

Playful Design John Ferrara

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Concrete and Culture Adrian Forty 2013-02-15 Concrete has been used in arches, vaults, and domes dating as far back as the Roman Empire. Today, it is everywhere—in our roads, bridges, sidewalks, walls, and architecture. For each person on the planet, nearly three tons of concrete are produced every year. Used almost universally in modern construction, concrete has become a polarizing material that provokes intense loathing in some and fervent passion in others. Focusing on concrete's effects on culture rather than its technical properties, *Concrete and Culture* examines the ways concrete has changed our understanding of nature, of time, and even of material. Adrian Forty concentrates not only on architects' responses to concrete, but also takes into account the role concrete has played in politics, literature, cinema, labor-relations, and arguments about sustainability. Covering Europe, North and South America, and the Far East, Forty examines the degree that concrete has been responsible for modernist uniformity and the debates engendered by it. The first book to reflect on the global consequences of concrete, *Concrete and Culture* offers a new way to look at our environment over the past century.

Out of Time Julian Johnson 2015 What does music have to say about modernity? How can this apparently unworldly art tell us anything about modern life? In *Out of Time*, author Julian Johnson begins from the idea that it can, arguing that music renders an account of modernity from the inside, a history not of events but of sensibility, an archaeology of experience. If music is better understood from this broad perspective, our idea of modernity itself is also enriched by the specific insights of music. The result is a rehearing of modernity and a rethinking of music – an account that challenges ideas of linear progress and reconsiders the common concerns of music, old and new. If all music since 1600 is modern music, the similarities between Monteverdi and Schoenberg, Bach and Stravinsky, or Beethoven and Boulez, become far more significant than their obvious differences. Johnson elaborates this idea in relation to three related areas of experience – temporality, history and memory; space, place and technology; language, the body, and sound. Criss-crossing four centuries of Western culture, he moves between close readings of diverse musical examples (from the madrigal to electronic music) and drawing on the history of science and technology, literature, art, philosophy, and geography. Against the grain of chronology and the usual divisions of music history, Johnson proposes profound connections between musical works from quite different times and places. The multiple lines of the resulting map, similar to those of the London Underground, produce a bewildering network of plural connections, joining Stockhausen to Galileo, music printing to sound recording, the industrial revolution to motivic development, steam trains to waltzes. A significant and groundbreaking work, *Out of Time* is essential reading for anyone interested in the history of music and modernity.

How to be both Ali Smith 2014-12-02 MAN BOOKER PRIZE FINALIST · A novel all about art's versatility, borrowing from painting's fresco technique to make an original literary double-take. "Cements Smith's reputation as one of the finest and most innovative of our contemporary writers. By some divine alchemy, she is both funny and moving; she combines intellectual rigor with whimsy" –The Los Angeles Review of Books How to be both is a fast-moving genre-bending conversation between forms, times, truths and fictions. There's a Renaissance artist of the 1460s. There's the child of a child of the 1960s. Two tales of love and injustice twist into a singular yarn where time gets timeless, structural gets playful, knowing gets mysterious, fictional gets real—and all life's givens get given a second chance. Passionate, compassionate, vitally inventive and scrupulously playful, Ali Smith's novels are like nothing else. A NOTE TO THE READER: Who says stories reach everybody in the same order? This novel can be read in two ways, and the eBook provides you with both. You can choose which way to read the novel by simply clicking on one of two icons—CAMERA or EYES. The text is exactly the same in both versions; the narratives are just in a different order. The ebook is produced this way so that readers can randomly have different experiences reading the same text. So, depending on which icon you select, the book will read: EYES, CAMERA, or CAMERA, EYES. (Your friend may be reading it the other way around.) Enjoy the adventure. (Having both versions in the same file is intentional.)

In Fortune's Theater Nicholas Scott Baker 2021-07-22 This innovative cultural history of financial risk-taking in Renaissance Italy argues that a new concept of the future as unknown and unknowable emerged in Italian society between the mid-fifteenth and mid-sixteenth centuries. Exploring the rich interchanges between mercantile and intellectual cultures underpinning this development in four major cities – Florence, Genoa, Venice, and Milan – Nicholas Scott Baker examines how merchants and gamblers, the futurologists of the pre-modern world, understood and experienced their own risk taking and that of others. Drawing on extensive archival research, this study demonstrates that while the Renaissance did not create the modern sense of time, it constructed the foundations on which it could develop. The new conceptions of the past and the future that developed in the Renaissance provided the pattern for the later construction a single narrative beginning in classical antiquity stretching to the now. This book thus makes an important contribution toward laying bare the historical contingency of a sense of time that continues to structure our world in profound ways.

