

Thinking Digital

Michael Silk,Brad Millington,Emma Rich,Anthony Bush

The Future of Thinking Cathy N. Davidson,David Theo Goldberg,2010-01-15 How traditional learning institutions can become as innovative, flexible, robust, and collaborative as the best social networking sites. Over the past two decades, the way we learn has changed dramatically. We have new sources of information and new ways to exchange and to interact with information. But our schools and the way we teach have remained largely the same for years, even centuries. What happens to traditional educational institutions when learning also takes place on a vast range of Internet sites, from Pokemon Web pages to Wikipedia? This report investigates how traditional learning institutions can become as innovative, flexible, robust, and collaborative as the best social networking sites. The authors propose an alternative definition of “institution” as a “mobilizing network”—emphasizing its flexibility, the permeability of its boundaries, its interactive productivity, and its potential as a catalyst for change—and explore the implications for higher education. The Future of Thinking reports on innovative, virtual institutions. It also uses the idea of a virtual institution both as part of its subject matter and as part of its process: the first draft of the book was hosted on a Web site for collaborative feedback and writing. The authors use this experiment in participatory writing as a test case for virtual institutions, learning institutions, and a new form of collaborative authorship. The finished version is still posted and open for comment. This book is the full-length report of the project, which was summarized in an earlier MacArthur volume, The Future of Learning Institutions in a Digital Age.

Design Thinking to Digital Thinking Kaushik Kumar,Divya Zindani,J. Paulo Davim,2019-10-08 This book outlines the paradigm shift from design to digital thinking. This book is primarily intended to provide researchers and students an overview of the current state of affairs dealing with design thinking process and its transition to digital era.

Think #Digital First Warren Knight,2015-04-28 'Think #Digital First' is essentially a step-by-step guide designed for creative entrepreneurs, business owners, and sales and marketing managers that shares with them the importance of having the right mindset to focus on technology, sales and marketing. Understanding your strengths to building the right team around you and knowing the different platforms, social networks and the right digital tools are so important when integrating them into your sales and marketing to help you market your brand online, saving time and getting sales to grow your business. An entrepreneur's first step to building a socially-savvy business is accepting that you are the one driving your business forward. To be able to do this in the most successful way, you need to build a social business from the ground up and in each of the below chapters, Warren's seven simple steps are easy to follow, packed full of great detail and demystifies the new digital age. Warren Knight is the co-founder of Gloople, the UK's first Social Sharing eCommerce platform. With 20 years' experience in selling products and services, he is a speaker, author and consultant specialising in B2B Social Media and is a Social Commerce expert helping SME's use Social Media and Digital Commerce to achieve a multi-channel experience to drive traffic and better understand their customers.

Thinking Through Digital Media D. Hudson,P. Zimmermann,2015-04-09 Thinking through Digital Media: Transnational Environments and Locative Places speculates on animation, documentary, experimental, interactive, and narrative media that probe human-machine performances, virtual migrations, global warming, structural inequality, and critical cartographies across Brazil, Canada, China, India, USA, and elsewhere.

How We Think N. Katherine Hayles,2012-06-05 How we think: digital media and contemporary technogenesis -- First interlude: practices and processes in digital media -- The digital humanities: engaging the issues -- How we read: close, hyper, machine -- Second interlude: the complexities of contemporary technogenesis -- Tech-toc: complex temporalities and contemporary technogenesis -- Technogenesis in action: telegraph code books and the place of the human -- Third interlude: narrative and database: digital media as forms -- Narrative and database: spatial history and the limits of symbiosis -- Transcendent data and transmedia narrative: Steven Hall's The raw shark texts -- Mapping time, charting data: the spatial aesthetic of Mark Z. Danielewski's Only revolutions.

