in bold new ways--

Fifty Key Video Games Bernard Perron, Kelly Boudreau, Mark J.P. Wolf, Dominic Arsenault, 2022-07-26 This volume examines fifty of the most important video games that have contributed significantly to the history, development, or culture of the medium, providing an overview of video games from their beginning to the present day. This volume covers a variety of historical periods and platforms, genres, commercial impact, artistic choices, contexts of play, typical and atypical representations, uses of games for specific purposes, uses of materials or techniques, specific subcultures, repurposing, transgressive aesthetics, interfaces, moral or ethical impact, and more. Key video games featured include Animal Crossing, Call of Duty, Grand Theft Auto, The Legend of Zelda, Minecraft, PONG, Super Mario Bros., Tetris, and World of Warcraft. Each game is closely analyzed in order to properly contextualize it, to emphasize its prominent features, to show how it creates a unique experience of gameplay, and to outline the ways it might speak about society and culture. The book also acts as a highly accessible showcase to a range of disciplinary perspectives that are found and practiced in the field of game studies. With each entry supplemented by references and suggestions for further reading, *Fifty Key Video Games* is an indispensable reference for anyone interested in video games.

Feminist Cyberspaces Sharon Collingwood, Alvina E. Quintana, Caroline J. Smith, 2012-01-17 *Feminist Cyberspaces: Pedagogies in Transition* is a collection of essays exploring the ways in which new media technologies are being used in the feminist "classroom." The collection has been structured to reflect the multifaceted nature of education today. Learning takes place on a personal level through independent study and social media; it takes place at a local level in our classrooms and lecture halls, but it is also increasingly taking place on a global scale as new technologies foster international collaboration between individuals and organizations. In addition, there is a growing acceptance of learning in the collaborative 3D classrooms of virtual worlds. These educational spaces are not mutually exclusive, as the contributions to this volume make clear. The anthology explores how technology is being used in antiviolence teaching, art education, HIV and AIDS education, and other specialized topics, but it also gives many examples of innovations in teaching introductory courses. The technology used ranges from the implementation of course management systems for large university classes to the use of digital storytelling in small groups outside the university. It also explores technology for removing barriers to people with disabilities in both traditional and online classrooms. The collection is not a "how to" book, but it does use practical experience as a basis for feminist theorizing of the classroom. All of the essays look at the use of new technology in the light of feminist pedagogy, seeking new ways to foster provocative, creative and non-hierarchical learning that transcends the physical boundaries of the university.

The Smartphone Elizabeth Woyke, 2014 We think we know everything about smartphones. We use them constantly. We depend on them for every conceivable purpose. We are familiar with every inch of their compact frames. But there is more to the smartphone than meets the eye. How are smartphones made? How have they shaped the way we socialise? And who tracks the movements they record? These are just some of the questions that journalist Elizabeth Woyke answers in an illuminating look at this feature of our day-to-day lives. Features interviews with key figures in industry.

Families at Play Sinem Siyahhan, Elisabeth Gee, 2018-02-02 How family video game play promotes intergenerational communication, connection, and learning. Video games have a bad reputation in the mainstream media. They are blamed for encouraging social isolation, promoting violence, and creating tensions between parents and children. In this book, Sinem Siyahhan and Elisabeth Gee offer another view. They show that video games can be a tool for connection, not isolation, creating opportunities for families to communicate and learn together. Like smartphones, Skype, and social media, games help families stay connected. Siyahhan and Gee offer examples: One family treats video game playing as a regular and valued activity, and bonds over Halo. A father tries to pass on his enthusiasm for Star Wars by playing Lego Star Wars with his young son. Families express their feelings and share their experiences and understanding of the world through playing video games like The Sims, Civilization, and Minecraft. Some video games are designed specifically to support family conversations around such real-world issues and sensitive topics as bullying and peer pressure. Siyahhan and Gee draw on a decade of research to look at how learning and teaching take place when families play video games together. With video games, they argue, the parents are not necessarily the teachers and experts; all family members can be both teachers and learners. They suggest video games can help families form, develop, and sustain their learning culture as well as develop skills that are valued in the twenty-first century workplace. Educators and game designers should take note.