Playthings in Early Modernity Allison Levy 2017-02-22 An innovative volume of fifteen interdisciplinary essays at the nexus of material culture, performance studies, and game theory, *Playthings in Early Modernity* emphasizes the rules of the game(s) as well as the breaking of those rules. Thus, the titular "plaything" is understood as both an object and a person, and play, in the early modern world, is treated not merely as a pastime, a leisurely pursuit, but as a pivotal part of daily life, a strategic psychosocial endeavor.

A Book for a Rainy Day John Thomas Smith 1905

Design For Kids Debra Levin Gelman 2014-07-08 Emotion. Ego. Impatience. Stubbornness. Characteristics like these make creating sites and apps for kids a daunting proposition. However, with a bit of knowledge, you can design experiences that help children think, play, and learn. With *Design for Kids*, you'll learn how to create digital products for today's connected generation.

A Heavenly Craft Lilian Armstrong 2004 The combination of the woodcut print method devised early in the fifteenth century with Johannes Gutenberg's revolutionary invention of printing with moveable type resulted in a powerful explosion of information and ideas. For the first time, it was possible to use a mechanized system to print identical copies of books containing both text and images. Featured in *A Heavenly Craft* are the earliest surviving examples of these books from throughout Western Europe, all printed within the first century after Gutenberg's invention. The contributors bring these rare books to life, exploring the evolution of the technique, composition, and coloration of the woodcut beginning with the earliest publications. Many of the woodcut designs grew out of the tradition of manuscript illumination, in which book illustrations were painstakingly executed by hand. The authors also present the distinguishing features of national style and taste, treating the reader to examples from Germany, Italy, France, Spain, and the Netherlands. In addition, *A Heavenly Craft* describes the provenance of these volumes, providing an account of how Lessing J. Rosenwald purchased them from the heir to the Lea and Perrins fortune and later donated them to the Library of Congress. These early printed volumes are the predecessors of today's illustrated books. *A Heavenly Craft* celebrates these origins, making these early publications available to bibliophiles and print lovers. 100 color illustrations.

Into the Wild Jon Krakauer 2009-09-22 Krakauer's page-turning bestseller explores a famed missing person mystery while unraveling the larger riddles it holds: the profound pull of the American wilderness on our imagination; the allure of high-risk activities to young men of a certain cast of mind; the complex, charged bond between fathers and sons. "Terrifying... Eloquent... A heart-rending drama of human yearning." –New York Times In April 1992 a young man from a well-to-do family hitchhiked to Alaska and walked alone into the wilderness north of Mt. McKinley. He had given \$25,000 in savings to charity, abandoned his car and most of his possessions, burned all the cash in his wallet, and invented a new life for himself. Four months later, his decomposed body was found by a moose hunter. How Christopher Johnson McCandless came to die is the unforgettable story of *Into the Wild*. Immediately after graduating from college in 1991, McCandless had roamed through the West and Southwest on a vision quest like those made by his heroes Jack London and John Muir. In the Mojave Desert he abandoned his car, stripped it of its license plates, and burned all of his cash. He would give himself a new name, Alexander Supertramp, and, unencumbered by money and belongings, he would be free to wallow in the raw, unfiltered experiences that nature presented. Craving a blank spot on the map, McCandless simply threw the maps away. Leaving behind his desperate parents and sister, he vanished into the wild. Jon Krakauer constructs a clarifying prism through which he reassembles the disquieting facts of McCandless's short life. Admitting an interest that borders on obsession, he searches for the clues to the drives and desires that propelled McCandless. When McCandless's innocent mistakes turn out to be irreversible and fatal, he becomes the stuff of tabloid headlines and is dismissed for his naïveté, pretensions, and hubris. He is said to have had a death wish but wanting to die is a very different thing from being compelled to look over the edge.

