

Plunge Interactive

Roy Bendor

Contemporary Asian Artistic Expressions and Tourism Paolo Mura, Keith Kay Hin Tan, Chun Wei

Choy, 2020-07-09 This book explores the relationship between tourism/tourists and expressions of contemporary Asian art (for example, artists, objects, intangible artistic productions, digital manifestations, etc) in Asian and non-Asian tourist spaces/experiences. Although the nexus between art and tourism has not been neglected in the literature, work on contemporary art and tourism is lacking, and this is particularly true within the context of non-Western societies. This volume creates a timely counterpoint to the existing dominance of a Western-centric body of knowledge in the area. The book considers how encounters between tourists and expressions of Asian contemporary art may produce possibilities for challenging, re-evaluating or reasserting crystallized frames of understanding and, as such, is of value to a multi-disciplinary audience.

The Political Voices of Generation Z Laurie L Rice, Kenneth W Moffett, 2021-09-27 This book

explores political expression of members of Generation Z old enough to vote in 2018 and 2020 on

issues and movements including MeToo, Supreme Court nominations, March for Our Lives, immigration and family separation, and Black Lives Matter. Since generational dividing lines blur, we study 18 to 25-year-olds, capturing the oldest members of Generation Z along with the youngest Millennials. They share similarities both in their place in the life cycle and experiences of potentially defining events. Through examining some movements led by young adults and others led by older generations, as well as issues with varying salience, core theories are tested in multiple contexts, showing that when young adults protest or post about movements they align with, they become mobilized to participate in other ways, too, including contacting elected officials, which heightens the likelihood of their voices being heard in the halls of power. Perfect for students and courses in a variety of departments at all levels, the book is also aimed at readers curious about contemporary events and emerging political actors.

Staying Online Robert Ubell, 2021-09-06 In Staying Online, one of our most respected online learning leaders offers uncommon insights into how to reimagine digital higher education. As colleges

and universities increasingly recognize that online learning is central to the future of post-secondary education, faculty and senior leaders must now grapple with how to assimilate, manage, and grow effective programs. Looking deeply into the dynamics of online learning today, Robert Ubell maps its potential to boost marginalized students, stabilize shifts in retention and tuition, and balance nonprofit and commercial services. This impressive collection spans the author's day-to-day experiences as a digital learning pioneer, presents pragmatic yet forward-thinking solutions on scaling-up and digital economics, and prepares managers, administrators, provosts, and other leaders to educate our unsettled college students as online platforms fully integrate into the mainstream.

Digital Interactive TV and Metadata Arthur Lugmayr, Samuli Niiranen, Seppo Kalli, 2013-03-09

Recent years have brought many changes to the world of mass media. The Internet and mobile communications technology have provided consumers with interactive digital services. Television is catching up with this trend through the digitalization process. Digital television is a hybrid platform combining elements from classical analog television and the Internet, providing modern multimedia

services on a familiar platform. In short, digital TV is a gateway to the world of interactive digital media. Digital TV brings consumers into the television service arena and offers them new degrees of freedom. However, as the service and multimedia content types diversify and the services and their content increase, television is facing many of the same challenges of complexity and information overflow faced by other digital media. Metadata can handle the diverse services and content of digital TV efficiently and in a consumer-friendly way. Metadata means that the data are accompanied by other data which describe them. As data about data, meta data can provide an insight into syntactically and semantically complex data by distilling their essence to a set of simple descriptors. Metadata also helps to structure and manage information in diverse settings. The use of metadata in broadcast multimedia should not be restricted to being merely a tool for coping with the challenges of a complex networked multimedia environment. Instead, metadata offers new opportunities for the development of innovative services.

Christa Sommerer & Laurent Mignonneau Karin Ohlenschlager, Peter Weibel, Alfred

Weidinger,2023-02-07 “More than a cabinet of curiosities, more than a terrarium, more than an aquarium”: a captivating look at thirty years of artistic work by the Austrian-French artist duo Christa Sommerer and Laurent Mignonneau. Working at the intersection of natural science, technology, and art, Austrian-French artist duo Christa Sommerer and Laurent Mignonneau pioneered the “Art of Interface”—innovative technical interfaces that enable physical interaction between simulative visual worlds and the world of natural sensory organs. Early on, the pair used algorithms to represent not only forms of the living but also their evolution and growth. Edited by Karin Ohlenschläger, Peter Weibel, and Alfred Weidinger, this publication in the Leonardo book series brings together key works of the artists since the early 1990s in pictures and text contextualized by renowned international authors: Reinhard Kannonier, Ryszard W. Kluszczyński, Birgit Mersmann, Tomoe Moriyama, Karin Ohlenschläger, Ingeborg Reichle, and Siegfried Zielinski. In the artists’ installations, which are possible only through interactions with the viewer, devices designed by the artist couple produce novel virtual realities and immersive environments. In “Portrait on the Fly,” for instance, a viewer stands in front of

an interactive plasma screen, behind which a swarm of thousands of flies is moving. Gradually, the flies settle on the shadowed areas of the projection, thereby collectively reproducing the person's likeness. Works such as these, now almost classics of digital art, open a new horizon in which artworks can function as living systems. As Peter Weibel writes, their work is "more than a cabinet of curiosities, more than a terrarium, more than an aquarium; it shows mythical creatures, artificial creatures, [and] a so far unseen panorama of imagination and technical ingenuity."