Chromebook For Dummies Mark LaFay, 2014-10-15 Get the most out of your Google Chromebook Are you the proud new owner of a Google Chromebook and a little—or a lot—intimidated by the technology? You've come to the right place! Chromebook For Dummies walks you through setting up the device, transitioning from traditional computers and working in the cloud, customizing Chromebook to suit your needs, navigating the apps and their uses, and applying advanced settings and features. Fear not: with the step-by-step guidance and helpful information inside, there's no reason to break a sweat. Chromebooks are affordable, fast, and sleek—and with Google driving the initiative, they're impossible to ignore. So it's no wonder they're gaining popularity and enticing people from all walks of life to make the switch from a traditional PC or laptop. If you're one of those people and want to make the most of your experience, this book is a practical user's guide to all things Chromebook. Covers all Chromebooks on the market Provides coverage of all Chromebook features in an easy-to-follow manner Serves as the go-to reference for successfully using a Chromebook Includes step-by-step coverage of everything you'll encounter with your Chromebook If you're a new or inexperienced user who wants to maximize the performance of your Google Chromebook, you'll turn to this friendly guide time and again.

The Tinkerers Alec Foege, 2013 A tribute to America's innovators traces the nation's history through its feats of engineering, citing the achievements of various individuals while challenging views about the reductions of innovations in the post-World War II decades.

Startup Your Life Anna Akbari, 2016-12-27 Like any Silicon Valley startup, the business of life is not as glamorous as its Instagram account would make it seem. What do you do when planning is not an option? When control is out of your reach? You isolate the small stuff, experiment constantly, and use the results to lay a more sustainable foundation for the future. You validate your idealized vision by testing it out in bite-sized increments ... And inevitably, you experience a series of failures along the way, but those failures are key to your next success. Living a startup life is about maximizing flexibility and measuring on-going results, not avoiding failure or reaching one particular end goal. It's about embracing defeat, analyzing it, and failing up--

Reconceptualizing the Digital Humanities in Asia Kaby Wing-Sze Kung, 2020-09-09 This book examines new forms of representation that have changed our perception and interpretation of the humanities in an Asian, and digital, context. In analyzing written and visual

texts, such as the use of digital technology and animation in different works of art originating from Asia, the authors demonstrate how literature, history, and culture are being redefined in spatialized relations amid the trend of digitization. Research studies on Asian animation are in short supply, and so this volume provides new and much needed insights into how art, literature, history, and culture can be presented in innovative ways in the Asian digital world. The first section of this volume focuses on the new conceptualization of the digital humanities in art and film studies, looking at the integration of digital technologies in museum narration and cinematic production. The second section of the volume addresses the importance of framing these discussions within the context of gender issues in the digital world, discussing how women are represented in different forms of social media. The third and final section of the book explores the digital world's impacts on people's lives through different forms of digital media, from the electromagnetic unconscious to digital storytelling and digital online games. This book presents a novel contribution to the burgeoning field of the digital humanities by informing new forms of representation and interpretations, and demonstrating how digitization can influence and change cultural practices in Asia, and globally. It will be of interest to students and scholars interested in digitization from the full spectrum of humanities disciplines, including art, literature, film, music, visual culture, media, and animation, gaming, and Internet culture. This is a well-written book, and I enjoyed reading it. The first impression of the book is that it is very innovative - a down-to-the-earth academic volume that discusses digital culture. - Professor Anthony Fung, Professor, Director, School of Journalism and Communication, The Chinese University of Hong Kong This book has contributed to the existing field of humanities by informing new forms of representation and interpretations, and how digitization may change cultural practices. There is comprehensive information on how the humanities in the digital age can be applied to a wide range of subjects including art, literature, film, pop music, music videos, television, animation, games, and internet culture. - Dr Samuel Chu, Associate Professor, The Faculty of Education, The University of Hong Kong

Angry birds, 2016

Be Bad First Erika Andersen, 2016-09-16 We are operating in a world defined by constant connection, rapid change, and abundant choices. News that once took months, even years, to spread now reaches across the globe in seconds. Advances in medicine and science are pushing boundaries with gene therapy and stem cell transplants. And decisions about where and how to work and live are nearly endless. As new knowledge--and the possibilities that arise from that knowledge--propels us forward, leadership readiness expert and renowned author Erika Andersen suggests that success in today's world requires the ability to acquire new knowledge and skills quickly and continuously--in spite of our mixed feelings about being a novice. In her newest book, *Be Bad First*, Erika explores how we can become masters of mastery; proficient in the kind of high-payoff learning that's needed today. With assessments and exercises at the close of every chapter, she encourages readers to embrace being bad on the way to being great--to be novices over and over again as we seek to learn and acquire the new skills that will allow us to thrive in this fast-changing world.