Krakauer brings McCandless's uncompromising pilgrimage out of the shadows, and the peril, adversity, and renunciation sought by this enigmatic young man are illuminated with a rare understanding—and not an ounce of sentimentality. Mesmerizing, heartbreaking, *Into the Wild* is a tour de force. The power and luminosity of Jon Krakauer's storytelling blaze through every page.

What Video Games Have to Teach Us About Learning and Literacy. Second Edition James Paul Gee 2007-12-26 Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Design And Truth Robert Grudin 2010-04-20 "If good design tells the truth," writes Robert Grudin in this path-breaking book on esthetics and authority, "poor design tells a lie, a lie usually related . . . to the getting or abusing of power." From the ornate cathedrals of Renaissance Europe to the much-maligned Ford Edsel of the late 1950s, all products of human design communicate much more than their mere intended functions. Design holds both psychological and moral power over us, and these forces may be manipulated, however subtly, to surprising effect. In an argument that touches upon subjects as seemingly unrelated as the Japanese tea ceremony, Italian mannerist painting, and Thomas Jefferson's Monticello plantation, Grudin turns his attention to the role of design in our daily lives, focusing especially on how political and economic powers impress themselves on us through the built environment. Although architects and designers will find valuable insights here, Grudin's intended audience is not exclusively the trained expert but all those who use designs and live within them every day.

Of the Decorative Illustration of Books Old and New Walter Crane 1896 During the Art Nouveau movement there was a revival of illuminated books. Of the Decorative Illustration of Books Old and New by Walter Crane shows the influence of these historical designs on modern styles.

The Garden of the Finzi-Continis Giorgio Bassani 1989

The 48 Laws Of Power Robert Greene 2010-09-03 THE MILLION COPY INTERNATIONAL BESTSELLER Drawn from 3,000 years of the history of power, this is the definitive guide to help readers achieve for themselves what Queen Elizabeth I, Henry Kissinger, Louis XIV and Machiavelli learnt the hard way. Law 1: Never outshine the master Law 2: Never put too much trust in friends; learn how to use enemies Law 3: Conceal your intentions Law 4: Always say less than necessary. The text is bold and elegant, laid out in black and red throughout and replete with fables and unique word sculptures. The 48 laws are illustrated through the tactics, triumphs and failures of great figures from the past who have wielded - or been victimised by - power. _____ (From the Playboy interview with Jay-Z, April 2003)

PLAYBOY: Rap careers are usually over fast: one or two hits, then styles change and a new guy comes along. Why have you endured while other rappers haven't? JAY-Z: I would say that it's from still being able to relate to people. It's natural to lose yourself when you have success, to start surrounding yourself with fake people. In *The 48 Laws of Power*, it says the worst thing you can do is build a fortress around yourself. I still got the people who grew up with me, my cousin and my childhood friends. This guy right here (gestures to the studio manager), he's my friend, and he told me that one of my records, *Volume Three*, was wack. People set higher standards for me, and I love it.

Playful Design John Ferrara 2012 Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

Reclining Nude Lidia Guibert Ferrara 2002-09 "Sensuous, voluptuous, provocative--the female form has inspired artists for centuries, making it perhaps the most popular subject in the history of painting. Since Venetian painter Giorgione's *Sleeping Venus*, the first notable female nude in Western painting, painters have focused their talents on the infinite possibilities of the representation of the female body. Featuring lush, full-page illustrations of masterpieces of the genre, *Reclining Nude* is a feast for the senses. From Titian's alluring *Venus of Urbino* to Manet's guileless *Olympia*, *Reclining Nude* provides a fascinating tour of the ever-changing visions of beauty and repose." -- Provided by publisher

Theaters of Anatomy Cynthia Klestinec 2011-08-15 The anatomy theater is where students of the human body learn to isolate structures in decaying remains, scrutinize their parts, and assess their importance. Taking a new look at the history of anatomy, the author places public dissections alongside private ones to show how the anatomical theater was both a space of philosophical learning and a place where students learned to behave in a civil manner towards their teachers, their peers, and the corpse.

Webs of Influence Nathalie Nahai 2012-12-14 As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book *The Web Psychologist*, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. *Webs of Influence* delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level - with dazzling results.

