

# Digital Strawberry

**Khara Plicanic**

Digital or Death Dominic M Mazzone,2014-11-03 Digital or Death is the first book on the world of digital strategy that won't bore you to sleep. It takes an entertaining, highly informative real world approach with enough information and energy to get you inspired to innovate. Dominic Mazzone is part digital guru, part comedian, part entrepreneurial titan. He has the uncanny ability to get you thinking in a way you never have before, while creating the motivation you'll need to succeed. If there was a book that could actually increase your drive and expand the creative part of your brain, this is the one. Here's how Digital or Death will change the way you think: • What is Digital Transformation • How to avoid being part of the Digital Die-Off • The Four Pillars of Digital Transformation • How to make Wonder Theory work for you • How to smash your industry through Revolution Delivery • Why every business needs Dynamic Interaction • Make the Strawberry Model and the Christmas Effect part of your business

Handbook of Research on Digital Media and Creative Technologies Harrison, Dew,2015-03-31 Emerging technologies enable a wide variety of creative expression, from music and video to innovations in visual art. These aesthetics, when properly explored, can enable enhanced communication between all kinds of people and cultures. The Handbook of Research on Digital Media and Creative Technologies considers the latest research in education, communication, and creative social expression using digital technologies. By exploring advances in art and culture across national and sociological borders, this handbook serves to provide artists, theorists, information communication specialists, and researchers with the tools they need to effectively disseminate their ideas across the digital plane.

**Digital Imaging of Plants** Michele Pisante,Kathy Steppe,Angelica Galieni,Nicola D'Ascenzo,Fabio Stagnari,Qingguo Xie,2022-07-28

Digital Solidarity in Education Mary T. Kolesinski,Evelyn

Nelson-Weaver, Daryl Diamond, 2013-09-11 Digital Solidarity in Education is a book for educators, scholars, and students interested in better understanding both the role technology can play in schools and its potential for strengthening communities, optimizing the effects of globalization, and increasing educational access. The digital solidarity movement prioritizes the engagement and mobilization of students from diverse racial, ethnic, linguistic, and economic backgrounds, and with giftedness and/or disabilities, to utilize and apply technologies. This powerful book introduces innovative technological programs including virtual schools, e-tutoring, and interactive online communities for K-12 students that can: • increase students' knowledge and understanding of advanced concepts while reinforcing their basic skills; • reinforce students' communication in their first language while introducing second and third language possibilities; • nurture students' capabilities to think analytically, while using creative and innovative ideas to think simultaneously "outside of the box." The experienced author team shows how collaborative partners from the private sector can assist public school systems and educators in creating access for all students to technological innovations, with a goal of increasing individual opportunities for future college and career success. Combining theoretical scholarship and research with the personal perspectives of practitioners in the field, this volume shares with readers both the nuts and bolts of using technology in education, and the importance of doing so.

**Encyclopedia of Digital Agricultural Technologies** Qin Zhang, 2023-10-11 Digital agriculture is an emerging concept of modern farming that refers to managing farms using modern Engineering, Information and Communication Technologies (EICT) aiming at increasing the overall efficiency of agricultural production, improving the quantity and quality of products, and optimizing the human labor required and natural resource consumption in operations. This encyclopedia is designed to

collect the summaries of knowledge on as many as subjects or aspects relevant to ECIT for digital agriculture, present such knowledge in entries, and arrange them alphabetically by articles titles. Springer Major Reference Works platform offers Live Update capability. Our reference work takes full advantage of this feature, which allows for continuous improvement or revision of published content electronically. The Editorial Board Dr. Irwin R. Donis-Gonzalez, University of California Davis, Dept. Biological and Agricultural Engineering, Davis, USA (Section: Postharvest Technologies) Prof. Paul Heinemann, Pennsylvania State University, Department Head of Agricultural and Biological Engineering, PA, USA (Section: Technologies for Crop Production) Prof. Manoj Karkee, Washington State University, Center for Precision and Automated Agricultural Systems, Washington, USA (Section: Robotics and Automation Technologies) Prof. Minzan Li, China Agricultural University, Beijing, China (Section: Precision Agricultural Technologies) Prof. Dikai Liu, University of Technology Sydney (UTS), Faculty of Engineering & Information Technologies, Broadway NSW, Australia (Section: AI, Information and Communication Technologies) Prof. Tomas Norton, University of Leuven, Dept. of Biosystems, Heverlee Leuven, Belgium (Section: Technologies for Animal and Aquatic Production) Dr. Manuela Zude-Sasse, Leibniz Institute for Agricultural Engineering and Bioeconomy (ATB), Precision Horticulture, Potsdam, Germany (Section: Engineering and Mechanization Technologies)