Thinking Critically through Digital Media Nik Peachey, Although the use of internet and digital materials in the language classroom has come a long way over the last 25 years, still the vast majority of web based material that finds its way into the language classroom is used for information input or comprehension purposes. The students’ interaction with the materials is as such largely passive with the teacher controlling the suitability of the materials selected and deciding what information the students will extract from it. In Thinking Critically through Digital Media I have tried to build on this model, but develop it and take it to deeper and more critical levels of analysis that go beyond the superficial linguistic level and help to develop students not only as English language speakers but as capable information literate participants in the global knowledge economy. The book uses as its basis the development of key digital literacies. These include the ability to understand visually presented data, the ability collect and analyse data using a range of techniques and survey tools and the ability to create and deliver a range of presentation types using digital media tools. Whilst developing these digital literacies students are also encouraged to assess the validity, credibility and underlying bias of the information they study and are given a range of research tools and techniques for reassessing the information and evaluating how it fits within their personal framework of belief systems and values. The book itself has four main chapters. The first three chapters contain a range of activities that teachers can use with students to develop their abilities to understand and create infographics, develop research polls and surveys and create and deliver presentations. These activities give students hands-on exposure to a range of recommended tools and develop students as active creators of information whilst developing their abilities to work collaboratively in digital online environments. The fourth key chapter of the book is a collection of lesson plans that teachers can use to take students through a complete process from accessing their existing knowledge about a topic, understanding new input, examining how the information fits into their existing value scheme, checking the credibility and validity of the information, carrying out their own parallel research through social media to finally sharing and reevaluating what they have learned. You can see an example of the classroom materials here: <https://bit.ly/intro-extro-demo> I believe that the skills and abilities teachers can help students develop through the use of these materials are ones that are sadly lacking, not only in the English language classroom but also in the general education of many students around the world. Through the use of these materials, I hope teachers can develop more actively and intellectually critical students who approach digital media with the ability not only to comprehend and consume information but also understand the possible bias, motivation and underlying values of those creating the information. I believe these skills and abilities are key to creating a more tolerant, open-minded and critically aware global society.

Thinking Skills for the Digital Generation Balu H. Athreya,Chrystalla Mouza,2016-12-19 This important text synthesizes the state of knowledge related to thinking and technology and provides strategies for helping young people cultivate thinking skills required to navigate the new digital landscape. The rise of technology has resulted in new ways of searching and communicating information among youth, often creating information “overload”. We do not know how the new technologies will affect the ways young people learn and think. There are plenty of warnings about the dangers of information technology, but there is also enormous potential for technology to aid human thinking, which this book explores from an open-minded perspective. Coverage Includes: - An up to date review of the literature on thinking skills in general, and in relation to technology.- Practical guidelines for thinking with technology.- A scholarly review of the characteristics of the digital generation.- A discussion of the various steps involved in the thinking process.- A historical context of the Information Age and the transition from oral history, to printing press, to the Internet. Thinking Skills for the Digital Generation: The Development of Thinking and Learning in the Age of Information is an invaluable reference for educators and research professionals particularly interested in educational technology, and improving thinking and problem-solving skills.

Design Thinking for Digital Well-being Fiona C. Chambers,Anne Jones,Orla Murphy,Rachel Sandford,2018-12-17 Design Thinking for Digital Well-being empowers teacher educators/student teachers to teach pupils how to critically embrace technology in their lives. It provides a pedagogical framework for teaching young people to flourish in a digital society and enjoy digital well-being. In so doing, it establishes the need for digital literacy, digital fluency and values fluency within the education system as a whole. With a unique focus on empathy-centric design thinking, and using a case study informed educational model of technological, pedagogical and content knowledge (TPACK), this expert guide: • Explores the challenges that pupils (and teachers) face balancing their digital lives • Supports the ‘wired generation’ in navigating the cyber sphere and understanding how their data are used • Acknowledges the necessity of supporting the digital well-being of pupils (and teachers) to create a healthy and successful learning environment • Promotes the effective use of

technology to enhance teaching and learning • Aids professionals in ensuring pupils enjoy digital literacy, digital fluency, values fluency and safety online Design Thinking for Digital Well-being deals with the core concepts of digital literacy, digital fluency and values fluency that are essential for anyone in the teaching profession. It is a source of support and guidance for all those involved in exploring the challenges of using technology to promote digital well-being.