Silence John Cage 1961-06 John Cage is the outstanding composer of avant-garde music today. The *Saturday Review* said of him: "Cage possesses one of the rarest qualities of the true creator- that of an original mind- and whether that originality pleases, irritates, amuses or outrages is irrelevant." "He refuses to sermonize or pontificate. What John Cage offers is more refreshing, more spirited, much more fun- a kind of carefree skinny-dipping in the infinite. It's what's happening now." -*The American Record Guide* "There is no such thing as an empty space or an empty time. There is always something to see, something to hear. In fact, try as we may to make a silence, we cannot. Sounds occur whether intended or not; the psychological turning in direction of those not intended seems at first to be a giving up of everything that belongs to humanity. But one must see that humanity and nature, not separate, are in this world together, that nothing was lost when everything was given away."

Designing with the Mind in Mind Jeff Johnson 2013-12-17 In this completely updated and revised edition of *Designing with the Mind in Mind*, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Playful Design John Ferrara 2012-05-17 Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

Writing Is Designing Michael J. Metts 2020-01-14 Without words, apps would be an unusable jumble of shapes and icons, while voice interfaces and chatbots wouldn't even exist. Words make software human-centered, and require just as much thought as the branding and code. This book will show you how to give your users clarity, test your words, and collaborate with your team. You'll see that writing is designing.

The Printed Book Henri Bouchot 1887

Cyberpl@y Brenda Danet 2020-05-28 The Internet is changing the way we communicate. As a cross between letter-writing and conversation, email has altered traditional letter-writing conventions. Websites and chat rooms have made visual aspects of written communication of greater importance, arguably, than ever before. New communication codes continue to evolve with unprecedented speed. This book explores playfulness and artfulness in digital writing and communication and answers penetrating questions about this new medium. Under what conditions do old letter-writing norms continue to be important, even in email? Digital greetings are changing the way we celebrate special occasions and public holidays, but will they take the place of paper postcards and greeting cards? The author also looks at how new art forms, such as virtual theatre, ASCII art, and digital folk art on IRC, are flourishing, and how many people collect and display digital fonts on handsome Websites, or even design their own. Intended as a time capsule documenting developments online in the mid- to late 1990s, when the Internet became a mass medium, this book treats the computer as an expressive instrument fostering new forms of creativity and popular culture.

Teddy Ferrara Christopher Shinn 2013-11-25 It's Gabe's senior year of college and his future looks bright: He runs the Queer Students Group, he finally has a single room and he recently started dating a great guy. But when a campus tragedy occurs that makes national headlines it ignites a firestorm and throws Gabe's world into disorder. When new evidence surfaces, Gabe discovers that the events surrounding the tragedy aren't as straightforward as they seem, and he is forced to question popular assumptions—and his own life's contradictions.

The Book of the Courtier conte Baldassarre Castiglione 1903

The Play of the Weather John Heywood 1908

In the Name of the Family Sarah Dunant 2017-03-07 Before the Corleones, before the Lannisters, there were the Borgias. One of history's notorious families comes to life in a captivating novel from the author of *The Birth of Venus*. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY COSMOPOLITAN (UK) AND THE TIMES (UK) "In the end, what's a historical novelist's obligation to the dead? Accuracy? Empathy? Justice? Or is it only to make them live again? Dunant pays these debts with a passion that makes me want to go straight out and read all her other books."—Diana Gabaldon, *The Washington Post* Bestselling novelist Sarah Dunant has long been drawn to the high drama of Renaissance Italy: power, passion, beauty, brutality, and the ties of blood. With *In the Name of the Family*, she offers a thrilling exploration of the House of Borgia's final years, in the company of a young diplomat named Niccolò Machiavelli. It is 1502 and Rodrigo Borgia, a self-confessed womanizer and master of political corruption, is now on the papal throne as Alexander VI. His daughter Lucrezia, aged twenty-two—already three times married and a pawn in her father's plans—is discovering her own power. And then there is his son Cesare Borgia, brilliant, ruthless, and increasingly unstable; it is his relationship with Machiavelli that gives the Florentine diplomat a master class in the dark arts of power and politics. What Machiavelli learns will go on to inform his great work of modern politics, *The Prince*. But while the pope rails against old age and his son's increasingly erratic behavior, it is Lucrezia who must navigate the treacherous court of Urbino, her new home, and another challenging marriage to create her own place in history. Sarah Dunant again employs her remarkable gifts as a storyteller to bring to life the passionate men and women of the Borgia family, as well as the ever-compelling figure of Machiavelli, through whom the reader will experience one of the most fascinating—and doomed—dynasties of all time. "Enthralling . . . combines flawless historical scholarship with beguiling storytelling."—*The Guardian* "Renaissance-rich details fill out the humanity of the Borgias, rendering them into the kind of relatable figures whom we would hope to discover behind the cold brilliance of *The Prince*."—NPR "[Dunant] has an enviable command of this complex political scene, with its shifting alliances and subtle betrayals. . . . [She] has a special gift for attending to her female characters."—*The New York Times*

