

# Digital

Yannis Tzitzikas, Yannis Marketakis

**Designed for Digital** Jeanne W. Ross, Cynthia M. Beath, Martin Mocker, 2021-09-21 One of Forbes's Top Ten Technology Books of the Year How to redesign 'big, old' companies for digital success—featuring a survey of 300+ business leaders and 30+ global organizations, including Amazon, Uber, LEGO, Toyota North America, Philips, and USAA. Most established companies have deployed such digital technologies as the cloud, mobile apps, the internet of things, and artificial intelligence. But few established companies are designed for digital. This book offers an essential guide for retooling organizations for digital success through 5 key building blocks: • Shared Customer Insights • Operational Backbone • Digital Platform • Accountability Framework • External Developer Platform In the digital economy, rapid pace of change in technology capabilities and customer desires means that business strategy must be fluid. As a result, business design has become a critical management responsibility. Effective business design enables a company to quickly pivot in response to new competitive threats and opportunities. Most leaders today, however, rely on organizational structure to implement strategy, unaware that structure inhibits, rather than enables, agility. In companies that are designed for digital, people, processes, data, and technology are synchronized to identify and deliver innovative customer solutions—and redefine strategy. Digital design, not strategy, is what separates winners from losers in the digital economy. Designed for Digital offers practical advice on digital transformation, with examples that include Amazon, BNY Mellon, DBS Bank, LEGO, Philips, Schneider Electric, USAA, and many other global organizations. Drawing on 5 years of research and in-depth case studies, the book is an essential guide for companies that want to disrupt rather than be disrupted in the new digital landscape.

**Being Digital** Nicholas Negroponte, 2015-01-21 In lively, mordantly witty prose, Negroponte decodes the mysteries—and debunks the hype—surrounding bandwidth, multimedia, virtual reality, and the Internet, and explains why such touted innovations as the fax and the CD-ROM are likely to go the way of the BetaMax. Succinct and readable. . . . If you suffer from digital anxiety . . . here is a book that lays it all out for you.--Newsday.

**Digital Art** Christiane Paul, 2023-04-27 Digital art, along with the technological developments of its medium, has rapidly evolved from the digital revolution into the social media era and to the postdigital and post-Internet landscape. This new, expanded edition of this invaluable overview of the medium traces the emergence of artificial intelligence, augmented and mixed realities, and Non-Fungible Tokens (NFTs), and surveys themes explored by digital artworks in the areas of activism, networks and telepresence, and ecological art and the Anthropocene. Christiane Paul considers all forms of digital art, focusing on the basic characteristics of their aesthetic language and their technological and art-historical evolution. By looking at the ways in which internet art, digital installation, software art, AR and VR have emerged as recognized artistic practices, Digital Art is an essential critical guide.

*The Business of Digital Publishing* Frania Hall, 2013-06-26 Responding to the growth of digital products and the commercial imperative to build new digital businesses, The Business of Digital Publishing offers a comprehensive introduction to the development of digital products in the book and journal industries. This textbook provides background to the main technological development that have influenced the growth of digital publishing, introducing students to the key terms and concepts that make digital publishing possible. Exploring four key publishing sectors: professional reference, academic, education and consumer, this book explains the context for the digital developments in each area and looks at the growth of new business models and the future challenges faced by each sector. It also addresses the key issues that face the industry as a whole, outlining current

debates, such as pricing and copyright, and exploring their impact on the industry through relevant case studies. The Business of Digital Publishing is an invaluable resource for any publishing student looking for a starting point from which to explore the world of digital publishing.

**Digital Storytelling** Joe Lambert, 2013 Listen deeply. Tell stories. This is the mantra of the Center for Digital Storytelling (CDS) in Berkeley California, which, since 1998 has worked with nearly 1,000 organizations around the world and trained more than 15,000 people in the art of digital storytelling. In this revised and updated edition of the CDS's popular guide to digital storytelling, co-founder Joe Lambert details the history and methods of digital storytelling practices. Using a 7 Steps approach, Lambert helps storytellers identify the fundamentals of dynamic digital storytelling--from seeing the story, assembling it, and sharing it. As in the last edition, readers of the fourth edition will also find new explorations of the applications of digital storytelling and updated appendices that provide resources for budding digital storytellers, including information about past and present CDS-affiliated projects and place-based storytelling, a narrative-based approach to understanding experience and landscape. A companion website further brings the entire storytelling process to life. Over the years, the CDS's work has transformed the way that community activists, educators, health and human services agencies, business professionals, and artists think about story, media, culture, and the power of personal voice in creating change. For those who yearn to tell multimedia stories, Digital Storytelling is the place to begin.