Guinness World Records 2017 Gamer's Edition Guinness World Records, 2016-11-15 It's time to celebrate the 10th anniversary of the Guinness World Records: Gamer's Edition! With over four million copies sold, this is the ultimate annual for every gaming fan. It's bursting with the latest facts and stats on your favorite games from the futuristic soccer action of Rocket League to the psychedelic paint battles of Splatoon. And as Star Wars mania explodes once again, we explore everything Jedi in a special feature section. Plus, you'll get a sneak peek at all-new games from the ever-evolving gaming universe! Get an inside look at the indie game scene, the big-money world of eSports, and a celebration of 25 years of Mario Kart. There's everything from space shooters such as Destiny, to RPGs

such as Fallout 4, to the hit sport series FIFA and Madden. We've got sims, strategy games, and horror titles, and we also take a look at the toys-to-life phenomenon. From League of Legends to The Legend of Zelda, it's all here in the 2017 edition of Guinness World Records: Gamer's Edition!

After Access Jonathan Donner, 2015-12-11 An expert considers the effects of a more mobile Internet on socioeconomic development and digital inclusion, examining both potentialities and constraints. Almost anyone with a \$40 mobile phone and a nearby cell tower can get online with an ease unimaginable just twenty years ago. An optimistic narrative has proclaimed the mobile phone as the device that will finally close the digital divide. Yet access and effective use are not the same thing, and the digital world does not run on mobile handsets alone. In *After Access*, Jonathan Donner examines the implications of the shift to a more mobile, more available Internet for the global South, particularly as it relates to efforts to promote socioeconomic development and broad-based inclusion in the global information society. Drawing on his own research in South Africa and India, as well as the burgeoning literature from the ICT4D (Internet and Communication Technologies for Development) and mobile communication communities, Donner introduces the "After Access Lens," a conceptual framework for understanding effective use of the Internet by those whose "digital repertoires" contain exclusively mobile devices. Donner argues that both the potentialities and constraints of the shift to a more mobile Internet are important considerations for scholars and practitioners interested in Internet use in the global South.

The Culture of Connectivity Jose van Dijck, 2013-01-02 Social media penetrate our lives: Facebook, YouTube, Twitter and many other platforms define daily habits of communication and creative production. This book studies the rise of social media, providing both a historical and a critical analysis of the emergence of major platforms in the context of a rapidly changing ecosystem of connective media. Author Jos van Dijck offers an analytical prism that can be used to view techno-cultural as well as socio-economic aspects of this transformation as well as to examine shared ideological principles between major social media platforms. This fascinating study will appeal to all readers interested in social media.

Mixed Realism Timothy J. Welsh, 2016-12-15 *Mixed Realism* is about how we interact with media. Timothy J. Welsh shows how videogames, like novels, both promise and trouble experiences of "immersion." His innovative methodology offers a new understanding of the expanding role of virtuality in contemporary life. Today's wired culture is a mixed reality, conducted as exchanges between virtual and material contexts. We make balance transfers at an ATM, update Facebook timelines, and squeeze in sessions of Angry Birds on the subway. However, the "virtual" is still frequently figured as imaginary, as opposed to "real." The vision of 1990s writers of a future that would pit virtual reality against actual reality has never materialized, yet it continues to haunt cultural criticism. Our ongoing anxiety about immersive media now surrounds videogames, especially "shooter games," and manifests as a fear that gamers might not know the difference between the virtual world and the real world. As Welsh notes, this is the paradox of real virtuality. We understand that the media-generated virtualities that fill our lives are not what they represent. But what are they if they are not real? Do they have presence, significance, or influence exceeding their material presence and the user processes that invoke them? What relationships do they establish through and beyond our interactions with them? *Mixed Realism* brims with fresh analyses of literary works such as Truman Capote's *In Cold Blood* and Mark Z. Danielewski's *House of Leaves*, along with sustained readings of controversial videogames such as *Super Columbine Massacre* and *Call of Duty: Modern Warfare 2*. Continually connecting the dots between surprising groupings of texts and thinkers, from David Foster Wallace to the cult-classic videogame *Eternal Darkness* and from Cormac McCarthy to Grand

Theft Auto, it offers a fresh perspective on both digital games and contemporary literature.

Academic Entrepreneurship: Creating The Ecosystem For Your University Robert D Hisrich,2020-02-27 With the increasing interest in entrepreneurship, a wealth of new ideas and technologies, and a need for new sources of revenue, the focus of this book is to provide insights on the process, elements, and activities needed for a university to successfully create new entrepreneurial ventures. The topics covered include: establishing the process itself, patents and copyrights, the role of incubators and accelerators, and funding sources for starting and growing the new ventures. This book provides the basics for a university to fulfill its third mission — to positively impact the well being of the surrounding area and the local, national, and world economies.

Decoding **Angry Birds 162**: Revealing the Captivating Potential of Verbal Expression

In a time characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Angry Birds 162**," a mesmerizing literary creation penned with a celebrated wordsmith, readers attempt an enlightening odyssey, unraveling the intricate significance of language and its enduring effect on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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