

Avatar Icons

Toru Ishida

absence of clutter Paul Stephens,2020-03-24 An exploration of minimal writing—texts generally shorter than a sentence—as complex, powerful literary and visual works. In the 1960s and 70s, minimal and conceptual artists stripped language down to its most basic components: the word and the letter. Barbara Kruger, Jenny Holzer, Carl Andre, Lawrence Weiner, and others built lucrative careers from text-based art. Meanwhile, poets and writers created works of minimal writing—visual texts generally shorter than a sentence. (One poem by Aram Saroyan reads in its entirety: eyeye.) In absence of clutter, Paul Stephens offers the first comprehensive account of minimal writing, arguing that it is equal in complexity and power to better-known, more commercial text-based art. Minimal writing, Stephens writes, can be beguilingly simple on the surface, but can also offer iterative reading experiences on multiple levels, from the fleeting to the ponderous. “absence of clutter,” for example, the entire text of a poem by Robert Grenier, is both expressive and self-descriptive. Stephens first sets out a theoretical framework for reading and viewing minimal writing and then offers close readings of works of minimal writing by Saroyan, Grenier, Norman Pritchard, Natalie Czech, and others. He “reverse engineers” recent works by Jen Bervin, Craig Dworkin, and Christian Bök that draw on molecular biology, and explores print-on-demand books by Holly Melgard, code poetry by Nick Montfort, Twitter-based work by Allison Parrish, and the use of Instagram by Hans-Ulrich Obrist and Saroyan. Text, it seems, is becoming ever more prevalent in visual art; meanwhile, poems are getting shorter. When reading has become scanning a screen and writing tapping out a text, absence of clutter invites us to reflect on how we read, see, and pay attention.

Hello Avatar B. Coleman,2023-12-05 An examination of our many modes of online identity and how we live on the continuum between the virtual and the real. Hello Avatar! Or, {!ISay(0, Hello, Avatar!); is a tiny piece of user-friendly code that allows us to program our virtual selves. In Hello Avatar, B. Coleman examines a crucial aspect of our cultural shift from analog to digital: the continuum between online and off-, what she calls the “x-reality” that crosses between the virtual and the real. She looks at the emergence of a world that is neither virtual nor real but encompasses a multiplicity of network combinations. And she argues that it is the role of the avatar to help us express our new agency—our new power to customize our networked life. By avatar, Coleman means not just the animated figures that populate our screens but the gestalt of images, text, and multimedia that make up our online identities—in virtual worlds like Second Life and in the form of email, video chat, and other digital artifacts. Exploring such network activities as embodiment, extreme (virtual) violence, and the work in virtual reality labs, and offering sidebar interviews with designers and practitioners, she argues that what is new is real-time collaboration and copresence, the way we make connections using networked media and the cultures we have created around this. The star of this drama of expanded horizons is the networked subject—all of us who represent aspects of ourselves and our work across the mediascape.

React Material-UI Cookbook Adam Boduch,2019-03-30 Develop modern-day applications by implementing Material Design principles in React using Material-UI Key FeaturesUse React components to build intuitive UI elementsExplore a variety of styles and themes in the Material-UI framework using React componentsLearn practical React recipes and best practices for building modern web applicationsBook Description Material-UI is a component library for rendering UI elements, using modern best practices from React and Material Design. This book will show you how you can create impressive and captivating modern-day web apps by implementing Material Design considerations. The book is designed to help you use a variety of Material-UI components to enhance UI functionality, along with guiding you through React best practices, and using state, context, and other new React 16.8 features. You will start with layout and navigation, exploring the Grid component and understanding how it’s used to build layouts for your Material-UI apps. Using Material-UI components, you’ll then explore the technique of effectively presenting information. In later sections, you will also learn about the different components for user interactions such as the text input component and buttons. Finally, the book will get you up to speed with customizing the look and feel of your app, right from creating a Material-UI theme through to styling icons and text. By the end of this book, you will have developed the skills you need to improve the look and feel of your applications using Material-UI components. What you will learnBuild the overall structure and navigation for your Material-UI appPresent simple and complex information in a variety of waysDevelop interactive and intuitive controlsGroup content into sections using tabs and expansion panelsCreate a general page layout with Material-UI gridsUse lists for complex data, and cards for detailed informationWho this book is for This book is for React developers who want to implement Material Design principles in their applications. You will also find this book helpful if you are a developer who wants to build a UI using React components without having to build your own UX framework.

