

Programming Interactivity A Designers Guide To Processing Arduino And Openframeworks

RIGHT HERE, WE HAVE COUNTLESS BOOKS **PROGRAMMING INTERACTIVITY A DESIGNERS GUIDE TO PROCESSING ARDUINO AND OPENFRAMEWORKS** AND COLLECTIONS TO CHECK OUT. WE ADDITIONALLY PROVIDE VARIANT TYPES AND THEN TYPE OF THE BOOKS TO BROWSE. THE STANDARD BOOK, FICTION, HISTORY, NOVEL, SCIENTIFIC RESEARCH, AS SKILLFULLY AS VARIOUS ADDITIONAL SORTS OF BOOKS ARE READILY AFFABLE HERE.

AS THIS PROGRAMMING INTERACTIVITY A DESIGNERS GUIDE TO PROCESSING ARDUINO AND OPENFRAMEWORKS , IT ENDS IN THE WORKS BRUTE ONE OF THE FAVORED BOOK PROGRAMMING INTERACTIVITY A DESIGNERS GUIDE TO PROCESSING ARDUINO AND OPENFRAMEWORKS COLLECTIONS THAT WE HAVE. THIS IS WHY YOU REMAIN IN THE BEST WEBSITE TO LOOK THE UNBELIEVABLE BOOK TO HAVE.

FIELD GUIDE FOR DESIGNING HUMAN INTERACTION WITH INTELLIGENT SYSTEMS - CARROLL G. THRONESBERY 1998

THE CHARACTERISTICS OF THIS FIELD GUIDE APPROACH ADDRESS THE PROBLEMS OF DESIGNING INNOVATIVE SOFTWARE TO SUPPORT USER TASKS. THE REQUIREMENTS FOR NOVEL SOFTWARE ARE DIFFICULT TO SPECIFY A PRIORI, BECAUSE THERE IS NOT SUFFICIENT UNDERSTANDING OF HOW THE USERS' TASKS SHOULD BE SUPPORTED, AND THERE ARE NOT OBVIOUS PRE-EXISTING DESIGN SOLUTIONS. WHEN THE DESIGN TEAM IS IN UNFAMILIAR TERRITORY, CARE MUST BE TAKEN TO AVOID RUSHING INTO DETAILED DESIGN, REQUIREMENTS SPECIFICATION, OR IMPLEMENTATION OF THE WRONG PRODUCT. THE CHALLENGE IS TO GET THE RIGHT DESIGN AND REQUIREMENTS IN AN EFFICIENT, COST-EFFECTIVE MANNER. THIS DOCUMENT'S PURPOSE IS TO DESCRIBE THE METHODS WE ARE USING TO DESIGN HUMAN INTERACTIONS WITH INTELLIGENT SYSTEMS WHICH SUPPORT SPACE SHUTTLE FLIGHT CONTROLLERS IN THE MISSION CONTROL CENTER AT NASA/JOHNSON SPACE CENTER. ALTHOUGH THESE SOFTWARE SYSTEMS USUALLY HAVE SOME INTELLIGENT FEATURES, THE DESIGN CHALLENGES ARISE PRIMARILY FROM THE INNOVATION NEEDED IN THE SOFTWARE DESIGN. WHILE THESE METHODS ARE TAILORED TO OUR SPECIFIC CONTEXT, THEY SHOULD BE EXTENSIBLE, AND HELPFUL TO DESIGNERS OF HUMAN INTERACTION WITH OTHER TYPES OF AUTOMATED SYSTEMS. WE REVIEW THE UNIQUE FEATURES OF THIS CONTEXT SO THAT YOU CAN DETERMINE HOW TO APPLY THESE METHODS TO YOUR PROJECT. THROUGHOUT THIS FIELD GUIDE, GOALS OF THE DESIGN METHODS ARE DISCUSSED. THIS SHOULD HELP DESIGNERS UNDERSTAND HOW A SPECIFIC METHOD MIGHT NEED TO BE ADAPTED TO THE PROJECT AT HAND.

THE MIT GUIDE TO TEACHING WEB SITE DESIGN - EDWARD BARRETT 2001

THE BOOK COVERS ALL ASPECTS OF TEACHING WEB DESIGN, FROM OPTIMAL CLASS SIZE AND

CLASSROOM CONFIGURATION TO PEER REVIEW OF COMPLETED PROJECTS. IT USES MANY EXAMPLES FROM THE WEB DESIGN COURSE TAUGHT BY THE AUTHORS AT MIT.

ENTERTAINMENT COMPUTING - ICEC 2012 - MARC HERRLICH 2012-08-30

THIS BOOK CONSTITUTES THE REFEREED PROCEEDINGS OF THE 11TH INTERNATIONAL CONFERENCE ON ENTERTAINMENT COMPUTING, ICEC 2012, HELD IN BREMEN, GERMANY, IN SEPTEMBER 2012. THE 21 FULL PAPERS, 13 SHORT PAPERS, 16 POSTERS, 8 DEMOS, 4 WORKSHOPS, 1 TUTORIAL AND 3 DOCTORAL CONSORTIUM SUBMISSIONS PRESENTED WERE CAREFULLY REVIEWED AND SELECTED FROM 115 SUBMISSIONS. THE PAPERS ARE ORGANIZED IN TOPICAL SECTIONS ON STORY TELLING; SERIOUS GAMES (LEARNING AND TRAINING); SELF AND IDENTITY, INTERACTIVE PERFORMANCE; MIXED REALITY AND 3D WORLDS; SERIOUS GAMES (HEALTH AND SOCIAL); PLAYER EXPERIENCE; TOOLS AND METHODS; USER INTERFACE; DEMONSTRATIONS; INDUSTRY DEMONSTRATION; HARNESSING COLLECTIVE INTELLIGENCE WITH GAMES; GAME DEVELOPMENT AND MODEL-DRIVEN SOFTWARE DEVELOPMENT; MOBILE GAMING, MOBILE LIFE - INTERWEAVING THE VIRTUAL AND THE REAL; EXPLORING THE CHALLENGES OF ETHICS, PRIVACY AND TRUST IN SERIOUS GAMING; OPEN SOURCE SOFTWARE FOR ENTERTAINMENT.

BUSINESS PROCESS MANAGEMENT DESIGN GUIDE: USING IBM BUSINESS PROCESS MANAGER - DR. ALI ARSANJANI 2015-04-27

IBM® BUSINESS PROCESS MANAGER (IBM BPM) IS A COMPREHENSIVE BUSINESS PROCESS MANAGEMENT (BPM) SUITE THAT PROVIDES VISIBILITY AND MANAGEMENT OF YOUR BUSINESS PROCESSES. IBM BPM SUPPORTS THE WHOLE BPM LIFECYCLE APPROACH: DISCOVER AND DOCUMENT PLAN IMPLEMENT DEPLOY MANAGE OPTIMIZE PROCESS OWNERS AND BUSINESS OWNERS CAN USE THIS SOLUTION TO ENGAGE DIRECTLY IN THE IMPROVEMENT OF THEIR BUSINESS PROCESSES. IBM BPM EXCELS IN INTEGRATING ROLE-BASED PROCESS DESIGN, AND

PROVIDES A SOCIAL BPM EXPERIENCE. IT ENABLES ASSET SHARING AND CREATING VERSIONS THROUGH ITS PROCESS CENTER. THE PROCESS CENTER ACTS AS A UNIFIED REPOSITORY, MAKING IT POSSIBLE TO MANAGE CHANGES TO THE BUSINESS PROCESSES WITH CONFIDENCE. IBM BPM SUPPORTS A WIDE RANGE OF STANDARDS FOR PROCESS MODELING AND EXCHANGE. BUILT-IN ANALYTICS AND SEARCH CAPABILITIES HELP TO FURTHER IMPROVE AND OPTIMIZE THE BUSINESS PROCESSES. THIS IBM REDBOOKS® PUBLICATION PROVIDES VALUABLE INFORMATION FOR PROJECT TEAMS AND BUSINESS PEOPLE THAT ARE INVOLVED IN PROJECTS USING IBM BPM. IT DESCRIBES THE IMPORTANT DESIGN DECISIONS THAT YOU FACE AS A TEAM. THESE DECISIONS INVARIABLY HAVE AN EFFECT ON THE SUCCESS OF YOUR PROJECT. THESE DECISIONS RANGE FROM THE MORE BUSINESS-CENTRIC DECISIONS, SUCH AS WHICH SHOULD BE YOUR FIRST PROCESS, TO THE MORE TECHNICAL DECISIONS, SUCH AS SOLUTION ANALYSIS AND ARCHITECTURAL CONSIDERATIONS.