**Digital Culture and E-Tourism: Technologies, Applications and Management Approaches** Lytras, Miltiadis, Ordóñez de Pablos, Patricia, Damiani, Ernesto, Diaz, Lily, 2010-11-30 This edition fosters multidisciplinary discussion and research on the adoption of information and communication technologies (ICT) in the contexts of culture and tourism, investigating how emerging technologies and new managerial models and strategies can promote sustainable development for

culture and tourism--Provided by publisher.

Red Spike Bucklow, 2016-06-15 Blood, rust, lava, wine—the flush of passion and the glow of approaching night—no color arrests our attention more than the color red. Today it is the flag of danger and seduction, of spirit and revolution, but throughout nearly all of human history it has held a special place in our aesthetics. In this book, Spike Bucklow brings us into the heart of this fiery hue to better understand the unique powers it has had over us. Bucklow takes us from a thirty-four-thousand-year-old shaman burial dress to the iPhone screen, exploring the myriad of purposes we have put red to as well as the materials from which we have looked to harvest it. And we have looked for it everywhere, from insects to tree resin to tar to excitable gasses. Bucklow also details how our pursuit of the color drove medieval alchemy and modern chemistry alike, and he shows us red’s many symbolic uses, its association with earth, blood, and fire, its coloring of caves and the throne rooms of goddesses, as well as national flags, fire trucks, power grids, and stoplights. The result is a material and cultural history that makes one see this color afresh, beating with vibrancy, a crucial part of the human visual world.

*Digital Inferno* Levy, Paul, 2014-10-13 How many times do you check something on the internet but find you are drifting aimlessly from one link to another? If you can’t not answer the phone when it rings, and you spend hours a week on social media, and you read your texts instead of kissing your loved one goodnight, and you don’t give your kids proper attention because you just have to prioritize new responses to your tweet... then this book is for you. The digital world is spreading like an inferno – a swirling, hot storm of change, possibility, addiction, passion, manipulation, creativity and abuse. It demands our attention and encourages us to be always on, with its constant updates and feedback. It is exciting, but it can also be overwhelming. And it’s developing faster than our ability to deal with it. To adherents of

digital living and working, any criticism is uncool, a sign of being out of touch. Refreshingly, *Digital Inferno* is neither simple indictment nor unqualified endorsement. Rather, it's about holding your own in the digital realm – adapting in a healthy way to the new reality. It offers a conscious path that allows you to derive the benefits you need but also to manage the dangers. Packed with a wealth of practical advice, *Digital Inferno* describes numerous methods to enable you to step back from constant digital activity and virtual living, and to pay more attention to the real world. You'll find exercises to overcome tiredness from digital contact and to develop skills to enable you to remain awake and aware. Crucially, you will be master of the digital realm: to abstain from contact when you need to, but also freely to immerse yourself when you choose to. We don't need to shun new technology, but we do need to be armed with an understanding of its challenges, problems and limitations. This book provides the tools you will need to meet the future consciously.

Digital Genres, New Literacies and Autonomy in Language Learning María José Luzón, M<sup>a</sup> Noelia Ruiz-Madrid, María Luisa Villanueva, 2010-07-12 The exponential growth in the amount and complexity of information transmitted and shared on the Internet and the capabilities afforded by new information technologies result in the continuous emergence of new genres and new literacy practices that call for new models of genre analysis and new approaches to teaching literacy and language, where language learning autonomy has to take centre stage. Any pedagogical approach which seeks to develop autonomy in online language learning should also be concerned with the development of new literacies, with raising an awareness of digital texts and with the cognitive processes learners engage in when constructing meaning in hypertext. The purpose of this volume is to lay the foundations for an approach to online language learning which draws on the analysis of digital texts and of the practices

and strategies involved in using such texts. With this aim in mind, this book incorporates and draws relations between research on digital genres, autonomy, electronic literacies and language learning tasks, combining theoretical reflections with pedagogical research. The chapters in this volume, written by researchers from different academic traditions, report research concerning digital genres, new literacy skills and the design of webtasks for effective language learning. These chapters will be useful resources for researchers and doctoral students interested in the development of autonomous language learning in digital environments.