Human-Computer Interaction – INTERACT 2023 José Abdelnour Nocera,Marta Kristín Lárusdóttir,Helen Petrie,Antonio Piccinno,Marco Winckler,2023-09-25 The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September 2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; Motion Sickness, Stress and Risk perception in 3D Environments and Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops.

Frontend Workflow with HTML5 and SASS Alin Seba,2015-03-03 It is not that hard to explain why I've decided to write this book. The main reason is very simple: I want people to start learning writing clean, clear and smart code. On the other hand (in complement to the main reason), I also wanted to make developers aware of what they can achieve if they will think out of the box and not following rigorously some current working habits which tend to 'standardize' everything around. This book started from a very strong desire of mine after seeing everywhere a lot of 'bad' use of HTML and CSS. I say 'bad' because I do not claim what I will expose in this book is the shiniest and coolest thing around. The approach I take is somehow opinionated, but it served me very well during the last two years so I'm really into sharing this knowledge with you. And after all, the rules that you are imposing on everything you do take you to an opinionated state of mind anyway, just like discipline is something that you attain after a lot of dedicated time, perseverance and hard work. The book is for those of you who are sick and tired of working on a project that is taking a lot of time because you either start with no code base at all, you change very often new libraries and frameworks on the promise they will solve all your problems, or you simply find it difficult to wire up and organise your code in a smart and lucrative way, so you can focus on the project itself instead of worrying about your tools. You will learn the following things: - write clean code - you will learn how to write clear, semantic and concise code that will make sense to you and your co-workers - better organisation of your projects - having things sorted out in a visible manner will bring you big benefits when you're searching for something and know where to find it or when you want to move things around without breaking anything else - creating modularized and reusable components - learn to create reusable components, modify and extend them easily - code faster and smarter (improve your workflow) - the time you spend on projects is very important, so if you will develop on a good code base, your coding speed will fasten up, but not only this, you will write code in a very semantic and understandable way, not only to you, but to others too - get a grasp of web components - every day the web technologies are immersing and it seems the future of web developing will be centered around web components, so basically a web component will serve you everything you need from it, it will act as a sole unit that communicates with other components - tailor your own web framework - creating your own framework that suits your needs and can be used in the best possible way to get things done - take it to a minimum - you will also learn how to grab out only the things you need on a particular project, and not overwhelming your code base with unnecessary stuff; this way you will make your clients Internet bandwidth happy and speed up response times

Digital Icons Yasmin Ibrahim,2020-10-04 This book offers critical perspectives on the digital ‘iconic’, exploring how the notion of the iconic is re-

appropriated and re-made online, and the consequences for humanity and society. Examining cross-cultural case studies of iconic images in digital spaces, the author offers original and critical analyses, theories and perspectives on the notion of the 'iconic', and on its movement, re-appropriation and meaning making on digital platforms. A carefully curated selection of case studies illustrates topics such as phantom memory; martyrdom; denigration and pornographic recoding; digital games as simulacra; and memes as 'artification'. Situating the notion of the iconic firmly within contemporary cultures, the author takes a thematic approach to investigate the iconic as an unstable and unfinished phenomenon online as it travels through platforms temporally and spatially. The book will be an important resource for academics and students in the areas of media and communications, digital culture, cultural studies, visual communication, visual culture, journalism studies and digital humanities.

Virtual Applications Peter B. Andersen, Lars Qvortrup, 2013-03-14 3D Virtual Applications: Applications with Virtual Inhabited 3D Worlds deals with the use of virtual inhabited 3D spaces in different domains of society. (Other volumes deal with interaction, production methodology and space.) From focusing on virtual reality (a reality into which users and objects from the real world should be moved) we are increasingly focusing on augmented reality (i.e. on moving computers out into the reality of real users, objects and activities). This book deals with the use of virtual inhabited 3D spaces in both contexts. Based on the structuring of the application domains, this book looks at the use of VR and augmented reality in the following major application domains: - Production oriented applications - use of VR and augmented reality for control of complex production plants, for navigation support (ships, cars, aeroplanes) and for support of collaborative work processes - Communication support applications - virtual spaces are used for supporting communication in learning environments and for support of organisational communication. Also virtual spaces are used for supporting the navigation of people in public spaces, i.e. as maps, planning tools - Scientific applications - use of 3D models for medical research; use of dynamic models for representation of abstract concepts and ideas (data-mining applications); use of dynamic 3D models for simulating biological or social processes - Artistic and cultural applications - the construction of stages representing concepts and/or emotions