PROGRAMMING INTERACTIVITY - JOSHUA NOBLE 2012-01-12

READY TO CREATE RICH INTERACTIVE EXPERIENCES WITH YOUR ARTWORK, DESIGNS, OR PROTOTYPES? THIS IS THE IDEAL PLACE TO START. WITH THIS HANDS-ON GUIDE, YOU'LL EXPLORE SEVERAL THEMES IN INTERACTIVE ART AND DESIGN—INCLUDING 3D GRAPHICS, SOUND, PHYSICAL INTERACTION, COMPUTER VISION, AND GEOLOCATION—AND LEARN THE BASIC PROGRAMMING AND ELECTRONICS CONCEPTS YOU NEED TO IMPLEMENT THEM. NO PREVIOUS EXPERIENCE IS NECESSARY. YOU'LL GET A COMPLETE INTRODUCTION TO THREE FREE TOOLS CREATED SPECIFICALLY FOR ARTISTS AND DESIGNERS: THE PROCESSING PROGRAMMING LANGUAGE, THE ARDUINO MICROCONTROLLER, AND THE OPENFRAMEWORKS TOOLKIT. YOU'LL ALSO FIND WORKING CODE SAMPLES YOU CAN USE RIGHT AWAY, ALONG WITH THE BACKGROUND AND TECHNICAL INFORMATION YOU NEED TO DESIGN, PROGRAM, AND BUILD YOUR OWN PROJECTS. LEARN CUTTING-EDGE TECHNIQUES FOR INTERACTION DESIGN FROM LEADING ARTISTS AND DESIGNERS LET USERS PROVIDE INPUT THROUGH BUTTONS, DIALS, AND OTHER PHYSICAL CONTROLS PRODUCE GRAPHICS AND ANIMATION, INCLUDING 3D IMAGES WITH OPENGL USE SOUNDS TO INTERACT WITH USERS BY PROVIDING FEEDBACK, INPUT, OR AN ELEMENT THEY CAN CONTROL WORK WITH MOTORS, SERVOS, AND APPLIANCES TO PROVIDE PHYSICAL FEEDBACK TURN A USER'S GESTURES AND MOVEMENTS INTO MEANINGFUL INPUT, USING OPEN CV

ENCYCLOPEDIA OF VIDEO GAMES: M-Z - MARK J. P. WOLF 2012

THIS TWO-VOLUME ENCYCLOPEDIA ADDRESSES THE KEY PEOPLE, COMPANIES, REGIONS, GAMES, SYSTEMS, INSTITUTIONS, TECHNOLOGIES, AND THEORETICAL CONCEPTS IN THE WORLD OF VIDEO GAMES, SERVING AS A UNIQUE RESOURCE FOR STUDENTS. THE WORK COMPRISES OVER 300 ENTRIES FROM 97 CONTRIBUTORS, INCLUDING RALPH BAER AND NOLAN BUSHNELL, FOUNDERS OF THE VIDEO GAME INDUSTRY AND SOME OF ITS EARLIEST GAMES AND SYSTEMS. CONTRIBUTING AUTHORS ALSO INCLUDE FOUNDERS OF INSTITUTIONS, ACADEMICS WITH DOCTORAL DEGREES IN RELEVANT FIELDS, AND EXPERTS IN THE FIELD OF VIDEO GAMES.

VISUALIZING DATA - BEN FRY 2008

PROVIDES INFORMATION ON THE METHODS OF VISUALIZING DATA ON THE WEB, ALONG WITH EXAMPLE PROJECTS AND CODE.

FOUNDATIONS IN SOUND DESIGN FOR EMBEDDED MEDIA - MICHAEL FILIMOWICZ 2019-06-25

THIS VOLUME PROVIDES A COMPREHENSIVE INTRODUCTION TO FOUNDATIONAL TOPICS IN SOUND DESIGN FOR EMBEDDED MEDIA, SUCH AS PHYSICAL COMPUTING; INTERACTION DESIGN; AUDITORY DISPLAYS AND DATA SONIFICATION; SPEECH SYNTHESIS; WEARABLES; SMART OBJECTS AND INSTRUMENTS; USER EXPERIENCE; TOYS AND PLAYFUL TANGIBLE OBJECTS; AND THE NEW SENSIBILITIES ENTAILED IN EXPANDING THE CONCEPT OF SOUND DESIGN TO ENCOMPASS THE TOTALITY OF OUR SURROUNDINGS. THE READER WILL GAIN A BROAD UNDERSTANDING OF THE KEY CONCEPTS AND PRACTICES THAT DEFINE SOUND DESIGN FOR ITS USE IN COMPUTATIONAL PRODUCTS AND DESIGN. THE CHAPTERS ARE WRITTEN BY INTERNATIONAL AUTHORS FROM DIVERSE BACKGROUNDS WHO PROVIDE MULTIDISCIPLINARY PERSPECTIVES ON SOUND IN ITS MANY EMBEDDED FORMS. THE VOLUME IS DESIGNED AS A TEXTBOOK FOR STUDENTS AND TEACHERS, AS A HANDBOOK FOR RESEARCHERS IN SOUND, PROGRAMMING AND DESIGN, AND AS A SURVEY OF KEY TRENDS AND IDEAS FOR PRACTITIONERS INTERESTED IN EXPLORING THE BOUNDARIES OF THEIR PROFESSION.

RULES OF PLAY - KATIE SALEN TEKINBAS 2003-09-25

AN IMPASSIONED LOOK AT GAMES AND GAME DESIGN THAT OFFERS THE MOST AMBITIOUS FRAMEWORK FOR UNDERSTANDING THEM TO DATE. AS POP CULTURE, GAMES ARE AS IMPORTANT AS FILM OR TELEVISION—BUT GAME DESIGN HAS YET TO DEVELOP A THEORETICAL FRAMEWORK OR CRITICAL VOCABULARY. IN RULES OF PLAY KATIE SALEN AND ERIC ZIMMERMAN PRESENT A MUCH-NEEDED PRIMER FOR THIS EMERGING FIELD. THEY OFFER A UNIFIED MODEL FOR LOOKING AT ALL KINDS OF GAMES, FROM BOARD GAMES AND SPORTS TO COMPUTER AND VIDEO GAMES. AS ACTIVE PARTICIPANTS IN GAME CULTURE, THE AUTHORS HAVE WRITTEN RULES OF PLAY AS A CATALYST FOR INNOVATION, FILLED WITH NEW CONCEPTS, STRATEGIES, AND METHODOLOGIES FOR CREATING AND UNDERSTANDING GAMES. BUILDING AN AESTHETICS OF INTERACTIVE SYSTEMS, SALEN AND ZIMMERMAN DEFINE CORE CONCEPTS LIKE "PLAY," "DESIGN," AND "INTERACTIVITY." THEY LOOK AT GAMES THROUGH A SERIES OF EIGHTEEN "GAME DESIGN SCHEMAS," OR CONCEPTUAL FRAMEWORKS, INCLUDING GAMES AS SYSTEMS OF EMERGENCE AND INFORMATION, AS CONTEXTS FOR SOCIAL PLAY, AS A STORYTELLING MEDIUM, AND AS SITES OF CULTURAL RESISTANCE. WRITTEN FOR GAME SCHOLARS, GAME DEVELOPERS, AND INTERACTIVE DESIGNERS, RULES OF PLAY IS A TEXTBOOK, REFERENCE BOOK, AND THEORETICAL GUIDE. IT IS THE FIRST COMPREHENSIVE ATTEMPT TO ESTABLISH A SOLID THEORETICAL FRAMEWORK FOR THE EMERGING DISCIPLINE OF GAME DESIGN.

READINGS IN HUMAN-COMPUTER INTERACTION - RONALD M. BAECKER 2014-06-28

THE EFFECTIVENESS OF THE USER-COMPUTER INTERFACE HAS BECOME INCREASINGLY IMPORTANT AS COMPUTER SYSTEMS HAVE BECOME USEFUL TOOLS FOR PERSONS NOT TRAINED IN COMPUTER SCIENCE. IN FACT, THE INTERFACE IS OFTEN THE MOST IMPORTANT FACTOR IN THE SUCCESS OR FAILURE OF ANY COMPUTER SYSTEM. DEALING WITH THE

NUMEROUS SUBTLY INTERRELATED ISSUES AND TECHNICAL, BEHAVIORAL, AND AESTHETIC CONSIDERATIONS CONSUMES A LARGE AND INCREASING SHARE OF DEVELOPMENT TIME AND A CORRESPONDING PERCENTAGE OF THE TOTAL CODE FOR ANY GIVEN APPLICATION. A REVISION OF ONE OF THE MOST SUCCESSFUL BOOKS ON HUMAN-COMPUTER INTERACTION, THIS COMPILATION GIVES STUDENTS, RESEARCHERS, AND PRACTITIONERS AN OVERVIEW OF THE SIGNIFICANT CONCEPTS AND RESULTS IN THE FIELD AND A COMPREHENSIVE GUIDE TO THE RESEARCH LITERATURE. LIKE THE FIRST EDITION, THIS BOOK COMBINES REPRINTS OF KEY RESEARCH PAPERS AND CASE STUDIES WITH SYNTHESIZING SURVEY MATERIAL AND ANALYSIS BY THE EDITORS. IT IS SIGNIFICANTLY REORGANIZED, UPDATED, AND ENHANCED; OVER 90% OF THE PAPERS ARE NEW. AN INVALUABLE RESOURCE FOR SYSTEMS DESIGNERS, COGNITIVE SCIENTISTS, COMPUTER SCIENTISTS, MANAGERS, AND ANYONE CONCERNED WITH THE EFFECTIVENESS OF USER-COMPUTER INTERFACES, IT IS ALSO DESIGNED FOR USE AS A PRIMARY OR SUPPLEMENTARY TEXT FOR GRADUATE AND ADVANCED UNDERGRADUATE COURSES IN HUMAN-COMPUTER INTERACTION AND INTERFACE DESIGN. HUMAN COMPUTER INTERACTION-- HISTORICAL, INTELLECTUAL, AND SOCIAL DEVELOPING INTERACTIVE SYSTEMS, INCLUDING DESIGN, EVALUATION METHODS, AND DEVELOPMENT TOOLS THE INTERACTION EXPERIENCE, THROUGH A VARIETY OF SENSORY MODALITIES INCLUDING VISION, TOUCH, GESTURE, AUDITION, SPEECH, AND LANGUAGE THEORIES OF INFORMATION PROCESSING AND ISSUES OF HUMAN-COMPUTER FIT AND ADAPTATION