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Lean Digital Thinking V. Srinivasa Rao, 2021-10-18 The effective digitalization of business can make you a business leader; however, if not executed accurately, it can destroy your business too. Around 70 per cent of digital transformation projects have been failing. Even successful digitalization projects have become white elephants or expensive during the operations phase. Lean Digital Thinking introduces the '12-12-5 model'-12 lean digital thinking principles, 12 digital business building blocks and 5 lean digitalization phases—a brilliant guide that will enable business executives to become digital business champions. Leading digital expert, author VSR, as he is popularly known, introduces the world's first lean digital thinking philosophy with 12 principles to acquire a new digital mindset and throws in critical questions: Why digitalize? Where to digitalize? What to digitalize? And how at all to digitalize? He provides lean digital methods, templates and frameworks for digitalizing 12 business building blocks at an optimal cost. Further, new business models, products, services, processes, digital workplaces and operating models, driven by digital technologies, have been discussed with insights on how to leverage digitalization to get ready for the new normal that has emerged with the COVID-19 pandemic. An effective practitioner's guide, this is a must-read for business and technology executives and anyone wishing to master the art of digital business.

Re-thinking Leisure in a Digital Age Michael Silk, Brad Millington, Emma Rich, Anthony Bush, 2020-05-06 Digital worlds and cultures—social media, web 2.0, youtube, wearable technologies, health and fitness apps—dominate, if not order, our everyday lives. We are no longer ‘just’ consumers or readers of digital culture but active producers through facebook, twitter, Instagram, youtube and other emerging technologies. This book is predicated on the assumption that our understanding of our everyday lives should be informed by what is taking place in and through emerging technologies given these (virtual) environments provide a crucial context where traditional, categorical assumptions about the body, identity and leisure may be contested. Far from being ‘virtual’, the body is constituted within and through emerging technologies in material ways. Recent ‘moral panics’ over the role of digital cultures in teen suicide, digital drinking games, an endless array of homoerotic images of young bodies being linked with steroid use, disordered eating and body dissatisfaction, facebook games/fundraising campaigns (e.g. for breast cancer), movements devoted to exposing ‘everyday sexism’ / metoo, twitter abuse (of feminists, of athletes, of racist nature to name but a few), speak to the need for critical engagement with digital cultures. While some of the earlier techno-utopian visions offered the promise of digitality to give rise to participatory, user generator collaborations, within this book we provide critical engagement with digital technologies and what this means for our understandings of leisure cultures. The chapters originally published in a special issue in Leisure Studies.

Design Thinking in the Digital Age Peter G. Rowe, 2017 In 1987, Peter G. Rowe published his pioneering book Design Thinking. In it, he interrogated conceptual approaches to design in terms of both process and form. Thirty years later, in a lecture at the Harvard University Graduate School of Design, Rowe offered a reappraisal of his earlier work, describing ways in which the capacities of the digital age have changed the way we perceive and understand creative problem-solving in architectural design. In this new account of design thinking based on that memorable talk, Rowe charges that ideas about the precision and incompleteness of information have become exaggerated and made more manifest. He dives into the crucial role of schema theory and the heuristics that flow from it, but concedes that the ineffable characteristics of design problems and of design thinking also appear to have remained. The Incidents is a series of publications based on events that occurred at the Harvard University Graduate School of Design between 1936 and tomorrow. Edited by Jennifer Sigler and Leah Whitman-Salkin Copublished with the Harvard University Graduate School of Design