Human-Centered Software Engineering Cristian Bogdan, Kati Kuusinen, Marta Kristín Lárusdóttir, Philippe Palanque, Marco Winckler, 2018-12-31 This book constitutes the refereed post-conference proceedings of the 7th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2018, held in Sophia Antipolis, France, in September 2018. The 11 full papers and 7 short papers presented together with 5 poster and demo papers were carefully reviewed and selected from 36 submissions. The papers focus on the interdependencies between user interface properties and contribute to the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems. They are organized in the following topical sections: HCI education and training; model-based and model-driven approaches; task modeling and task-based approaches; tools and tool support; and usability evaluation and UI testing.

Everyday Virtual and Augmented Reality Adalberto Simeone, Benjamin Weyers, Svetlana Bialkova, Robert W. Lindeman, 2023-02-18 This edited book introduces readers to the area of "Everyday Virtual and Augmented Reality". With Virtual and Augmented Reality technologies, becoming more pervasive in our homes and workplaces, new use cases and scenarios emerge together with new challenges that need to be addressed. These challenges encompass the design and implementation of appropriate VR/AR applications for ordinary environments that were not built with the explicit intention of supporting VR systems. The everyday/domestic environments present a range of issues that are usually not present in the physical locations purposed for VR and AR use in academic or professional environments, such as constrained spaces, presence of obstacles, absence of instrumentation, social and organizational restrictions etc. To address the above challenges, we collect the latest work from the Virtual Reality and Augmented Reality research community, by combining the presentation of general definitions and characterization of the field, of interaction concepts and techniques, of a variety of use cases and areas. The constellation of different environment examples (from education, sport to consumer and marketing), from across the globe and platforms, provide a comprehensive discussion on scientific and engineering methods, which enable the development of VR/AR systems in everyday context.

Community Computing and Support Systems Toru Ishida, 2003-05-20 The widespread use of global networks like the Internet and mobile computing have made worldwide computing over virtual communities a reality. This is the first book devoted to community computing. It is based on the Kyoto Meeting on Social Interaction and Communityware, held in Kyoto, Japan, in June 1998. The 24 revised full papers presented together with an introduction to the emerging field were carefully selected and revised for inclusion in the book. The book is divided in parts on models and concepts, methodologies for large scale trials, sharing knowledge and preferences, supporting social interaction, and agent technologies in communities.

Holistic Mobile Game Development with Unity Penny de Byl, 2014-07-11 Holistic Mobile Game Development with Unity: An All-In-One Guide to Implementing Mechanics, Art Design and Programming for iOS and Android Games Master mobile game design and development in this all-in-one guide to creating iOS and Android games in the cutting-edge game engine, Unity. By using Penny de Byl's holistic method, you will learn about the principles of art, design, and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry. In addition, hands-on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store. Over 70 practical step-by-step exercises recreating the game mechanics of contemporary mobile games, including Angry Birds, Temple Run, Year Walk, Minecraft, Curiosity Cube, Fruit Ninja, and more. Design principles, art, and programming in unison - the one-stop shop for indie developers requiring interdisciplinary skills in their small teams. An introduction to essential two- and three-dimensional mathematics, geometry and physics concepts. A portfolio of royalty free reusable game mechanics and assets. Accompanying website, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and teaching resources. Challenge questions and lesson plans are available online for an enhanced learning experience.