INNOVATION IN MUSIC - RUSS HEPWORTH-SAWYER 2019-06-25

INNOVATION IN MUSIC: PERFORMANCE, PRODUCTION, TECHNOLOGY AND BUSINESS IS AN EXCITING COLLECTION COMPRISING OF CUTTING-EDGE ARTICLES ON A RANGE OF TOPICS, PRESENTED UNDER THE MAIN THEMES OF ARTISTRY, TECHNOLOGY, PRODUCTION AND INDUSTRY. EACH CHAPTER IS WRITTEN BY A LEADER IN THE FIELD AND CONTAINS INSIGHTS AND DISCOVERIES NOT YET SHARED. INNOVATION IN MUSIC COVERS NEW DEVELOPMENTS IN STANDARD PRACTICE OF SOUND DESIGN, ENGINEERING AND ACOUSTICS. IT ALSO REACHES INTO AREAS OF INNOVATION, BOTH IN TECHNOLOGY AND BUSINESS PRACTICE, EVEN INTO CROSS-DISCIPLINE AREAS. THIS BOOK IS THE PERFECT COMPANION FOR PROFESSIONALS AND RESEARCHERS ALIKE WITH AN INTEREST IN THE MUSIC INDUSTRY. CHAPTER 31 OF THIS BOOK IS FREELY AVAILABLE AS A DOWNLOADABLE OPEN ACCESS PDF UNDER A CREATIVE COMMONS ATTRIBUTION-NON COMMERCIAL-NO DERIVATIVES 4.0 LICENSE.

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PUBLIC SPACE AND RELATIONAL PERSPECTIVES - CHIARA TORNAGHI 2014-12-05

TRADITIONAL APPROACHES TO UNDERSTAND SPACE TEND TO VIEW PUBLIC SPACE MAINLY AS A SHELL OR CONTAINER, FOCUSING ON ITS MORPHOLOGICAL STRUCTURES AND FUNCTIONAL USES. THAT WAY, ITS EVER-CHANGING MEANINGS, CONTESTED OR CHALLENGED USES HAVE BEEN LARGELY IGNORED, AS WELL AS THE CONTEXTUAL AND ON-GOING DYNAMICS BETWEEN SOCIAL ACTORS, THEIR CULTURES, AND STRUGGLES. THE KEY ROLE OF SPACE IN ENABLING SPATIAL OPPORTUNITIES FOR SOCIAL ACTION, THE FLUIDITY OF ITS SOCIAL MEANING AND THE

CHANGING DEGREE OF "PUBLICNESS" OF A SPACE REMAIN UNEXPLORED FIELDS OF ACADEMIC INQUIRY AND PROFESSIONAL PRACTICE. PUBLIC SPACE AND RELATIONAL PERSPECTIVES OFFERS A DIFFERENT UNDERSTANDING OF PUBLIC SPACES IN THE CITY. THE AIM OF THE BOOK IS TO (RE)INTRODUCE THE LIVED EXPERIENCES IN PUBLIC LIFE INTO THE TEACHING CURRICULA OF THOSE ACADEMIC DISCIPLINES WHICH DEAL WITH PUBLIC SPACE AND THE BUILT ENVIRONMENT, SUCH AS ARCHITECTURE, PLANNING AND URBAN DESIGN, AS WELL AS THE SOCIAL SCIENCES. THE BOOK PRESENTS CONCEPTUAL, PRACTICAL AND RESEARCH CHALLENGES AND BRINGS TOGETHER FINDINGS FROM ACTIVISTS, PRACTITIONERS AND THEORISTS. THE EDITORS PROVIDE EIGHT EDUCATIONAL CHALLENGES THAT EDUCATORS CAN ENDORSE WHEN TRAINING FUTURE PRACTITIONERS AND RESEARCHERS TO ACCEPT AND TO ENGAGE WITH THE SOCIAL RELATIONS THAT UNFOLD IN AND THROUGH PUBLIC SPACE. COVER IMAGE: KARO*

DISABILITY INFORMATICS AND WEB ACCESSIBILITY FOR MOTOR LIMITATIONS - KOUROUPETROGLOU, GEORGIOS 2013-08-31

AS TECHNOLOGY BECOMES AN INCREASINGLY VITAL ASPECT OF MODERN SOCIAL INTERACTION, THE FIELD OF DISABILITY INFORMATICS AND WEB ACCESSIBILITY HAS MADE SIGNIFICANT PROGRESS IN CONSOLIDATING THEORETICAL APPROACHES AND EXPLORING NEW APPLICATION DOMAINS FOR THOSE WITH MOTOR AND COGNITIVE DISABILITIES. DISABILITY INFORMATICS AND WEB ACCESSIBILITY FOR MOTOR LIMITATIONS EXPLORES THE PRINCIPLES, METHODS, AND ADVANCED TECHNOLOGICAL SOLUTIONS IN THE USE OF ASSISTIVE TECHNOLOGIES TO ENABLE USERS WITH MOTOR LIMITATIONS. THIS BOOK IS ESSENTIAL FOR ACADEMIA, INDUSTRY, AND VARIOUS PROFESSIONALS IN FIELDS SUCH AS WEB APPLICATION DESIGNERS, REHABILITATION SCIENTISTS, ERGONOMISTS, AND TEACHERS IN INCLUSIVE AND SPECIAL EDUCATION. THIS PUBLICATION IS INTEGRATED WITH ITS PAIR BOOK ASSISTIVE TECHNOLOGIES AND COMPUTER ACCESS FOR MOTOR DISABILITIES.

PROGRAMMING INTERACTIVITY - JOSHUA NOBLE 2012-01-23

LOOKS AT THE TECHNIQUES OF INTERACTIVE DESIGN, COVERING SUCH TOPICS AS 2D AND 3D GRAPHICS, SOUND, COMPUTER VISION, AND GEOLOCATION.

GENERATIVE ART - MATT PEARSON 2011-06-29

SUMMARY GENERATIVE ART PRESENTS BOTH THE TECHNIQUE AND THE BEAUTY OF ALGORITHMIC ART. THE BOOK INCLUDES HIGH-QUALITY EXAMPLES OF GENERATIVE ART, ALONG WITH THE SPECIFIC PROGRAMMATIC STEPS AUTHOR AND ARTIST MATT PEARSON FOLLOWED TO CREATE EACH UNIQUE PIECE USING THE PROCESSING PROGRAMMING LANGUAGE. ABOUT THE TECHNOLOGY ARTISTS HAVE ALWAYS EXPLORED NEW MEDIA, AND COMPUTER-BASED ARTISTS ARE NO EXCEPTION. GENERATIVE ART, A TECHNIQUE WHERE THE ARTIST CREATES PRINT OR ONSCREEN IMAGES BY USING COMPUTER ALGORITHMS, FINDS THE ARTISTIC INTERSECTION OF PROGRAMMING, COMPUTER GRAPHICS, AND INDIVIDUAL EXPRESSION. THE BOOK INCLUDES A TUTORIAL ON PROCESSING, AN OPEN SOURCE PROGRAMMING LANGUAGE AND ENVIRONMENT FOR PEOPLE WHO WANT TO CREATE IMAGES, ANIMATIONS, AND INTERACTIONS. ABOUT THE BOOK GENERATIVE ART PRESENTS BOTH THE TECHNIQUES AND THE BEAUTY OF ALGORITHMIC ART. IN IT, YOU'LL FIND DOZENS OF HIGH-QUALITY EXAMPLES

OF GENERATIVE ART, ALONG WITH THE SPECIFIC STEPS THE AUTHOR FOLLOWED TO CREATE EACH UNIQUE PIECE USING THE PROCESSING PROGRAMMING LANGUAGE. THE BOOK INCLUDES CONCISE TUTORIALS FOR EACH OF THE TECHNICAL COMPONENTS REQUIRED TO CREATE THE BOOK'S IMAGES, AND IT OFFERS COUNTLESS SUGGESTIONS FOR HOW YOU CAN COMBINE AND REUSE THE VARIOUS TECHNIQUES TO CREATE YOUR OWN WORKS. PURCHASE OF THE PRINT BOOK COMES WITH AN OFFER OF A FREE PDF, ePUB, AND KINDLE eBook FROM MANNING. ALSO AVAILABLE IS ALL CODE FROM THE BOOK. WHAT'S INSIDE THE PRINCIPLES OF ALGORITHMIC ART A PROCESSING LANGUAGE TUTORIAL USING ORGANIC, PSEUDO-RANDOM, EMERGENT, AND FRACTAL PROCESSES =====