Storytelling for User Experience Whitney Quesenbery 2010-04-01 We all tell stories. It's one of the most natural ways to share information, as old as the human race. This book is not about a new technique, but how to use something we already know in a new way. Stories help us gather and communicate user research, put a human face on analytic data, communicate design ideas, encourage collaboration and innovation, and create a sense of shared history and purpose. This book looks across the full spectrum of user experience design to discover when and how to use stories to improve our products. Whether you are a researcher, designer, analyst or manager, you will find ideas and techniques you can put to use in your practice.

The Foreign Correspondent Alan Furst 2006-05-30 From Alan Furst, whom *The New York Times* calls "America's preeminent spy novelist," comes an epic story of romantic love, love of country, and love of freedom—the story of a secret war fought in elegant hotel bars and first-class railway cars, in the mountains of Spain and the backstreets of Berlin. It is an inspiring, thrilling saga of everyday people forced by their hearts' passion to fight in the war against tyranny. By 1938, hundreds of Italian intellectuals, lawyers and journalists, university professors and scientists had escaped Mussolini's fascist government and taken refuge in Paris. There, amid the struggles of émigré life, they founded an Italian resistance, with an underground press that smuggled news and encouragement back to Italy. Fighting fascism with typewriters, they produced 512 clandestine newspapers. The Foreign Correspondent is their story. Paris, a winter night in 1938: a murder/suicide at a discreet lovers' hotel. But this is no romantic traged—it is the work of the OVRA, Mussolini's fascist secret police, and is meant to eliminate the editor of *Liberazione*, a clandestine émigré newspaper. Carlo Weisz, who has fled from Trieste and secured a job as a foreign correspondent with the Reuters bureau, becomes the new editor. Weisz is, at that moment, in Spain, reporting on the last campaign of the Spanish civil war. But as soon as he returns to Paris, he is pursued by the French Sûreté, by agents of the OVRA, and by officers of the British Secret Intelligence Service. In the desperate politics of Europe on the edge of war, a foreign correspondent is a pawn, worth surveillance, or blackmail, or murder. The Foreign Correspondent is the story of Carlo Weisz and a handful of antifascists: the army officer known as "Colonel Ferrara," who fights for a lost cause in Spain; Arturo Salamone, the shrewd leader of a resistance group in Paris; and Christa von Schirren, the woman who becomes the love of Weisz's life, herself involved in a doomed resistance underground in Berlin. The Foreign Correspondent is Alan Furst at his absolute best—taut and powerful, enigmatic and romantic, with sharp, seductive writing that takes the reader through darkness and intrigue to a spectacular denouement.

Make It So Nathan Shedroff 2012-09-17 Many designers enjoy the interfaces seen in science fiction films and television shows. Freed from the rigorous constraints of designing for real users, sci-fi production designers develop blue-sky interfaces that are inspiring, humorous, and even instructive. By carefully studying these "outsider" user interfaces, designers can derive lessons that make their real-world designs more cutting edge and successful.

Learning, Education & Games, Volume 3: 100 Games to Use in the Classroom & Beyond Karen Schrier

The Getty Murua Thomas B. F. Cummins 2008-09-23 Here is a set of essays on *Historia general del Piru* that discuss not only the manuscript's physical components—quires and watermarks, scripts and pigments—but also its relation to other Andean manuscripts, Inca textiles, European portraits, and Spanish sources and publication procedures. The sum is an unusually detailed and interdisciplinary analysis of the creation and fate of a historical and artistic treasure.

Gaming Rhythms Tom Apperley 2009 "Global gaming networks are heterogenous collectives of localized practices, not unified commercial products. Shifting the analysis of digital games to local specificities that build and perform the global and general, *Gaming Rhythms* employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players. This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play-practices in their specific situations." -- Website.