*Driving Digital* Isaac Sacolick, 2017-08-24 Every organization makes plans for updating products, technologies, and business processes. But that's not enough anymore for the twenty-first-century company. The race is now on for everyone to become a digital enterprise. For those individuals who have been charged with leading their company's technology-driven change, the pressure is intense while the correct path forward unclear. Help has arrived! In *Driving Digital*, author Isaac Sacolick shares the lessons he's learned over the years as he has successfully spearheaded multiple transformations and helped shape digital-business best practices. Readers no longer have to blindly trek through the mine field of their company's digital transformation. In this thoroughly researched one-stop manual, learn how to: • Formulate a digital strategy • Transform business and IT practices • Align development and operations • Drive culture change • Bolster digital talent • Capture and track ROI • Develop innovative digital practices • Pilot emerging technologies • And more! Your company cannot avoid the digital disruption heading its way. The choice is yours: Will this mean the beginning of the end for your business, or will your digital practices be what catapults you into next-level success?

**How and Why to Read and Create Children's Digital Books** Natalia Kucirkova, 2018-12-03 *How and Why to Read and Create Children's Digital Books* outlines effective ways of using digital books in early years and primary classrooms, and specifies the educational potential of using digital books and apps in physical spaces and virtual communities. With a particular focus on apps and personalised reading, Natalia Kucirkova combines theory and practice to argue that personalised reading is only truly personalised when it is created or co-created by reading communities. Divided into two parts, Part I suggests criteria to evaluate the educational quality of digital books and practical strategies for their use in the classroom. Specific attention is paid to the ways in which digital books can support individual children's strengths and difficulties, digital literacies, language and communication skills. Part II explores digital books created by children, their caregivers, teachers and librarians, and Kucirkova also offers insights into how smart toys, tangibles and augmented/virtual reality tools can enrich children's reading for pleasure. *How and Why to Read and Create Children's Digital Books* is of interest to an international readership ranging from trainee or established teachers to MA level students and researchers, as

well as designers, librarians and publishers. All are inspired to approach children's reading on and with screens with an agentic perspective of creating and sharing. Praise for *How and Why to Read and Create Children's Digital Books* 'This is an exciting and innovative book – not least because it is freely available to read online but because its origins are in primary practice. The author is an accomplished storyteller, and whether you know, as yet, little about the value of digital literacy in the storymaking process, or you are an accomplished digital player, this book is full of evidence-informed ideas, explanations and inspiration.' Liz Chamberlain, Open University 'At a time when children's reading is increasingly on-screen, many teachers, parents and carers are seeking practical, straightforward guidance on how to support children's engagement with digital books. This volume, written by the leading expert on personalised e-books, is packed with app reviews, suggestions and insights from recent international research, all underpinned by careful analysis of digital book features and recognition of reading as a social and cultural practice. Providing accessible guidance on finding, choosing, sharing and creating digital books, it will be welcomed by those excited by the possibilities of enthusing children about reading in the digital age.' Cathy Burnett, Professor of Literacy and Education, Sheffield Hallam University

Digital Oil Eric Monteiro, 2022-11-08 How is digitalization of the offshore oil industry fundamentally changing how we understand work and ways of knowing? Digitalization sits at the forefront of public and academic conversation today, calling into question how we work and how we know. In *Digital Oil*, Eric Monteiro uses the Norwegian offshore oil and gas industry as a lens to investigate the effects of digitalization on embodied labor, and in doing so shows how our use of new digital technology transforms work and knowing. For years, roughnecks have performed the dangerous and unwieldy work of extracting the oil that lies three miles below the seabed along the Norwegian Continental Shelf. Today, the Norwegian oil industry is largely digital, operated by sensors and driven by data. Digital representations of physical processes inform work practices and decision-making with remotely operated, unmanned deep-sea facilities. Drawing on two decades of in-depth interviews, observations, news clips, and studies of this industry, Eric Monteiro dismantles the divide between the virtual and the physical in *Digital Oil*. What is gained or lost when objects and processes become algorithmic phenomena with the digital inferred from the physical? How can data-driven work practices and operational decision-making approximate qualitative interpretation, professional judgement, and evaluation? How are emergent digital platforms and infrastructures, as machineries of knowing, enabling digitalization? In answering these questions Monteiro offers a novel analysis of digitalization as an effort to press the limits of quantification of the qualitative.