===== TABLE OF CONTENTS PART 1 CREATIVE CODING GENERATIVE ART: IN THEORY AND PRACTICE PROCESSING: A PROGRAMMING LANGUAGE FOR ARTISTS PART 2 RANDOMNESS AND NOISE THE WRONG WAY TO DRAW A LINE THE WRONG WAY TO DRAW A CIRCLE ADDING DIMENSIONS PART 3 COMPLEXITY EMERGENCE AUTONOMY FRACTALS *ANDROID DESIGN PATTERNS* - GREG NUDELMAN 2013-02-19

MASTER THE CHALLENGES OF ANDROID USER INTERFACE DEVELOPMENT WITH THESE SAMPLE PATTERNS WITH ANDROID 4, GOOGLE BRINGS THE FULL POWER OF ITS ANDROID OS TO BOTH SMARTPHONE AND TABLET COMPUTING. DESIGNING EFFECTIVE USER INTERFACES THAT WORK ON MULTIPLE ANDROID DEVICES IS EXTREMELY CHALLENGING. THIS BOOK PROVIDES MORE THAN 75 PATTERNS THAT YOU CAN USE TO CREATE VERSATILE USER INTERFACES FOR BOTH SMARTPHONES AND TABLETS, SAVING COUNTLESS HOURS OF DEVELOPMENT TIME. PATTERNS COVER THE MOST COMMON AND YET DIFFICULT TYPES OF USER INTERACTIONS, AND EACH IS SUPPORTED WITH RICHLY ILLUSTRATED, STEP-BY-STEP INSTRUCTIONS. INCLUDES SAMPLE PATTERNS FOR WELCOME AND HOME SCREENS, SEARCHES, SORTING AND FILTERING, DATA ENTRY, NAVIGATION, IMAGES AND THUMBNAILS, INTERACTING WITH THE ENVIRONMENT AND NETWORKS, AND MORE FEATURES TABLET-SPECIFIC PATTERNS AND PATTERNS FOR AVOIDING RESULTS YOU DON'T WANT ILLUSTRATED, STEP-BY-STEP INSTRUCTIONS DESCRIBE WHAT THE PATTERN IS, HOW IT WORKS, WHEN AND WHY TO USE IT, AND RELATED PATTERNS AND ANTI-PATTERNS A COMPANION WEBSITE OFFERS ADDITIONAL CONTENT AND A FORUM FOR INTERACTION *ANDROID DESIGN PATTERNS: INTERACTION DESIGN SOLUTIONS FOR DEVELOPERS* PROVIDES EXTREMELY USEFUL TOOLS FOR DEVELOPERS WHO WANT TO TAKE ADVANTAGE OF THE BOOMING ANDROID APP DEVELOPMENT MARKET.

PROCESSING, SECOND EDITION - CASEY REAS 2014-12-19

THE NEW EDITION OF AN INTRODUCTION TO COMPUTER PROGRAMMING WITHIN THE CONTEXT OF THE VISUAL ARTS, USING THE OPEN-SOURCE PROGRAMMING LANGUAGE PROCESSING; THOROUGHLY UPDATED THROUGHOUT. THE VISUAL ARTS ARE RAPIDLY CHANGING AS MEDIA MOVES INTO THE WEB, MOBILE DEVICES, AND ARCHITECTURE. WHEN DESIGNERS AND ARTISTS LEARN THE BASICS OF WRITING SOFTWARE, THEY DEVELOP A NEW FORM OF LITERACY THAT ENABLES THEM TO CREATE NEW MEDIA FOR THE PRESENT, AND TO IMAGINE FUTURE MEDIA THAT ARE BEYOND THE CAPACITIES OF CURRENT SOFTWARE TOOLS. THIS BOOK INTRODUCES THIS NEW LITERACY BY TEACHING COMPUTER PROGRAMMING WITHIN THE CONTEXT OF THE VISUAL

ARTS. IT OFFERS A COMPREHENSIVE REFERENCE AND TEXT FOR PROCESSING (WWW.PROCESSING.ORG), AN OPEN-SOURCE PROGRAMMING LANGUAGE THAT CAN BE USED BY STUDENTS, ARTISTS, DESIGNERS, ARCHITECTS, RESEARCHERS, AND ANYONE WHO WANTS TO PROGRAM IMAGES, ANIMATION, AND INTERACTIVITY. WRITTEN BY PROCESSING'S COFOUNDERS, THE BOOK OFFERS A DEFINITIVE REFERENCE FOR STUDENTS AND PROFESSIONALS. TUTORIAL CHAPTERS MAKE UP THE BULK OF THE BOOK; ADVANCED PROFESSIONAL PROJECTS FROM SUCH DOMAINS AS ANIMATION, PERFORMANCE, AND INSTALLATION ARE DISCUSSED IN INTERVIEWS WITH THEIR CREATORS. THIS SECOND EDITION HAS BEEN THOROUGHLY UPDATED. IT IS THE FIRST BOOK TO OFFER IN-DEPTH COVERAGE OF PROCESSING 2.0 AND 3.0, AND ALL EXAMPLES HAVE BEEN UPDATED FOR THE NEW SYNTAX. EVERY CHAPTER HAS BEEN REVISED, AND NEW CHAPTERS INTRODUCE NEW WAYS TO WORK WITH DATA AND GEOMETRY. NEW "SYNTHESIS" CHAPTERS OFFER DISCUSSION AND WORKED EXAMPLES OF SUCH TOPICS AS SKETCHING WITH CODE, MODULARITY, AND ALGORITHMS. NEW INTERVIEWS HAVE BEEN ADDED THAT COVER A WIDER RANGE OF PROJECTS. "EXTENSION" CHAPTERS ARE NOW OFFERED ONLINE SO THEY CAN BE UPDATED TO KEEP PACE WITH TECHNOLOGICAL DEVELOPMENTS IN SUCH FIELDS AS COMPUTER VISION AND ELECTRONICS. INTERVIEWS SUE.C, LARRY CUBA, MARK HANSEN, LYNN HERSHMAN LEESON, JÜRGEN LEHNI, LETTERROR, GOLAN LEVIN AND ZACHARY LIEBERMAN, BENJAMIN MAUS, MANFRED MOHR, ASH NEHRU, JOSH ON, BOB SABISTON, JENNIFER STEINKAMP, JARED TARBELL, STEPH THIRION, ROBERT WINTER *WEBSPHERE APPLICATION SERVER V8.5 CONCEPTS, PLANNING, AND DESIGN GUIDE* - CARLA SADTLER 2013-08-01

THIS IBM® REDBOOKS® PUBLICATION PROVIDES INFORMATION ABOUT THE CONCEPTS, PLANNING, AND DESIGN OF IBM WEBSPHERE® APPLICATION SERVER V8.5 ENVIRONMENTS. THE TARGET AUDIENCE OF THIS BOOK IS IT ARCHITECTS AND CONSULTANTS WHO WANT MORE INFORMATION ABOUT THE PLANNING AND DESIGN OF APPLICATION-SERVING ENVIRONMENTS, FROM SMALL TO LARGE, AND COMPLEX IMPLEMENTATIONS. THIS BOOK ADDRESSES THE PACKAGING AND FEATURES IN WEBSPHERE APPLICATION SERVER, AND HIGHLIGHTS THE MOST COMMON IMPLEMENTATION TOPOLOGIES. IT PROVIDES INFORMATION ABOUT PLANNING FOR SPECIFIC TASKS AND COMPONENTS THAT CONFORM TO THE WEBSPHERE APPLICATION SERVER ENVIRONMENT. ALSO IN THIS BOOK ARE PLANNING GUIDELINES FOR WEBSPHERE APPLICATION SERVER AND WEBSPHERE APPLICATION SERVER NETWORK DEPLOYMENT ON DISTRIBUTED PLATFORMS. IT ALSO INCLUDES GUIDELINES FOR WEBSPHERE APPLICATION SERVER FOR IBM z/OS®. THIS BOOK CONTAINS INFORMATION ABOUT MIGRATION CONSIDERATIONS WHEN MOVING FROM PREVIOUS RELEASES. THIS BOOK HAS BEEN UPDATED WITH THE NEW FEATURES INTRODUCED WITH WEBSPHERE APPLICATION SERVER V8.5.5.