Navigating Healthcare Through Challenging Times D. Hayn, G. Schreier, M. Baumgartner, 2021-05-09 Aside from the dramatic effects that the COVID-19 pandemic has had on the lives of people everywhere, it has also triggered and accelerated some important process changes in healthcare. Digital health has become ever more important, supporting test strategies and contact tracing, statistical analysis, prognostic modeling, and vaccination roll-out and documentation. Video calls have become more common, and it seems likely that all these changes will continue to influence healthcare in the longer-term. This book presents the proceedings of dHealth 2021 - the 15th annual conference on Health Informatics Meets Digital Health - held as a virtual conference on 11 & 12 May 2021. The dHealth conference is where research and application meet as equals, and the conference series has been contributing to scientific exchange and networking since 2007. The 2021 edition is the second that has been organized virtually. Each year, this event attracts 300+ participants from academia, industry, government and healthcare organizations, and provides a platform for researchers, practitioners, decision makers and vendors to discuss innovative health informatics and dHealth solutions with the aim of improving the quality and efficiency of healthcare. The 24 papers included here offer an insight into the research on digital health conducted during the COVID-19 crisis, and topics include the management of infectious diseases, telehealth services, standardization and interoperability in healthcare, nursing informatics, data analytics, predictive modeling and digital tools for rare-disease research. The book provides new healthcare insights from both science and practice, and will be of interest to all those working in healthcare.

HCI and Usability for e-Inclusion Andreas Holzinger, Klaus Miesenberger, 2009-10-26 This book constitutes the refereed proceedings of HCI and Usability for e-Inclusion, held as the 5th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2009, in Linz, Austria, in November 2009. The 12 revised full papers and 26 revised short papers presented were carefully reviewed and selected from 60 submissions. The papers are organized in topical sections on gender and cognitive performance, usefulness, usability, accessibility, emotion, confidence and elderly, usability testing, evaluation, measurement, education, learning and e-inclusion, design for adaptive content processing, grounded theory, activity theory and situated action, smart home, health and ambient assistant living, user centred design and usability practice, interaction, assistive technologies and virtual environments, communication, interfaces and haptic technology as well as new technologies and challenges for people with disabilities.

Distance Counseling and Supervision Jennifer Nivin Williamson, Daniel G. Williamson, 2020-12-15 This landmark primer in telebehavioral health addresses the functional elements of technology-assisted therapy with individuals, couples, and families. Leaders and innovators in the field contribute unique perspectives to help students and practitioners prepare for and productively engage in virtual counseling and supervision. Using reader-friendly

language, the authors discuss ethical, legal, regulatory, and practical considerations for using the right technology in secure and confidential ways to best serve clients and supervisees. Diverse case scenarios, questions for further discussion, and useful appendices enhance this rich and current resource. Requests for digital versions from ACA can be found on www.wiley.com To purchase print copies, please visit the ACA website here www.wiley.com Reproduction requests for material from books published by ACA should be directed to permissions@counseling.org

Mastering React Native Eric Masiello, Jacob Friedmann, 2017-01-11 Leverage frontend development skills to build impressive iOS and Android applications with React Native About This Book Apply flexbox to get layout and build rich animations that bring your React Native application to life Integrate third-party libraries and develop customized components that run natively on iOS and Android platforms Combine React Native with Redux, Redux middleware, and a remote API to build scalable data-driven applications Who This Book Is For This book is for anyone who wants to build cross-platform native mobile applications using only JavaScript and the React Native framework. In particular, this book is especially useful for front-end developers who want to use their current skillset to build mobile applications. An existing working knowledge of JavaScript will help you get the most out of this book. What You Will Learn Implement native React Native components and APIs Explore React's JSX syntax Manage data using Redux and Redux middleware Build applications with React Native on both iOS and Android platforms Perform animations in your applications using the animation APIs Understand routing and Navigator comparison Create your own Native module In Detail React Native has completely revolutionized mobile development by empowering JavaScript developers to build world-class mobile apps that run natively on mobile platforms. This book will show you how to apply JavaScript and other front-end skills to build cross-platform React Native applications for iOS and Android using a single codebase. This book will provide you with all the React Native building blocks necessary to become an expert. We'll give you a brief explanation of the numerous native components and APIs that come bundled with React Native including Images, Views, ListViews, WebViews, and much more. You will learn to utilize form inputs in React Native. You'll get an overview of Facebook's Flux data architecture and then apply Redux to manage data with a remote API. You will also learn to animate different parts of your application, as well as routing using React Native's navigation APIs. By the end of the book, you will be able to build cutting-edge applications using the React Native framework. Style and approach This comprehensive guide will take your React Native skills to the next level. It shows you how to develop a clear workflow to build scalable applications, and how to implement the architectural concepts covered to build applications that shine in the real world.