The Advertising Business John Philip Jones, 1999-02-10 This study provides an examination of the marketing technique of brand building. It covers aspects of brand management, brand equity, new and mature brands and extends the concept to new areas such as political marketing, green marketing and the arts.

Virtual Interaction: Interaction in Virtual Inhabited 3D Worlds E. Granum, Lars Qvortrup, B. Holmqvist, S. Kolstrup, K. Halskov Madsen, 2013-03-09 Lars Qvortrup The world of interactive 3D multimedia is a cross-institutional world. Here, researchers from media studies, linguistics, dramaturgy,

media technology, 3D modelling, robotics, computer science, sociology etc. etc. meet. In order not to create a new tower of Babel, it is important to develop a set of common concepts and references. This is the aim of the first section of the book. In Chapter 2, Jens F. Jensen identifies the roots of interaction and interactivity in media studies, literature studies and computer science, and presents definitions of interaction as something going on among agents and agents and objects, and of interactivity as a property of media supporting interaction. Similarly, he makes a classification of human users, avatars, autonomous agents and objects, demonstrating that no universal differences can be made. We are dealing with a continuum. While Jensen approaches these categories from a semiotic point of view, in Chapter 3 Peer Mylov discusses similar issues from a psychological point of view. Seen from the user's perspective, a basic difference is that between stage and back-stage (or rather: front-stage), i. e. between the real I and we and the virtual, representational I and we. Focusing on the computer as a stage, in Chapter 4 Kjölnner and Lehmann use the theatre metaphor to conceptualize the stage phenomena and the relationship between stage and front-stage.

Homeland Security Technologies for the 21st Century Ryan K. Baggett, Chad S. Foster, Brian K.

Simpkins, 2017-04-17 A comprehensive textbook that overviews common technologies utilized within the homeland security enterprise with an emphasis on contemporary homeland security mission areas and end-user applications. Designed for students entering or currently working in the safety, security, and emergency management disciplines in the public or private sectors, this textbook presents a broad array of homeland security technology types from the viewpoint of end-user applications and homeland security mission areas. The authors investigate various theories behind the use of technologies and assess the importance of technologies for achieving goals and objectives. The content includes not only technical capabilities but also a blend of sample applications of technologies using an all-hazards framework and use cases at all levels of practice, including both the public and private sectors. The authors provide an overview of preparedness applications; preventive and protective systems; and mitigation, response, and recovery technologies. Topics such as ethical and privacy concerns associated with implementing technologies and use of the Internet and social media receive special

attention. In addition to readers directly involved in the security disciplines, this book will be useful for students in technical fields of study such as geographic information systems (GIS), computer science, or engineering who are seeking information on standards, theories, and foundations underlining homeland security technologies.

Cases on Critical and Qualitative Perspectives in Online Higher Education Orleans, Myron, 2014-01-31 Online education continues to permeate mainstream teaching techniques in higher education settings. Teaching upper-level classes in an online setting is having a major impact on education as a whole and is fundamentally altering global learning. Cases on Critical and Qualitative Perspectives in Online Higher Education offers a collection of informal, personalized articles that identify, describe, and examine actual experiential domains of online program and course production. Administrators, developers, instructors, staff, technical support, and students in the field of online higher education will benefit from these case studies to reinforce and enhance their work.

The 100% Return Options Trading Strategy Jon Schiller, 1999 The author asserts that options

trading can yield high rewards for little risk. In this guide to options trading he explains how to carry out such procedures and has designed the book to be of interest to both newcomers and seasoned traders.'

Group Therapy for Medically Ill Patients James L. Spira, 1997-02-14 Psychosocial support for medically ill patients is rapidly becoming an integral part of treatment in hospitals and clinics worldwide, yet no comprehensive resources are available for clinicians on the practice and benefits of group therapy in medical settings. Filling a crucial gap, this timely volume presents state of the art information and detailed therapeutic models for a wide range of group interventions across a variety of life-threatening illnesses such as cancer, HIV/AIDS, and coronary disease, as well as bulimia nervosa, binge eating disorder, and substance abuse. In clearly written chapters bolstered by the latest findings in the field, experienced group leaders and researchers demonstrate the efficacy of their time- and cost-effective methods for improving patients' quality of life and physical health.