DESIGN GAMES FOR ARCHITECTURE - AARON WESTRE 2013-10-08

DESIGN GAMES FOR ARCHITECTURE TEACHES YOU HOW TO CREATE PLAYFUL SOFTWARE TOOLS BASED ON YOUR ARCHITECTURAL DESIGN PROCESSES, WHETHER OR NOT YOU ARE FAMILIAR WITH GAME DESIGN TECHNOLOGY. THE BOOK COMBINES THE FUN AND ENGAGING

ASPECTS OF VIDEO GAMES TO EASE THE SOMETIMES COMPLEX PROCESS OF LEARNING SOFTWARE DEVELOPMENT. BY WORKING THROUGH EXERCISES ILLUSTRATED WITH SCREEN SHOTS AND CODE, YOU ACQUIRE KNOWLEDGE ABOUT EACH STEP REQUIRED TO BUILD USEFUL TOOLS YOU CAN USE TO ACCOMPLISH DESIGN TASKS. STEPS INCLUDE ANALYSING DESIGN PROCESSES TO IDENTIFY THEIR LOGIC, TRANSLATING THAT LOGIC INTO A COLLECTION OF OBJECTS AND FUNCTIONS, THEN ENCODING THE DESIGN PROCEDURE INTO A WORKING SOFTWARE TOOL. EXAMPLES PRESENTED IN THE BOOK ARE DESIGN GAMES---TOOLS THAT A DESIGNER “PLAYS” LIKE VIDEO GAMES---THAT SPAN A WIDE RANGE OF DESIGN ACTIVITIES. THESE SOFTWARE TOOLS ARE BUILT USING UNITY, FREE, INNOVATIVE, AND INDUSTRY-LEADING SOFTWARE FOR VIDEO GAME DEVELOPMENT. UNITY SPEEDS UP THE PROCESS OF SOFTWARE CREATION, OFFERS AN INTERFACE THAT WILL BE FAMILIAR TO YOU, AND INCLUDES VERY ADVANCED TOOLS FOR CREATING FORMS, EFFECTS, AND INTERACTIVITY. IF YOU ARE LOOKING TO ADD CUTTING-EDGE SKILLS TO YOUR REPERTOIRE, THEN DESIGN GAMES WILL HELP YOU SHARPEN YOUR DESIGN THINKING AND ALLOW YOU TO SPECIALIZE IN THIS NEW TERRITORY WHILE YOU LEARN MORE ABOUT YOUR OWN DESIGN PROCESSES.

ICT EDUCATION - SALAH KABANDA 2018-12-31

THIS BOOK CONSTITUTES THE REFEREED PROCEEDINGS OF THE 47TH ANNUAL CONFERENCE OF THE SOUTHERN AFRICAN COMPUTER LECTURERS’ ASSOCIATION ON ICT EDUCATION, SACLA 2018, HELD IN GORDON’S BAY, SOUTH AFRICA, IN JUNE 2018. THE 23 REVISED FULL PAPERS PRESENTED TOGETHER WITH AN EXTENDED ABSTRACT OF A KEYNOTE PAPER WERE CAREFULLY REVIEWED AND SELECTED FROM 79 SUBMISSIONS. THE PAPERS ARE ORGANIZED IN TOPICAL SECTIONS: PLAYFULNESS, MEDIA AND CLASSROOMS, ACADEMIA AND CAREERS, TEACHING PROGRAMMING, ADAPTATION AND LEARNING, TEAMWORK AND PROJECTS, LEARNING SYSTEMS, TOPIC TEACHING.

LEARNING PROCESSING - DANIEL SHIFFMAN 2015-09-09

LEARNING PROCESSING, SECOND EDITION, IS A FRIENDLY START-UP GUIDE TO PROCESSING, A FREE, OPEN-SOURCE ALTERNATIVE TO EXPENSIVE SOFTWARE AND DAUNTING PROGRAMMING LANGUAGES. REQUIRING NO PREVIOUS EXPERIENCE, THIS BOOK IS FOR THE TRUE PROGRAMMING BEGINNER. IT TEACHES THE BASIC BUILDING BLOCKS OF PROGRAMMING NEEDED TO CREATE CUTTING-EDGE GRAPHICS APPLICATIONS INCLUDING INTERACTIVE ART, LIVE VIDEO PROCESSING, AND DATA VISUALIZATION. STEP-BY-STEP EXAMPLES, THOROUGH EXPLANATIONS, HANDS-ON EXERCISES, AND SAMPLE CODE, SUPPORTS YOUR LEARNING CURVE. A UNIQUE LAB-STYLE MANUAL, THE BOOK GIVES GRAPHIC AND WEB DESIGNERS, ARTISTS, AND ILLUSTRATORS OF ALL STRIPES A JUMPSTART ON WORKING WITH THE PROCESSING PROGRAMMING ENVIRONMENT BY PROVIDING INSTRUCTION ON THE BASIC PRINCIPLES OF THE LANGUAGE, FOLLOWED BY CAREFUL EXPLANATIONS OF SELECT ADVANCED TECHNIQUES. THE BOOK HAS BEEN DEVELOPED WITH A SUPPORTIVE LEARNING EXPERIENCE AT ITS CORE. FROM ALGORITHMS AND DATA MINING TO RENDERING AND DEBUGGING, IT TEACHES OBJECT-ORIENTED PROGRAMMING FROM THE GROUND UP WITHIN THE FASCINATING CONTEXT OF INTERACTIVE VISUAL MEDIA. THIS BOOK IS IDEAL FOR GRAPHIC DESIGNERS AND VISUAL ARTISTS WITHOUT

PROGRAMMING BACKGROUND WHO WANT TO LEARN PROGRAMMING. IT WILL ALSO APPEAL TO STUDENTS TAKING COLLEGE AND GRADUATE COURSES IN INTERACTIVE MEDIA OR VISUAL COMPUTING, AND FOR SELF-STUDY. A FRIENDLY START-UP GUIDE TO PROCESSING, A FREE, OPEN-SOURCE ALTERNATIVE TO EXPENSIVE SOFTWARE AND DAUNTING PROGRAMMING LANGUAGES NO PREVIOUS EXPERIENCE REQUIRED—THIS BOOK IS FOR THE TRUE PROGRAMMING BEGINNER! STEP-BY-STEP EXAMPLES, THOROUGH EXPLANATIONS, HANDS-ON EXERCISES, AND SAMPLE CODE SUPPORTS YOUR LEARNING CURVE

ABOUT FACE - ALAN COOPER 2014-09-02

THE ESSENTIAL INTERACTION DESIGN GUIDE, FULLY REVISED AND UPDATED FOR THE MOBILE AGE ABOUT FACE: THE ESSENTIALS OF INTERACTION DESIGN, FOURTH EDITION IS THE LATEST UPDATE TO THE BOOK THAT SHAPED AND EVOLVED THE LANDSCAPE OF INTERACTION DESIGN. THIS COMPREHENSIVE GUIDE TAKES THE WORLDWIDE SHIFT TO SMARTPHONES AND TABLETS INTO ACCOUNT. NEW INFORMATION INCLUDES DISCUSSIONS ON MOBILE APPS, TOUCH INTERFACES, SCREEN SIZE CONSIDERATIONS, AND MORE. THE NEW FULL-COLOR INTERIOR AND UNIQUE LAYOUT BETTER ILLUSTRATE MODERN DESIGN CONCEPTS. THE INTERACTION DESIGN PROFESSION IS BLOOMING WITH THE SUCCESS OF DESIGN-INTENSIVE COMPANIES, PRIMING CUSTOMERS TO EXPECT “DESIGN” AS A CRITICAL INGREDIENT OF MARKETPLACE SUCCESS. CONSUMERS HAVE LITTLE TOLERANCE FOR WEBSITES, APPS, AND DEVICES THAT DON’T LIVE UP TO THEIR EXPECTATIONS, AND THE RESPONDING SHIFT IN BUSINESS PHILOSOPHY HAS BECOME WIDESPREAD. ABOUT FACE IS THE BOOK THAT BROUGHT INTERACTION DESIGN OUT OF THE RESEARCH LABS AND INTO THE EVERYDAY LEXICON, AND THE UPDATED FOURTH EDITION CONTINUES TO LEAD THE WAY WITH IDEAS AND METHODS RELEVANT TO TODAY’S DESIGN PRACTITIONERS AND DEVELOPERS. UPDATED INFORMATION INCLUDES: CONTEMPORARY INTERFACE, INTERACTION, AND PRODUCT DESIGN METHODS DESIGN FOR MOBILE PLATFORMS AND CONSUMER ELECTRONICS STATE-OF-THE-ART INTERFACE RECOMMENDATIONS AND UP-TO-DATE EXAMPLES UPDATED GOAL-DIRECTED DESIGN METHODOLOGY DESIGNERS AND DEVELOPERS LOOKING TO REMAIN RELEVANT THROUGH THE CURRENT SHIFT IN CONSUMER TECHNOLOGY HABITS WILL FIND ABOUT FACE TO BE A COMPREHENSIVE, ESSENTIAL RESOURCE.

OPENFRAMEWORKS ESSENTIALS - DENIS PEREVALOV 2015-04-23

IF YOU ARE A PROGRAMMER, VISUAL ARTIST, OR DESIGNER WITH EXPERIENCE IN CREATIVE CODING, AND WANT TO USE OPENFRAMEWORKS TO CREATE FUN, STUNNING, AND INTERACTIVE APPLICATIONS, THIS IS THE BOOK FOR YOU. BASIC KNOWLEDGE OF PROGRAMMING LANGUAGES, SUCH AS C++, JAVA, PYTHON, OR JAVASCRIPT, WILL BE ENOUGH TO PROCEED WITH THE BOOK.