**Developing Digital Detectives** Jennifer LaGarde, Darren Hudgins, 2021-09-28 From the authors of the bestselling *Fact vs. Fiction*, this book offers easy-to-implement lessons to engage students in becoming media literacy “digital detectives,” looking for clues, questioning motives, uncovering patterns, developing theories and, ultimately, delivering a verdict. The current news landscape is driven by clicks, with every social media influencer, trained and citizen journalists chasing the same goal: a viral story. In this environment, where the race to be first on the scene with the most sensational story often overshadows the need for accuracy, traditional strategies for determining information credibility are no longer enough. Rather than simply helping students become savvy information consumers, today’s educators must provide learners with the skills to be digital detectives – information interrogators who are armed with a variety of tools for dissecting news stories and determining what’s real and what isn’t in our “post-truth world.” This book:

- Shares meaningful lessons that move beyond traditional “fake news” protocols to help learners navigate a world in which information can be both a force for good and a tool used to influence and manipulate.
- Includes resources and examples to support educators in the work of facilitating engaging, relevant (and fun!) instructional opportunities for K-12 learners, in both face-to-face and digital

learning environments. • Unpacks the connection between social-emotional learning and information literacy. • Includes access to the Digital Detective's Evidence Locker, an online collection of over 100 downloadable and remixable resources to support the lessons in the book. As the authors state: "Remember, the detective's job is NOT to prove themselves correct. Their job is to detect the truth!" This statement reflects the way they approach the lessons in this book, providing clear and practical guidance to help educators address and overcome this ever-expanding issue.

**Digital Sensory Science** J. Ben Lawlor, Jean A.

McEwan, David Labbe, 2023-07-26 **Digital Sensory Science: Applications in New Product Development** provides a comprehensive overview of digital sensory science, an area that has broadly been defined as the use of technology to capture or model human sensory perception. This book provides methods on how to best recruit and train sensory panels, suggestions for data capture and data analysis, an overview of sensory science instruments, and information on the use and relevance of virtual and augmented reality to capture sensory perception. This book offers practical guidance to researchers in and practitioners of sensory and consumer science alike. Explores how technologies create further opportunities around the use of sensory panels, instrumentation and flavor, biometrics and implicit measures, immersion and context, and communication of sensory findings Presents these opportunities with case studies Provides guidance for both researchers and practitioners of sensory science in a digital age

**Digital Modeling** William Vaughan, 2011-12-27 Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-



neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for Where are the lesson files? Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

*Digital Renaissance* Joel Waldfogel, 2020-12-08 How digital technology is upending the traditional creative industries—and why that's a good thing The digital revolution poses a mortal threat to the major creative industries—music, publishing,

television, and the movies. Cheap, easy self-producing is eroding the position of the gatekeepers and guardians of culture. Does this revolution herald the collapse of culture, as some commentators claim? Far from it. In *Digital Renaissance*, Joel Waldfogel argues that digital technology is enabling a new golden age of popular culture—a digital renaissance. Analyzing decades of production and sales data, as well as bestseller and best-of lists, Waldfogel finds that the new digital model is just as powerful at generating high-quality, successful work as the old industry model, and in many cases more so.

*Digital Agritechnology* Toby Mottram, 2022-08-24 *Digital Agritechnology: Robotics and Systems for Agriculture and Livestock Production* describes how systems acquire and use data in livestock production and agricultural systems, and how researchers can extract and aggregate efficiencies. The origins of digital agritechnology are decades old, with robotic milkers available for over 20 years and GPS-based tractor controls existing for nearly 30. However, only a few capabilities of these sensing and control systems are used. This book addresses the need to educate agriculturists on the full usage scale of these arable and livestock systems. Features how-to guides on extracting and analyzing data from digital systems Describes quality standards for data security and transmission Focuses on state-of-the-art systems in livestock production, along with arable and indoor agriculture

Digital Rights Management Grace Agnew, 2008-09-30 This book provides an overview of digital rights management (DRM), including: an overview of terminology and issues facing libraries, plus an overview of the technology including standards and off-the-shelf products. It discusses the role and implications of DRM for existing library services, such as integrated library management systems, electronic reserves, commercial database licenses, digital asset management systems and digital library repositories. It also discusses the impact that DRM 'trusted

system' technologies, already in use in complementary areas, such as course management systems and web-based digital media distribution, may have on libraries. It also discusses strategies for implementing DRM in libraries and archives for safeguarding intellectual property in the web environment. A practical guide that places DRM within the context of the services and practices of the library and offers guidance on getting started An understandable overview of the technologies and standards involved in digital rights management An overview of the DRM landscape beyond libraries, with an emphasis on how this landscape impacts libraries and shapes DRM generally. In particular, the e-learning and digital media distribution arenas are embracing DRM, with significant potential impact