The Rise of the Human Digital Brain Beatriz Pacheco, 2018-08-01 Cover Design By: Rebecca Gibson Jones It is estimated that up to sixty-five percent of children entering grade school this year will end up working in careers that have yet to be created. This is a result, in part, of the rapid advances in technology that have occurred since Apple introduced the iPhone just ten years ago. This technology is not only impacting the way that we learn or the jobs that we will hold in the future, but it is literally changing the way that we think. As modern technologies are introduced during formative periods of brain development, they are having an impact on traditionally linear patterns of thought. Today’s youth no longer process information in the same linear fashion as past generations. This is creating confusion in educational settings that are specifically designed to meet the needs of linear thinkers. Administrators, educators, and parents must learn to better understand these changes in order to create models that will be viable for 21st century learners. We must work together to create systems that will both support and encourage children who literally think differently than those who teach them. The Rise of the Human Digital Brain: How Multidirectional Thinking is Changing the Way We Learn contains information about the history of education, the changes in the systems of education over the years, and the impact of technology on learning for 21st century students. It also contains the results of a unique study regarding the impact of iPad instruction on literacy attainment for struggling readers. The hope is that the information contained in this book will cause administrators, educators, parents, and developers of new technologies to take a moment to step back and envision a new model that will revolutionize education across the world. Praise for The Rise of the Human Digital Brain: Beatriz Pacheco’s experience as both a researcher and a practitioner in the field of education lends an authenticity to her writing that is both refreshing and enlightening. She has conducted one of the most comprehensive studies to date concerning the use of the iPad for direct instruction, and the results of her study have the potential to influence the teaching of literacy skills on the national level. I highly recommend this book. ~ Michael Gurian, New York Times bestselling author of The Wonder of Boys and The Minds of Girls For much of human history adults have looked upon the youth of their era as flawed creatures who fail to measure up to nostalgic standards. Dr. Beatriz Pacheco’s Rise of the Human Digital Brain guides us to recognize and to understand the elements that make rising generations of young people different from their predecessors. The digital brain prefers collaborative engagement over traditional hierarchy and linear thinking. Anyone with a smart phone has command of massive amounts of data and information, and coming generations will be more creative and more critical. Educational systems must change to meet the needs of a changing time. Any educator would benefit from this book. ~ Tori Murden McClure, President of Spalding University Author of A Pearl in The Storm There is no doubt that the accelerated development of digital technology in our day has profoundly transformed the ways in which human beings interact and how we interpret reality. We live in a new paradigm that demands critical assessment of how we educate the new generations, especially in an era of multidimensional thinking. Beatriz Pacheco’s well-researched work insightfully names key questions, poses challenges, and offers ways forward. This book promises to be a key tool in defining the what and the how of education during the rest of the 21st century. ~ Hosffman Ospino Associate Professor of Theology and Education Boston College

Think and Grow Digital: What the Net Generation Needs to Know to Survive and Thrive in Any Organization Joris Merks-Benjaminsen, 2014-12-19 A digital executive shows millennials how to excel in a corporate

environment still dominated by an older generation, while remaining true to their personal values Think and Grow Digital teaches young talents how to align with company seniors without giving up their ideals. The author explains how readers can help companies focus on moon shots: things really worth going for that help both the company and the world. Readers learn how to systematically create their own job roles, drive their personal growth engine, and connect effectively with people allowing them to do meaningful work with great rewards. Joris Merks-Benaminsen worked in several media and advertising businesses before he joined Google in 2010. He serves as European Head of Insights Communication, aggregating research and data insights into B2B narratives that explain changes in the media landscape, marketing, and consumer behavior.