RESEARCH METHODS IN HUMAN-COMPUTER INTERACTION - JONATHAN LAZAR 2017-04-28

RESEARCH METHODS IN HUMAN-COMPUTER INTERACTION IS A COMPREHENSIVE GUIDE TO PERFORMING RESEARCH AND IS ESSENTIAL READING FOR BOTH QUANTITATIVE AND QUALITATIVE METHODS. SINCE THE FIRST EDITION WAS PUBLISHED IN 2009, THE BOOK HAS BEEN ADOPTED FOR USE AT LEADING UNIVERSITIES AROUND THE WORLD, INCLUDING HARVARD

UNIVERSITY, CARNEGIE-MELLON UNIVERSITY, THE UNIVERSITY OF WASHINGTON, THE UNIVERSITY OF TORONTO, HIOA (NORWAY), KTH (SWEDEN), TEL AVIV UNIVERSITY (ISRAEL), AND MANY OTHERS. CHAPTERS COVER A BROAD RANGE OF TOPICS RELEVANT TO THE COLLECTION AND ANALYSIS OF HCI DATA, GOING BEYOND EXPERIMENTAL DESIGN AND SURVEYS, TO COVER ETHNOGRAPHY, DIARIES, PHYSIOLOGICAL MEASUREMENTS, CASE STUDIES, CROWDSOURCING, AND OTHER ESSENTIAL ELEMENTS IN THE WELL-INFORMED HCI RESEARCHER'S TOOLKIT. CONTINUAL TECHNOLOGICAL EVOLUTION HAS LED TO AN EXPLOSION OF NEW TECHNIQUES AND A NEED FOR THIS UPDATED 2ND EDITION, TO REFLECT THE MOST RECENT RESEARCH IN THE FIELD AND NEWER TRENDS IN RESEARCH METHODOLOGY. THIS RESEARCH METHODS IN HCI REVISION CONTAINS UPDATES THROUGHOUT, INCLUDING MORE DETAIL ON STATISTICAL TESTS, CODING QUALITATIVE DATA, AND DATA COLLECTION VIA MOBILE DEVICES AND SENSORS. OTHER NEW MATERIAL COVERS PERFORMING RESEARCH WITH CHILDREN, OLDER ADULTS, AND PEOPLE WITH COGNITIVE IMPAIRMENTS. COMPREHENSIVE AND UPDATED GUIDE TO THE LATEST RESEARCH METHODOLOGIES AND APPROACHES, AND NOW AVAILABLE IN EPUB3 FORMAT (CHOOSE ANY OF THE EPUB OR MOBI FORMATS AFTER PURCHASE OF THE eBook). EXPANDED DISCUSSIONS OF ONLINE DATASETS, CROWDSOURCING, STATISTICAL TESTS, CODING QUALITATIVE DATA, LAWS AND REGULATIONS RELATING TO THE USE OF HUMAN PARTICIPANTS, AND DATA COLLECTION VIA MOBILE DEVICES AND SENSORS NEW MATERIAL ON PERFORMING RESEARCH WITH CHILDREN, OLDER ADULTS, AND PEOPLE WITH COGNITIVE IMPAIRMENTS, TWO NEW CASE STUDIES FROM GOOGLE AND YAHOO!, AND TECHNIQUES FOR EXPANDING THE INFLUENCE OF YOUR RESEARCH TO REACH NON-RESEARCHER AUDIENCES, INCLUDING SOFTWARE DEVELOPERS AND POLICYMAKERS

ABOUT FACE 3 - ALAN COOPER 2012-06-12

THIS COMPLETELY UPDATED VOLUME PRESENTS THE EFFECTIVE AND PRACTICAL TOOLS YOU NEED TO DESIGN GREAT DESKTOP APPLICATIONS, WEB 2.0 SITES, AND MOBILE DEVICES. YOU'LL LEARN THE PRINCIPLES OF GOOD PRODUCT BEHAVIOR AND GAIN AN UNDERSTANDING OF COOPER'S GOAL-DIRECTED DESIGN METHOD, WHICH INVOLVES EVERYTHING FROM CONDUCTING USER RESEARCH TO DEFINING YOUR PRODUCT USING PERSONAS AND SCENARIOS. ULTIMATELY, YOU'LL ACQUIRE THE KNOWLEDGE TO DESIGN THE BEST POSSIBLE DIGITAL PRODUCTS AND SERVICES.

GETTING STARTED WITH PROCESSING.PY - ALLISON PARRISH 2016-05-11

PROCESSING OPENED UP THE WORLD OF PROGRAMMING TO ARTISTS, DESIGNERS, EDUCATORS, AND BEGINNERS. THE PROCESSING.PY PYTHON IMPLEMENTATION OF PROCESSING REINTERPRETS IT FOR TODAY'S WEB. THIS SHORT BOOK GENTLY INTRODUCES THE CORE CONCEPTS OF COMPUTER PROGRAMMING AND WORKING WITH PROCESSING. WRITTEN BY THE CO-FOUNDERS OF THE PROCESSING PROJECT, REAS AND FRY, ALONG WITH CO-AUTHOR ALLISON PARRISH, GETTING STARTED WITH PROCESSING.PY IS YOUR FAST TRACK TO USING PYTHON'S PROCESSING MODE.

THE GRAPHIC DESIGNER'S GUIDE TO PORTFOLIO DESIGN - DEBBIE ROSE MYERS 2013-09-20

LANDING A JOB IN GRAPHIC DESIGN OR MULTIMEDIA STARTS WITH THE CREATION OF A PORTFOLIO THAT SHOWCASES A STUDENT'S BEST WORK. WITH SAMPLE PORTFOLIOS, INTERVIEWS WITH LEADERS IN GRAPHIC DESIGN AND ADVERTISING INDUSTRIES, AND STEP-BY-STEP INSTRUCTION FOR CREATING PROFESSIONAL PRINT AND DIGITAL PORTFOLIOS, THIS BOOK HELPS STUDENTS SUCCESSFULLY TRANSITION FROM DESIGN STUDENT TO DESIGN PROFESSIONAL. NOW FULLY UPDATED, IT IS THE ONLY GUIDE TO CREATING JOB-WINNING PRINT-BASED AND DIGITAL PORTFOLIOS SPECIFICALLY FOR GRAPHIC DESIGNERS.

SPECIAL AND GIFTED EDUCATION: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS - MANAGEMENT ASSOCIATION, INFORMATION RESOURCES 2016-04-25

DIVERSE LEARNERS WITH EXCEPTIONAL NEEDS REQUIRE A SPECIALIZED CURRICULUM THAT WILL HELP THEM TO DEVELOP SOCIALLY AND INTELLECTUALLY IN A WAY THAT TRADITIONAL PEDAGOGICAL PRACTICE IS UNABLE TO FULFILL. AS EDUCATIONAL TECHNOLOGIES AND THEORETICAL APPROACHES TO LEARNING CONTINUE TO ADVANCE, SO DO THE OPPORTUNITIES FOR EXCEPTIONAL CHILDREN. SPECIAL AND GIFTED EDUCATION: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS IS AN EXHAUSTIVE COMPILATION OF EMERGING RESEARCH, THEORETICAL CONCEPTS, AND REAL-WORLD EXAMPLES OF THE WAYS IN WHICH THE EDUCATION OF SPECIAL NEEDS AND EXCEPTIONAL CHILDREN IS EVOLVING. EMPHASIZING PEDAGOGICAL INNOVATION AND NEW WAYS OF LOOKING AT CONTEMPORARY EDUCATIONAL PRACTICE, THIS MULTI-VOLUME REFERENCE WORK IS IDEAL FOR INCLUSION IN ACADEMIC LIBRARIES FOR USE BY PRE-SERVICE AND IN-SERVICE TEACHERS, GRADUATE-LEVEL STUDENTS, RESEARCHERS, AND EDUCATIONAL SOFTWARE DESIGNERS AND DEVELOPERS.

PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON ART DESIGN AND DIGITAL TECHNOLOGY, ADDT 2022, 16-18 SEPTEMBER 2022, NANJING, CHINA - AFIZAN BIN AZMAN 2022-12-02

THE 2022 INTERNATIONAL CONFERENCE ON ART DESIGN AND DIGITAL TECHNOLOGY (ADDT 2022) WAS SUCCESSFULLY HELD ON SEPTEMBER 16-18, 2022 IN NANJING, CHINA (VIRTUAL CONFERENCE). ADDT 2022 CREATED A FORUM FOR IDEA SHARING AND RESEARCH EXCHANGE, OPENED UP NEW PERSPECTIVES IN RELATED FIELDS AND BROADENED THE HORIZONS OF ALL PARTICIPANTS. IN THE CONFERENCE, 150 INDIVIDUALS AROUND THE WORLD TOOK PART IN THE CONFERENCE. DIVIDED INTO THREE PARTS, THE CONFERENCE AGENDA COVERED KEYNOTE SPEECHES, ORAL PRESENTATIONS AND ONLINE Q&A DISCUSSION. FIRSTLY, THE KEYNOTE SPEAKERS WERE EACH ALLOCATED 30-45 MINUTES TO ADDRESS THEIR SPEECHES. THEN IN THE ORAL PRESENTATIONS, THE EXCELLENT PAPERS WE HAD SELECTED WERE PRESENTED BY THEIR AUTHORS ONE BY ONE. WE ARE GLAD TO SHARE WITH YOU THAT WE'VE SELECTED A BUNCH OF HIGH-QUALITY PAPERS FROM THE SUBMISSIONS AND COMPILED THEM INTO THE PROCEEDINGS AFTER RIGOROUSLY REVIEWING THEM. THESE PAPERS FEATURE BUT ARE NOT LIMITED TO THE FOLLOWING TOPICS: COMPUTER ART, VISUAL DESIGN, DIGITAL MEDIA, INNOVATIVE TECHNOLOGY, ETC. ALL THE PAPERS HAVE BEEN CHECKED THROUGH RIGOROUS REVIEW AND PROCESSES TO MEET THE REQUIREMENTS OF PUBLICATION. WE WOULD LIKE TO ACKNOWLEDGE ALL OF THOSE WHO SUPPORTED ADDT 2022 AND MADE IT

A GREAT SUCCESS. IN PARTICULAR, WE WOULD LIKE TO THANK THE EUROPEAN ALLIANCE FOR INNOVATION (EAI), FOR THE HARD WORK OF ALL ITS COLLEAGUES IN PUBLISHING THIS PAPER VOLUME. WE SINCERELY HOPE THAT THE ADDT 2022 TURNED OUT TO BE A FORUM FOR EXCELLENT DISCUSSIONS THAT ENABLE NEW IDEAS TO COME ABOUT, PROMOTING COLLABORATIVE RESEARCH.

HUMAN COMPUTER INTERACTION HANDBOOK - JULIE A. JACKO 2012-05-04

WINNER OF A 2013 CHOICE OUTSTANDING ACADEMIC TITLE AWARD THE THIRD EDITION OF A GROUNDBREAKING REFERENCE, THE HUMAN-COMPUTER INTERACTION HANDBOOK: FUNDAMENTALS, EVOLVING TECHNOLOGIES, AND EMERGING APPLICATIONS RAISES THE BAR FOR HANDBOOKS IN THIS FIELD. IT IS THE LARGEST, MOST COMPLETE COMPILATION OF HCI THEORIES, PRINCIPLES, ADVANCES, CASE ST

EXPERIMENTALISMS IN PRACTICE - ANA R. ALONSO-MINUTTI 2018

TAKING A BROAD APPROACH TO A WIDE VARIETY OF LATIN^AT AND LATIN AMERICAN MUSIC TRADITIONS, EXPERIMENTALISMS IN PRACTICE CHALLENGES TRADITIONAL NOTIONS OF WHAT HAS BEEN CONSIDERED EXPERIMENTAL, AND PROVIDES NEW POINTS OF ENTRY TO REEVALUATE MODERN AND AVANT-GARDE MUSIC STUDIES.

COLLABORATIVE AND DISTRIBUTED PROCESSES IN CONTEMPORARY MUSIC-MAKING -

RICHARD GLOVER 2020-04-09

THIS VOLUME REPRESENTS THE SECOND PROCEEDINGS OF THE ROYAL MUSICAL ASSOCIATION'S (RMA) MUSIC AND/AS PROCESS STUDY GROUP. IT IS NOT SURPRISING THAT A LARGE NUMBER OF THE CONTRIBUTORS TO THE MUSIC AND/AS PROCESS STUDY GROUP ARE ACTIVE PRACTITIONERS IN THE PERFORMANCE AND COMPOSITION OF CONTEMPORARY MUSIC. THE COLLABORATIONS DOCUMENTED HERE REPRESENT THE BRINGING TOGETHER OF DISCIPLINES, JOINT WORK BETWEEN PRACTITIONERS WHO CONTRIBUTE THEIR OWN SPECIFIC AREAS OF EXPERTISE TO A COMPOSITE CREATIVE ACTIVITY, AND WORK THAT CROSSES DISCIPLINES IN ORDER TO MAKE A CRITICAL COMMENT IN EACH OF THEM. IN THIS COLLECTION, THESE THREE TYPES OF COLLABORATIVE WORK DESCRIBE AN INCREASING AMOUNT OF CONTEMPORARY MUSIC PRACTICE. IN ADDITION TO THE INCREASING INVOLVEMENT OF PRACTICE IN RESEARCH, THE UNDERSTANDING AND PREVALENCE OF PRACTICE METHODOLOGIES IN THE FORM OF PRACTICE RESEARCH HAS ALSO INCREASED IN MUSICOLOGY. THIS VOLUME REFLECTS THESE CONCERNS THROUGH CONTRIBUTIONS FROM AUTHORS WHO ARE ALL ACTIVE PRACTITIONERS IN THEIR RESPECTIVE FIELDS OF MUSIC PERFORMANCE, COMPOSITION, IMPROVISATION, AND CONDUCTING. THE DIVERSITY OF THESE CONTRIBUTIONS SHOWS THE VARIETY OF PROCESSES AND PRACTICES THAT ARE CURRENTLY BEING UNDERTAKEN BY PROPONENTS OF THE FIELD OF CONTEMPORARY MUSIC. THESE ESSAYS PROVIDE A SNAPSHOT OF THE CURRENT COLLABORATIVE AND DISTRIBUTED PROCESSES THAT ARE EMPLOYED BY TODAY'S CONTEMPORARY MUSIC PRACTITIONERS. THE CHAPTERS CONTAINED IN THIS VOLUME REVEAL THE VARIED NATURE OF THE APPROACHES TO CREATIVITY IN MUSIC MAKING, AND THE WAYS THAT THESE ARE DISTRIBUTED ACROSS ITS PRACTITIONERS DURING EACH STAGE OF THE DEVELOPMENT OF MUSICAL WORKS.

ENTERTAINMENT COMPUTING - ICEC 2011 - JUNIA ANACLETO 2011-11-17

THIS BOOK CONSTITUTES THE REFEREED PROCEEDINGS OF THE 10TH INTERNATIONAL CONFERENCE ON ENTERTAINMENT COMPUTING, ICEC 2011, HELD IN VANCOUVER, CANADA, IN OCTOBER 2011, UNDER THE AUSPICES OF IFIP. THE 20 REVISED LONG PAPERS, 18 SHORT PAPERS AND 24 POSTER PAPERS AND DEMOS PRESENTED WERE CAREFULLY REVIEWED AND SELECTED FROM 94 INITIAL SUBMISSIONS. THE PAPERS COVER ALL MAIN DOMAINS OF ENTERTAINMENT COMPUTING, FROM INTERACTIVE MUSIC TO GAMES, TAKING A WIDE RANGE OF SCIENTIFIC DOMAINS FROM AESTHETIC TO COMPUTER SCIENCE. THE PAPERS ARE ORGANIZED IN TOPICAL SECTIONS ON STORY, ACTIVE GAMES, PLAYER EXPERIENCE, CAMERA AND 3D, EDUCATIONAL ENTERTAINMENT, GAME DEVELOPMENT, SELF AND IDENTITY, SOCIAL AND MOBILE ENTERTAINMENT; PLUS THE FOUR CATEGORIES: DEMONSTRATIONS, POSTERS, WORKSHOSP, AND TUTORIAL.

ENCYCLOPEDIA OF VIDEO GAMES: THE CULTURE, TECHNOLOGY, AND ART OF GAMING, 2ND EDITION [3 VOLUMES] - MARK J. P. WOLF 2021-05-24

NOW IN ITS SECOND EDITION, THE ENCYCLOPEDIA OF VIDEO GAMES: THE CULTURE, TECHNOLOGY, AND ART OF GAMING IS THE DEFINITIVE, GO-TO RESOURCE FOR ANYONE INTERESTED IN THE DIVERSE AND EXPANDING VIDEO GAME INDUSTRY. THIS THREE-VOLUME ENCYCLOPEDIA COVERS ALL THINGS VIDEO GAMES, INCLUDING THE GAMES THEMSELVES, THE COMPANIES THAT MAKE THEM, AND THE PEOPLE WHO PLAY THEM. WRITTEN BY SCHOLARS WHO ARE EXCEPTIONALLY KNOWLEDGEABLE IN THE FIELD OF VIDEO GAME STUDIES, IT NOTES GENRES, INSTITUTIONS, IMPORTANT CONCEPTS, THEORETICAL CONCERNS, AND MORE AND IS THE MOST COMPREHENSIVE ENCYCLOPEDIA OF VIDEO GAMES OF ITS KIND, COVERING VIDEO GAMES THROUGHOUT ALL PERIODS OF THEIR EXISTENCE AND GEOGRAPHICALLY AROUND THE WORLD. THIS IS THE SECOND EDITION OF ENCYCLOPEDIA OF VIDEO GAMES: THE CULTURE, TECHNOLOGY, AND ART OF GAMING, ORIGINALLY PUBLISHED IN 2012. ALL OF THE ENTRIES HAVE BEEN REVISED TO ACCOMMODATE CHANGES IN THE INDUSTRY, AND AN ADDITIONAL VOLUME HAS BEEN ADDED TO ADDRESS THE RECENT DEVELOPMENTS, ADVANCES, AND CHANGES THAT HAVE OCCURRED IN THIS EVER-EVOLVING FIELD. THIS SET IS A VITAL RESOURCE FOR SCHOLARS AND VIDEO GAME AFICIONADOS ALIKE. EXPLORES GAMES, PEOPLE, EVENTS, AND IDEAS THAT ARE INFLUENTIAL IN THE INDUSTRY, RATHER THAN SIMPLY DISCUSSING THE HISTORY OF VIDEO GAMES OFFERS A DETAILED UNDERSTANDING OF THE VARIETY OF VIDEO GAMES THAT HAVE BEEN CREATED OVER THE YEARS INCLUDES CONTRIBUTIONS FROM SOME OF THE MOST IMPORTANT SCHOLARS OF VIDEO GAMES SUGGESTS AREAS OF FURTHER EXPLORATION FOR STUDENTS OF VIDEO GAMES

DESIGNING INTERFACES - JENIFER TIDWELL 2005-11-21

PROVIDES INFORMATION ON DESIGNING EASY-TO-USE INTERFACES.