*Digital technologies in agriculture and rural areas* Food and Agriculture Organization of the United Nations, 2019-06-01 This report aims to identify the different scenarios where the process of digital transformation is taking place in agriculture. This identifies those aspects of basic conditions, such as those of infrastructure and networks, affordability, education and institutional support. In addition, enablers are identified, which are the factors that allow adopting and integrating changes in the production and decision-making processes. Finally identify through cases, existing literature and reports how substantive changes are taking place in the adoption of digital technologies in agriculture.

**Mobile Digital Art** David Scott Leibowitz, 2013-07-04 Learn how to create beautiful artwork on your iPad or iPhone. Over 65 expert artists from around the world will show you how they created their original art, from inspiration and conceptualization, to the creation of the final image. Using step-by-step examples and easy-to-follow tutorials, you'll learn how to create stunning images on your iPad or iPhone. Learn more about using the apps you already have, like Brushes, and discover new apps that will enhance your art creation like Sketchbook Mobile, Layers,

Collage, Juxtaposer, Hiptamatic, and PhotoFX. Whether you are taking your first steps into digital art, or are an accomplished artist looking to broaden your skill set, Mobile Digital Art covers it all - how to turn photographs into oil paintings, design cartoons from scratch and create beautiful landscape vistas - all on your iPad or iPhone.

### **Getting Started in Digital Photography** Khara

Plicanic, 2013-12-20 Provides information on the basics of a digital camera's features and functions, including shutter speed, aperture, shooting modes, exposure, and lenses.

*Digital Gastronomy: From 3d Food Printing To Personalized Nutrition* Chee Kai Chua, Wai Yee Yeong, Hong Wei Tan, Yi Zhang, U-xuan Tan, Chen Huei Leo, Michinao Hashimoto, Gladys Hooi Chuan Wong, Justin Jia Yao Tan, Aakanksha Pant, 2022-08-05 The food industry has seen many changes over the last several decades — new technologies have been introduced into the way we cook, manufacture, and present food products to consumers. Digital gastronomy, which combines new computational abilities such as three-dimensional (3D) printing with traditional food preparation, has allowed consumers to design and manufacture food with personalized shapes, colours, textures, and even nutrition. In addition to the personalization of food, 3D printing of food has other advantages such as promoting automation in food preparation and food sustainability through 3D-printed cell-based meats and alternative proteins. Entire meals can be constructed just by 3D food printing alone. In this textbook, the background, principles, commercial food printers, materials, regulations, business development, as well as the emerging technologies and future outlook of 3D food printing are explored. In terms of 3D-printed materials, four main classes are reviewed: namely, desserts / snacks (comprising dairy products, chocolate, sugars, and dough), fruits / vegetables, meats / alternative proteins, and pharmaceuticals / nutraceuticals. This textbook has been written to offer readers keen to learn more about 3D food printing in

terms of concepts, processes, applications, and developments of 3D food printing. No prior knowledge is required. At the end of each chapter, a set of problems offers undergraduate and postgraduate students practice on the main ideas discussed within the chapter. For tertiary-level lecturers and university professors, the topic on 3D food printing can be associated to other subjects in food and nutrition, pharmaceutical and nutraceutical sciences, and food engineering. Related Link(s)

*The Pittsburgh Titans Digital Boxed Set (Books 1-3)* Sawyer Bennett, 2023-06-17 The Pittsburgh Titans organization suffered a devastating loss when their team plane crashed, killing everyone on board. Join the team as they rebuild their lives both on and off the ice. Baden: After suffering a horrific injury that threatens to end his career, Baden Oulett is about to learn that sometimes a fresh start is just what the doctor ordered. Baden is a standalone friends-to-lovers novel about finding second chances when we least expect it. Stone: Minor league player Stone Dumelin lost his younger brother when the Titans' team plane went down. He never expected the phone call that followed. Stone is an enemies-to-lovers standalone about facing grief and learning to move forward. Gage: Veteran player Gage Heyward retired from the league following a successful career. Now the Titans need him, but does he have what it takes to get back on the ice and pull this team together? Gage is an epic slow burn, friends-to-lovers standalone novel.

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