**Digital Literacy For Dummies** Faithe Wempen, 2014-10-07 Develop and implement essential computer technology—with confidence Do you want to develop an understanding of technology to enhance your education, career, or personal life, but feel inhibited by your digital literacy? Fear not! Written in plain English and absent of undecipherable high-tech jargon, *Digital Literacy For Dummies* makes it easy to get a grip on computer basics, the Internet, the Cloud, browsing the web, productivity programs and applications for school and the workplace, computer security and privacy, the latest in digital lifestyle topics, and so much more. Walks you through the basics of developing essential computer technology skills Shows you how to gain the digital literacy skills required to succeed in education, at home, and in the workforce Explains how the use of smartphones and digital cameras contribute to digital literacy With the introduction of 3G and 4G services in emerging countries like India, worldwide Internet usage is increasing exponentially. With this technological growth comes an opportunity for people of all ages and from all walks of life to learn new skills to keep them ahead of the curve. Packed with easy-to-

follow explanations and seasoned with a bit of humor and fun, Digital Literacy For Dummies makes it easy and accessible for anyone to harness the power of technology to remain relevant in school or at work.

**Digital Body Language** Steven Woods, 2009 Woods helps B2B marketing professionals understand the new dynamics of marketing complex products and services. He walks through the new tools available to buyers, and explains how to read digital body language and respond most effectively.

**The American Literature Scholar in the Digital Age** Amy E. Earhart, Andrew Jewell, 2010-12-29 By casting the collection explicitly as an outreach to the larger community of Americanists---not primarily those who self-identify as 'digital scholars'---Earhart and Jewell have made an important choice, and one that will likely make this a landmark publication. ---Andrew Stauffer, University of Virginia The American Literature Scholar in the Digital Age, which features a wide range of practitioner-scholars, is the first of its kind: a gathering of people who are expert in American literary studies and in digital technologies, scholars uniquely able to draw from experience with building digital resources and to provide theoretical commentary on how the transformation to new technologies alters the way we think about and articulate scholarship in American literature. The volume collects articles from those who are involved in tool development, usability testing, editing and textual scholarship, digital librarianship, and issues of race and ethnicity in digital humanities, while also situating digital humanities work within the larger literary discipline. In addition, the volume examines the traditional structures of the fields, including tenure and promotion criteria, modes of scholarly production, the skill sets required for scholarship, and the training of new scholars. The American Literature Scholar in the Digital Age will attract practitioners of digital humanities in multiple fields, Americanists who utilize digital materials, and those who are intellectually curious about the new movement and materials. Amy E. Earhart is Assistant Professor in the Department of English at Texas A&M University. Andrew Jewell is Associate Professor of Digital Projects, University Libraries, at the University of Nebraska-Lincoln. Cover art: Book background ©iStockphoto.com/natashika digitalculturebooks is an imprint of the University of Michigan Press and the Scholarly Publishing Office of the University of Michigan Library dedicated to publishing innovative and accessible work exploring new media and their impact on society, culture, and scholarly communication. Visit the website at [www.digitalculture.org](http://www.digitalculture.org).

**The Digital Photography Book** Scott Kelby, 2013 Furnishes an overview of digital photography, covering such topics as cameras, exposure, lighting, shutter speed, depth of field, and resolution--and tips on how to avoid hours of photo-editing by taking great photographs the first time.

**LC21** National Research Council, Commission on Physical Sciences, Mathematics, and Applications, Computer Science and Telecommunications Board, Committee on an Information Technology Strategy for the Library of Congress, 2001-02-23 Digital information and networks challenge the core practices of libraries, archives, and all organizations with intensive information management needs in many respectsâ€not only in terms of accommodating digital information and technology, but also through the need to develop new economic and organizational models for managing information. LC21: A Digital Strategy for the Library of Congress discusses these challenges and provides recommendations for moving forward at the Library of Congress, the world's largest library. Topics covered in LC21 include digital collections, digital preservation, digital cataloging (metadata), strategic planning, human resources, and general management and budgetary issues. The book identifies and elaborates upon a clear theme for the Library of Congress that is applicable more generally: the digital age calls for much more collaboration and cooperation than in the past. LC21 demonstrates that information-intensive organizations will have to change in fundamental ways to survive and prosper in the digital age.