PROCESSING - IRA GREENBERG 2007-12-31

FIRST PROCESSING BOOK ON THE MARKET PROCESSING IS A NASCENT TECHNOLOGY RAPIDLY INCREASING IN POPULARITY LINKS WITH THE CREATORS OF PROCESSING WILL HELP SELL THE BOOK

COMPUTER MUSIC INSTRUMENTS - VICTOR LAZZARINI 2017-09-26

THIS BOOK IS DIVIDED INTO THREE ELEMENTS. PART I PROVIDES A BROAD INTRODUCTION TO THE FOUNDATIONS OF COMPUTER MUSIC INSTRUMENTS, COVERING SOME KEY POINTS IN DIGITAL SIGNAL PROCESSING, WITH RIGOROUS BUT APPROACHABLE MATHEMATICS, AND PROGRAMMING EXAMPLES, AS WELL AS AN OVERVIEW OF DEVELOPMENT ENVIRONMENTS FOR COMPUTER INSTRUMENTS. IN PART II, THE AUTHOR PRESENTS SYNTHESIS AND PROCESSING, WITH CHAPTERS ON SOURCE-FILTER MODELS, SUMMATION FORMULAE, FEEDBACK AND ADAPTIVE SYSTEMS, GRANULAR METHODS, AND FREQUENCY-DOMAIN TECHNIQUES. IN PART III HE EXPLAINS APPLICATION DEVELOPMENT APPROACHES, IN PARTICULAR COMMUNICATION PROTOCOLS AND USER INTERFACES, AND COMPUTER MUSIC PLATFORMS. ALL ELEMENTS ARE FULLY ILLUSTRATED WITH PROGRAMMING EXAMPLES USING CSOUND, PYTHON, AND FAUST. THE BOOK IS SUITABLE FOR ADVANCED UNDERGRADUATE AND POSTGRADUATE STUDENTS IN MUSIC AND SIGNAL PROCESSING, AND FOR PRACTITIONERS AND RESEARCHERS.

PROGRAMMING INTERACTIVITY - JOSHUA NOBLE 2009-07-21

MAKE COOL STUFF. IF YOU'RE A DESIGNER OR ARTIST WITHOUT A LOT OF PROGRAMMING EXPERIENCE, THIS BOOK WILL TEACH YOU TO WORK WITH 2D AND 3D GRAPHICS, SOUND, PHYSICAL INTERACTION, AND ELECTRONIC CIRCUITRY TO CREATE ALL SORTS OF INTERESTING AND COMPELLING EXPERIENCES -- ONLINE AND OFF. PROGRAMMING INTERACTIVITY EXPLAINS PROGRAMMING AND ELECTRICAL ENGINEERING BASICS, AND INTRODUCES THREE FREELY AVAILABLE TOOLS CREATED SPECIFICALLY FOR ARTISTS AND DESIGNERS: PROCESSING, A JAVA-BASED PROGRAMMING LANGUAGE AND ENVIRONMENT FOR BUILDING PROJECTS ON THE DESKTOP, WEB, OR MOBILE PHONES ARDUINO, A SYSTEM THAT INTEGRATES A MICROCOMPUTER PROTOTYPING BOARD, IDE, AND PROGRAMMING LANGUAGE FOR CREATING YOUR OWN HARDWARE AND CONTROLS OPENFRAMEWORKS, A CODING FRAMEWORK SIMPLIFIED FOR DESIGNERS AND ARTISTS, USING THE POWERFUL C++ PROGRAMMING LANGUAGE BTW, YOU DON'T HAVE TO WAIT UNTIL YOU FINISH THE BOOK TO ACTUALLY MAKE SOMETHING. YOU'LL GET WORKING CODE SAMPLES YOU CAN USE RIGHT AWAY, ALONG WITH THE BACKGROUND AND TECHNICAL INFORMATION YOU NEED TO DESIGN, PROGRAM, BUILD, AND TROUBLESHOOT YOUR OWN PROJECTS. THE CUTTING EDGE DESIGN TECHNIQUES AND DISCUSSIONS WITH LEADING ARTISTS AND DESIGNERS WILL GIVE YOU THE TOOLS AND

INSPIRATION TO LET YOUR IMAGINATION TAKE FLIGHT.

SYMBIOTIC INTERACTION - LUCIANO GAMBERINI 2017-04-21

THIS BOOK IS PUBLISHED OPEN ACCESS UNDER A CC BY LICENSE. THIS BOOK CONSTITUTES THE PROCEEDINGS OF THE 5TH INTERNATIONAL WORKSHOP ON SYMBIOTIC INTERACTION, SYMBIOTIC 2016, HELD IN PADUA, ITALY, IN OCTOBER 2016. THE 12 FULL PAPERS AND 3 SHORT PAPERS PRESENTED IN THIS VOLUME WERE CAREFULLY REVIEWED AND SELECTED FROM 23 SUBMISSIONS. THE IDEA OF SYMBIOTIC SYSTEMS PUT FORWARD IN THIS WORKSHOP CAPITALIZES ON THE COMPUTERS' ABILITY TO IMPLICITLY DETECT THE USERS GOALS, PREFERENCES OR/AND PSYCHO-PHYSIOLOGICAL STATES AND THEREBY ENHANCING HUMAN-COMPUTER INTERACTION (HCI). THE PAPERS PRESENT AN OVERVIEW OF THE SYMBIOTIC RELATIONSHIPS BETWEEN HUMANS AND COMPUTERS WITH EMPHASIS ON USER-DRIVEN RESEARCH ON SYMBIOTIC SYSTEMS, ADAPTIVE SYSTEMS, IMPLICIT INPUT DATA, PHYSIOLOGICAL COMPUTING AND BCI, BUT ALSO ON UNDERSTANDING THE NATURE OF THE INTERDEPENDENCE AND AGENCY BETWEEN COMPUTERS AND HUMANS MORE BROADLY.

UBIQUITOUS MUSIC ECOLOGIES - VICTOR LAZZARINI 2020-11-26

UBIQUITOUS MUSIC IS AN INTERDISCIPLINARY AREA OF RESEARCH THAT LIES AT THE INTERSECTION OF MUSIC AND COMPUTER SCIENCE. INITIALLY EVOLVING FROM THE RELATED CONCEPT OF UBIQUITOUS COMPUTING, TODAY UBIQUITOUS MUSIC OFFERS A PARADIGM FOR UNDERSTANDING HOW THE EVERYDAY PRESENCE OF COMPUTERS HAS LED TO HIGHLY DIVERSE MUSIC PRACTICES. AS WE MOVE FROM DESKTOP COMPUTERS TO MOBILE AND INTERNET-BASED MULTI-PLATFORM SYSTEMS, NEW WAYS TO PARTICIPATE IN CREATIVE MUSICAL ACTIVITIES HAVE RADICALLY CHANGED THE CULTURAL AND SOCIAL LANDSCAPE OF MUSIC COMPOSITION AND PERFORMANCE. THIS VOLUME EXPLORES HOW THESE NEW SYSTEMS INTERACT AND HOW THEY MAY TRANSFORM OUR MUSICAL EXPERIENCES. EMERGING OUT OF THE WORK OF THE UBIQUITOUS MUSIC GROUP, AN INTERNATIONAL RESEARCH NETWORK ESTABLISHED IN 2007, THIS VOLUME PROVIDES A SNAPSHOT OF THE ECOLOGICALLY GROUNDED PERSPECTIVES ON UBIQUITOUS MUSIC THAT SHARE THE CONCEPT OF ECOSYSTEM AS A CENTRAL THEME. COVERING THEORY, SOFTWARE AND HARDWARE DESIGN, AND APPLICATIONS IN EDUCATIONAL AND ARTISTIC SETTINGS, EACH CHAPTER FEATURES IN-DEPTH DESCRIPTIONS OF EXPLORATORY AND CUTTING-EDGE CREATIVE PRACTICES THAT EXPAND OUR UNDERSTANDING OF MUSIC MAKING BY MEANS OF DIGITAL AND ANALOGUE TECHNOLOGIES.