Michael Eldred on the Digital Age: Challenges for Today's Thinking Michael Eldred, 2021-08-20 This little book takes on a series of questions posed by M.G. Michael and Katina Michael. The responses are not conclusive, but rather intended to make the profound challenges presented by the Digital Age visible. These include: How does consciousness differ from psyche? What is the relationship between Artificial Intelligence and the mind? How are visions of transhumanism to be assessed? Why is it important to distinguish between 'what' and 'who'? Who are we to become in the cyberworld? How do the cyberworld and the gainful game of capitalism intermesh? Are ubiquitous surveillance, Überveillance and the loss of privacy inevitable in the Digital Age? Are questions of ethics questions of power? It is commonplace to say that today we are living in the Digital Age. This period is characterized by the advent of the cyberworld that is populated by bit-strings of data being processed by algorithms. Algorithms themselves are also nothing other than bit-strings composed of binary digits, i.e., zeroes and ones. The result is a third bit-string that triggers an effect either within the cyberworld or outside, in our old, familiar, physical world. The effect could be to send off an e-mail from one electronic server to the digital address of another, a receiving electronic server. Or it could be the command to launch a deadly missile into the sky. The elementary processing unit at the very core of the cyberworld is the Universal Turing Machine that has algorithms copulate with digital data to produce effective offspring. Such a machine does not exist anywhere as a real, physical thing but is 'merely' an idea, a mathematical idea that has turned out to be immensely powerful. This idea of a cyberworld inhabited by Universal Turing Machines has materialized within a very few decades to make a digital world with which we have to contend every day. For the algorithms now rule our lives. They enable us to do many things, and prevent us just as much from doing other things. Wrongly coded algorithms can wreak havoc in people's lives. Other algorithms enable life-saving surgery to be performed with hitherto unknown precision. So is it just a matter of weighing up the pros and cons of what the cyberworld has to offer us? Or are we challenged to think more deeply about just what this cyberworld is and what is driving it? Techniques and technologies have been known for millennia all over the world, but the idea of what technology is was interrogated by Greek philosophy. The very conception of what is understood in the West as knowledge is tied to and intimately interwoven with how the Greeks understood technology, the art of making things: A skilful power, the know-how, acts upon material to produce an effect. Technology is effective! This is seemingly a trivial observation hardly worth mentioning. But what seems trivial is the hallmark of philosophical questions that open up abysses for the mind to fathom. What lies hidden behind the idea of effective knowledge is the unbounded will to power over every conceivable kind of movement and change. Is the cyberworld that is today increasingly encroaching upon and becoming a surrogate for the physical world in countless ways the consummation of this absolute, effective will to power over movement? Are the algorithms the digital encoding of an understanding of one sort of movement that is outsourced from our mind to the cyberworld to produce effects, to steer movements, for better or for worse? Are the algorithms the digitization of our logical understanding in which the logos itself has been encoded as a digital bit-string and now operates autonomously out there in the cyberworld, only seemingly still under our control?

Think DSP Allen B. Downey, 2016-07-12 If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey.

Thinking Ahead - Essays on Big Data, Digital Revolution, and Participatory Market Society Dirk Helbing, 2015-04-10 The rapidly progressing digital revolution is now touching the foundations of the governance of societal structures. Humans are on the verge of evolving from consumers to prosumers, and old, entrenched theories - in particular sociological and economic ones - are falling prey to these rapid developments. The original assumptions on which they are based are being questioned. Each year we produce as much data as in the entire human history - can we possibly create a global crystal ball to predict our future and to optimally govern our world? Do we need wide-scale surveillance to understand and manage the increasingly complex systems we are constructing, or would bottom-up approaches such as self-regulating systems be a better solution to creating a more innovative, more successful, more resilient, and ultimately happier society? Working at the interface of complexity theory, quantitative sociology and Big Data-driven risk and knowledge management, the author advocates the establishment of new participatory systems in our digital society to enhance coordination, reduce conflict and, above all, reduce the "tragedies of the commons," resulting from the methods now used in political, economic and management decision-making. The author Physicist Dirk Helbing is Professor of Computational Social Science at the Department of Humanities, Social and Political Sciences and an affiliate of the Computer Science Department at ETH Zurich, as well as co-founder of ETH's Risk Center. He is internationally known for the scientific coordination of the FuturICT Initiative which focuses on using smart data to understand techno-socio-economic systems. "Prof. Helbing has produced an insightful and important set of essays on the ways in which big data and complexity science are changing our understanding of ourselves and our society, and potentially allowing us to manage our societies much better than we are currently able to do. Of special note are the essays that touch on the promises of big data along with the dangers...this is material that we should all become familiar with!" Alex Pentland, MIT, author of Social Physics: How Good Ideas Spread - The Lessons From a New Science Dirk Helbing has established his reputation as one of the leading scientific thinkers on the dramatic impacts of the digital revolution on our society and economy. Thinking Ahead is a most stimulating and provocative set of essays which deserves a wide audience." Paul Ormerod, economist, and author of Butterfly Economics and Why Most Things Fail. It is becoming increasingly clear that many of our institutions and social structures are in a bad way and urgently need fixing. Financial crises, international conflicts, civil wars and terrorism, inaction on climate change, problems of poverty, widening economic inequality, health epidemics, pollution and threats to digital privacy and identity are just some of the major challenges that we confront in the twenty-first century. These issues demand new and bold thinking, and that is what Dirk Helbing offers in this collection of essays. If even a fraction of these ideas pay off, the consequences for global governance could be significant. So this is a must-read book for anyone concerned about the future. Philip Ball, science writer and author of Critical Mass "This collection of papers, brought together by Dirk Helbing, is both timely and topical. It raises concerns about Big Data, which are truly frightening and disconcerting, that we do need to be aware of; while at the same time offering some hope that the technology, which has created the previously unthought-of dangers to our privacy, safety and democracy can be the means to address these dangers by enabling social, economic and political participation and coordination, not possible in the past. It makes for compelling reading and I hope for timely action." Eve Mitleton-Kelly, LSE, author of Corporate Governance and Complexity Theory and editor of Co-evolution of Intelligent Socio-technical Systems