Genre in a Changing World Charles Bazerman 2009-09-16 Genre studies and genre approaches to literacy instruction continue to develop in many regions and from a widening variety of approaches. Genre has provided a key to understanding the varying literacy cultures of regions, disciplines, professions, and educational settings. *GENRE IN A CHANGING WORLD* provides a wide-ranging sampler of the remarkable variety of current work. The twenty-four chapters in this volume, reflecting the work of scholars in Europe, Australasia, and North and South America, were selected from the over 400 presentations at SIGET IV (the Fourth International Symposium on Genre Studies) held on the campus of UNISUL in Tubarão, Santa Catarina, Brazil in August 2007—the largest gathering on genre to that date. The chapters also represent a wide variety of approaches, including rhetoric, Systemic Functional Linguistics, media and critical cultural studies, sociology, phenomenology, enunciation theory, the Geneva school of educational sequences, cognitive psychology, relevance theory, sociocultural psychology, activity theory, Gestalt psychology, and schema theory. Sections are devoted to theoretical issues, studies of genres in the professions, studies of genre and media, teaching and learning genre, and writing across the curriculum. The broad selection of material in this volume displays the full range of contemporary genre studies and sets the ground for a next generation of work.

Games in Everyday Life Nathan Hulsey 2019-11-25 In this book, Nathan Hulsey explores the links between game design, surveillance, computation, and the emerging technologies that impact our everyday lives at home, at work, and with our family and friends.

The Multilingual Internet Professor of Sociology and Communication Brenda Danet 2007 Devoted to analysing internet related CMC in languages other than English, this volume collects 18 new articles on facets of language and internet use, all of which revolve around several central topics: writing systems, the structure and features of local languages and how they affect internet use, gender issues, and so on.

Emotional Design Elements Smashing Magazine 2013 Whether you're creating a game or a website, a lasting bond with users is more often than not the result of emotional attachment. Knowing the ins and outs of emotional design will enable you to imbue your creation with personality and to shape the user's perception. Find out how to integrate emotional appeal into your website, and how to turn your game into more than a cold, flawless, technical challenge. A personal touch can make all the difference, if you know how to design it. TABLE OF CONTENTS - Inclusive Design - The Personality Layer - Give Your Website Soul With Emotionally Intelligent Interactions - Not Just Pretty: Building Emotion Into Your Websites - Playful UX Design: Building A Better Game - Gamification And UX: Where Users Win Or Lose - Adding A Personal Touch To Your Web Design

Dr Stanton T. Swan 2017-07-20 If happiness is a gift. Then Cameron Stanton is my Santa Claus. I can't tell you the exact moment I fell in love with him. Only that I did. With every glance, every touch, every minute. . . . he stole a little more of me. They say that all men are created equal. Well that's a blatant lie! I know because I met God's gift to women in Vegas, I pretended he was my husband to get rid of another man. He took our fake marriage seriously and it became his personal goal to consummate. He spoke to me in French and I lied to him in German. His laughter was addictive. But I thought what happens in Vegas would stay in Vegas. Until it didn't. Dr. Stanton turned up where I least expected and my lies came back to haunt me. The attraction is palpable. The secrets unchangeable. I need him more than air. This is a stand alone, contemporary romance.

Fun and Software Olga Gorjunova 2016-05-19 Fun and Software offers the untold story of fun as constitutive of the culture and aesthetics of computing. Fun in computing is a mode of thinking, making and experiencing. It invokes and convolutes the question of rationalism and logical reason, addresses the sensibilities and experience of computation and attests to its creative drives. By exploring topics as diverse as the pleasure and pain of the programmer, geek wit, affects of play and coding as a bodily pursuit of the unique in recursive structures, Fun and Software helps construct a different point of entry to the understanding of software as culture. Fun is a form of production that touches on the foundations of formal logic and precise notation as well as rhetoric, exhibiting connections between computing and paradox,

politics and aesthetics. From the formation of the discipline of programming as an outgrowth of pure mathematics to its manifestation in contemporary and contradictory forms such as gaming, data analysis and art, fun is a powerful force that continues to shape our life with software as it becomes the key mechanism of contemporary society. Including chapters from leading scholars, programmers and artists, Fun and Software makes a major contribution to the field of software studies and opens the topic of software to some of the most pressing concerns in contemporary theory.

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