Adweek, 2005-10

Interactive Media for Sustainability Roy Bendor, 2018-08-02 *Interactive Media for Sustainability* presents a conceptually rich, critical account of the design and use of interactive technologies to engage the public with sustainability. Treating interactive technologies as forms of mediation, the book argues that these technologies advance multiple understandings of sustainability. At stake are the ways sustainability encodes the complexity of interrelated social and natural systems, and how it conveys the malleability of the future. The book's argument is anchored in a diverse set of theoretical resources that include contemporary work in human-computer interaction (HCI), social theory, media studies, and the philosophy of technology, and is animated by a variety of examples, including interactive simulations, persuasive apps, digital games, art installations, and decision-support tools.

Interactive Documentary Kate Nash, 2021-07-19 Tracing continuities in digital and documentary practices, this book is a study of interactive documentary from the perspective of documentary culture. Exploring the dizzying array of new documentary forms that have emerged in the past ten years, the book is grounded in the analysis of multiple recent examples of digital documentary work, drawing out

the key issues that the work raises. These issues provide a starting point for theoretical reflection, with each chapter developing concepts and frameworks to facilitate thinking with and through interactive documentary. The book explores questions of polyvocality, participation, and political voice, as well as the sociality and performativity of digital documentary practice. By thinking deeply and critically about interactive documentary practice, the book charts the many and various ways in which interactive documentaries claim the real – contingently, partially, or, in some cases, collectively. Each chapter draws on a range of examples – from digital games to data visualisations, database documentaries to virtual reality – demonstrating how we might engage with these ‘unstable’ digital texts. The book will be particularly valuable for students and researchers keen to make connections between documentary and digital media scholarship.

Interactive Stories and Video Game Art Chris Solarski, 2017-01-20 The success of storytelling in games depends on the entire development team—game designers, artists, writers, programmers and musicians, etc.—working harmoniously together towards a singular artistic vision. Interactive Stories

and Video Game Art is first to define a common design language for understanding and orchestrating interactive masterpieces using techniques inherited from the rich history of art and craftsmanship that games build upon. Case studies of hit games like The Last of Us, Journey, and Minecraft illustrate the vital components needed to create emotionally-complex stories that are mindful of gaming's principal relationship between player actions and video game aesthetics. This book is for developers of video games and virtual reality, filmmakers, gamification and transmedia experts, and everybody else interested in experiencing resonant and meaningful interactive stories.

Interactive World, Interactive God Carol Rausch Albright, John R. Albright, Mladen Turk, 2017-11-06

Since the dawn of science, ideas about the relation between science and religion have always depended on what else is going on in a society. During the twentieth century, daily life changed dramatically. Technology revolutionized transportation, agriculture, communications, and housework. People came to rely on scientific predictability in their technology. Many wondered whether God's supposed actions were consistent with scientific knowledge. The twenty-first century is bringing new

scientific research capabilities. They are revealing that scientific results are not totally predictable after all. Certain types of interaction lead to outcomes that are unpredictable, in principle. These in turn may lead to a whole new range of potential interactions. They do not rule out the reality of a dynamic God who can act in the world without breaking the known principles of science. God may in fact work with the way things really are. Human experience of God may accurately reflect this reality. Interactive World, Interactive God illustrates such new understandings in religion and science by describing recent developments in a wide range of sciences, and providing theological commentary. The book is written for intelligent readers who may not be specialized in science but who are looking for ways to understand divine action in today's world.

Research in Interactive Design (Vol. 3) Jean-Pierre Nadeau,Xavier Fischer,2011-04-23 This book provides an accurate overview of the recent research or industrial application in interactive design. The different arguments, taken from the international conference Virtual Concept 2005, will provide the reader with some advanced solutions concerning new methods and tools by discussing modelling

techniques, design solution space exploration and interactive process organization.

Energy Research and Development and Small Business United States. Congress. Senate. Select Committee on Small Business,1975

Energy Research and Development and Small Business: how much? How much more from small business? How soon? United States. Congress. Senate. Select Committee on Small Business,1975

Technologies for Interactive Digital Storytelling and Entertainment Stefan Göbel,Ulrike Spierling,Anja Hoffmann,Ido Iurgel,Oliver Schneider,Johanna Dechau,Axel Feix,2004-06-16 Interactive Digital Storytelling has evolved as a prospering research topic banding together formerly disjointed disciplines stemming from the arts and humanities as well as computer science. It's tied up with the notion of storytelling as an effective means for the communication of knowledge and social values since the existence of humankind. It also builds a bridge between current academic trends investigating and formalizing computer games, and developments towards the experience-based design of human-media interaction in general. In Darmstadt, a first national workshop on Digital

Storytelling was organized by ZGDV e.V. in 2000, which at that time gave an impression about the breadth of this new research field for computer graphics (DISTEL 2000). An international follow-up was planned: the 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2003). Taking place in March 2003, it showed a more focussed range of research specifically on concepts and first prototypes for automated storytelling and autonomous characters, including modelling of emotions and the user experience. At TIDSE 2004, an established and still-growing community of researchers gathered together to exchange results and visions. This confirms the construction of a series of European conferences on the topic – together with the International Conference on Virtual Storytelling, ICVS (conducted in 2001 and 2003 in France) – which will be further cultivated.

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