Nimble Robin Landa, 2015-04-17 In graphic design, creative thinking skills are undoubtedly important, but sometimes the importance of critical thinking skills is overlooked. Nimble will help you discover how to develop a creativity that is strategic and also able to cross platforms, industries or sectors. You'll discover a creative thinking process that allows you to generate scalable ideas that are both sticky and stretchy. As you develop a flexible mind that is ideal for visual communication, digital marketing, or social media, you'll increase your value as a designer - to your clients, your employer, or simply your own work.

Thinking the Unthinkable: A new imperative for leadership in the digital age Chris Langdon,Nik Gowing,2018-06-08 Executive leadership faces new vulnerabilities. Many leaders privately concede them, but few are willing to talk publicly about them. Unthinkable events since 2014 have revealed a new leadership fragility at the highest levels. And the pace of change in 2017 shows that the uncertainties are greater than ever. Is this the new normal?Thinking The Unthinkable is an investigation into why leaders have appeared more unable or unwilling than ever to anticipate the biggest issues of our time.In an era of wicked problems why are current leadership behaviours and culture apparently not fit for purpose? What are the causes of so many failures in policy and strategic forecasting? Are they human frailties? Or are they systemic failures to embrace smartly new realities?Through hundreds of interviews and conversations, Nik Gowing and Chris Langdon have analysed the deep new challenges to the human capacity of leaders at the highest keels to accept, understand, embrace then handle the extraordinary processes of change and disruption. This essential book draws on the candid responses. The findings are scary and disconcerting.

You Are a Social Detective! Michelle Garcia Winner,Pamela Crooke,2021-01-04 The social world is a big, complicated place! We are all social detectives as we observe, gather, and make sense of the clues within different social contexts (settings, situations, and the people in them) to figure out the hidden rules for expected behaviors. This leads us toward understanding how we each feel and think about others in a situation and how we choose to respond to each other’s actions and reactions. We are good Social Detectives when we use our eyes, ears, hearts, and brains to figure out what others are planning to do next or are presently doing and what they mean by their words and actions. This revised, expanded 2nd edition of the awarding-winning storybook teaches from the social learner’s perspective about the power of observation, reading context, and interpreting clues before choosing how to respond in ways that meet their social goals. A new structured approach to observation, new illustrations reflecting a broader range of inclusion and diversity in characters, practice pages and activities for deeper learning, specific teaching tips, and a glossary of Social Thinking Vocabulary and concepts are just some of the new material you’ll find inside. This is the first book in the Superflex® series. It guides readers on a journey of discovery where they can: · Learn formulas for gathering clues by observing a setting, situation, and people in it · Be empowered to figure out how the social world works through their own detective lens · Learn to identify feelings and emotions and connect them to behaviors · Understand that all feelings are okay, even uncomfortable ones, and we can still learn and grow · Get support from emojis and special word banks · Find core Social Thinking® Vocabulary words highlighted throughout to support and strengthen key learning concepts · Have numerous opportunities to make smart guesses about hidden social rules in various situations · See examples and tips for school, home, and community life · Celebrate how all of us are social observers who are affected by others’ actions and reactions

Immerse yourself in the artistry of words with Crafted by is expressive creation, Immerse Yourself in **Thinking Digital** . This ebook, presented in a PDF format (Download in PDF: *), is a masterpiece that goes beyond conventional storytelling. Indulge your senses in prose, poetry, and knowledge. Download now to let the beauty of literature and artistry envelop your mind in a unique and expressive way.

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Thinking Digital Introduction

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