The Virtual World and Marketing Enes Emre Başar, Aysel Erciş, Sevtap Ünal, 2018-07-27 This collection of essays is dedicated to reviewing, exploring, and reporting state-of-the-art virtual world and marketing issues in the broadest sense. It provides a readable, non-technical publication which offers a comprehensive presentation of marketing issues, trends, data, and likely developments in the virtual world. Readers will learn about analysis of the virtual ego, services, the concept of ethics, and virtual experiential marketing, among other pressing topics.

Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management. Healthcare Applications Vincent G. Duffy, 2019-07-10 This two-volume set LNCS 11581 and 11582 constitutes the thoroughly refereed proceedings of the 10th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management, DHM 2019, which was held as part of the 21st HCI International Conference, HCII 2019, in Orlando, FL, USA, in July 2019. The total of 1275 papers and 209 posters included in the 35 HCII 2019 proceedings volumes were carefully reviewed and selected from 5029 submissions. DHM 2019 includes a total of 77 papers; they were organized in topical sections named: Part I, Human Body and Motion: Anthropometry and computer aided ergonomics; motion prediction and motion capture; work modelling and industrial applications; risk assessment and safety. Part II, Healthcare Applications: Models in healthcare; quality of life technologies; health dialogues; health games and social communities.

The Brand Gap, Revised Edition Marty Neumeier, 2005-08-04 THE BRAND GAP is the first book to present a unified theory of brand-building. Whereas most books on branding are weighted toward either a strategic or creative approach, this book shows how both ways of thinking can unite to produce a "charismatic brand"—a brand that customers feel is essential to their lives. In an entertaining two-hour read you'll learn: • the new definition of brand • the five essential disciplines of brand-building • how branding is changing the dynamics of competition • the three most powerful questions to ask about any brand • why collaboration is the key to brand-building • how design determines a customer's experience • how to test brand concepts quickly and cheaply • the importance of managing brands from the inside • 220-word brand glossary From the back cover: Not since McLuhan's THE MEDIUM IS THE MESSAGE has a book compressed so many ideas into so few pages. Using the visual language of the boardroom, Neumeier presents the first unified theory of branding—a set of five disciplines to help companies bridge the gap between brand strategy and customer experience. Those with a grasp of branding will be inspired by the new perspectives they find here, and those who would like to understand it better will suddenly "get it." This deceptively simple book offers everyone in the company access to "the most powerful business tool since the spreadsheet."

Design, User Experience, and Usability: User Experience in Novel Technological Environments Aaron Marcus, 2013-07-01 The four-volume set LNCS 8012, 8013, 8014 and 8015 constitutes the proceedings of the Second International Conference on Design, User Experience, and Usability, DUXU 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 282 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 65 papers included in this volume are organized in the following topical sections: designing for safe and secure environments; designing for smart and ambient devices; designing for virtual and augmented environments; and emotional and persuasion design.

The Handbook of Emergent Technologies in Social Research Sharlene Nagy Hesse-Biber, 2011-01-15 Emergent technologies are pushing the boundaries of how both qualitative and quantitative researchers practice their craft, and it has become clear these changes are dramatically altering research design, from the questions researchers ask and the ways they collect data, to what they even consider data. Gathering a broad range of new developments in one place, The Handbook of Emergent Technologies in Social Research offers comprehensive, up-to-date thinking on technological innovations. In addition to addressing how to effectively apply new technologies—such as the internet, mobile technologies, geospatial technologies (GPS), and the incorporation of computer-assisted software programs (CAQDAS) to qualitative, quantitative, and mixed-methods approaches to research projects—many chapters provide in-depth examples of practices within both disciplinary and interdisciplinary environments and outside the academic world in multi-media laboratories and research institutes. Not only an authoritative view of cutting-edge technologies and their applications, the Handbook examines the costs and benefits of utilizing new technologies on the research process, the potential misuse of these techniques for methods practices, and the ethical and moral dimensions of emergent technologies, especially with regard to issues of surveillance and privacy. The Handbook of Emergent Technologies in Social Research is an essential resource for research methods courses in various fields, including the social sciences, education, communications, computer science, and health services, and an indispensable guide for social researchers looking to incorporate emerging technologies into their methods and practice.

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