DK Essential Managers: The Digital Revolution DK,2009-10-19 Like it or not, the digital revolution has swept the business world and, no matter how good you are at your job, if you don't have the technical tools to keep up you'll be left behind. Luckily, The Digital Media Revolution is here to get you up to speed and get the jump on the competition.

**Managing Digital Cultural Objects** Allen Foster,Pauline Rafferty,2016-07-15 This book explores the analysis and interpretation, discovery and retrieval of a variety of non-textual objects, including image, music and moving image. Bringing together chapters written by leading experts in the field, this book provides an overview of the theoretical and academic aspects of digital cultural documentation and considers both technical and strategic issues relating to cultural heritage projects, digital asset management and sustainability. Managing Digital Cultural Objects: Analysis, discovery and retrieval draws from disciplines including information retrieval, library and information science (LIS), digital preservation, digital humanities, cultural theory, digital media studies and art history. It's argued that this multidisciplinary and interdisciplinary approach is both necessary and useful in the age of the ubiquitous and mobile Web. Key topics covered include: • Managing, searching and finding digital cultural objects • Data modelling for analysis, discovery and retrieval • Social media data as a historical source • Visual digital humanities • Digital preservation of audio content • Searching and creating affinities in web music collections • Film retrieval on the web. Readership: The book will provide inspiration for students seeking to develop creative and innovative research projects at Masters and PhD levels and will be essential reading for those studying digital cultural object management as well as practitioners in the field.

**Handbook of Writing, Literacies, and Education in Digital Cultures** Kathy A. Mills,Amy Stornaiuolo,Anna Smith,Jessica Zacher Pandya,2017-08-15 At the forefront of current digital literacy studies in education, this handbook uniquely systematizes emerging interdisciplinary themes, new knowledge, and insightful theoretical contributions to the field. Written by well-known scholars from around the world, it closely attends to the digitalization of writing and literacies that is transforming daily life and education. The chapter topics—identified through academic conference networks, rigorous analysis, and database searches of trending themes—are organized thematically in five sections: Digital Futures Digital Diversity Digital Lives Digital Spaces Digital Ethics This is an essential guide to digital writing and literacies research, with transformational ideas for educational and professional practice. It will enable new and established researchers to position their studies within highly relevant directions in the field and to generate new themes of inquiry.

*Digital Book Design and Publishing* Douglas Holleley,2000

The Rise of Digital Repression Steven Feldstein,2021 A Carnegie Endowment for International Peace Book -- dust jacket.

Digital Stock Photography Michal Heron,2010-06-29 Digital Stock Photography equips photographers with everything they need to know to create digital stock photos that sell in today's marketplace. From organizing a shoot to raking in the profits as the pictures sell and sell and sell again, all the steps are here: Capturing digital images, working with scans, digital delivery of images, evaluating equipment, organizing digital files, building an archive, and more. Thirty assignments, designed to reflect the latest trends in photography, provide readers with a blueprint for building a stock collection. Special sections explain how to market, negotiate and quote prices, and manage a business, plus obtaining model releases and protecting copyright. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography,

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**Cinderella's Stick** Yannis Tzitzikas, Yannis Marketakis, 2018-11-29 This book explains the main problems related to digital preservation using examples based on a modern version of the well-known Cinderella fairy tale. Digital preservation is the endeavor to protect digital material against loss, corruption, hardware/software technology changes, and changes in the knowledge of the community. The structure of the book is modular, with each chapter consisting of two parts: the episode and the technical background. The episodes narrate the story in chronological order, exactly as in a fairy tale. In addition to the story itself, each episode is related to one or more digital preservation problems, which are discussed in the technical background section of the chapter. To reveal a more general and abstract formulation of these problems, the notion of pattern is used. Each pattern has a name, a summary of the problem, a narrative describing an attempt to solve the problem, an explanation of what could have been done to avoid or alleviate this problem, some lessons learned, and lastly, links to related patterns discussed in other chapters. The book is intended for anyone wanting to understand the problems related to digital preservation, even if they lack the technical background. It explains the technical details at an introductory level, provides references to the main approaches (or solutions) currently available for tackling related problems, and is rounded out by questions and exercises appropriate for computer engineers and scientists. In addition, the book's website, maintained by the authors, presents the contents of Cinderella's "real USB stick," and includes links to various tools and updates.

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