

Intertwined Information Changes Everything Peter Morville

Organizations value insights from reflexive, iterative processes of designing interactive environments that reflect user experience. “I really like this definition of experience architecture, which requires that we understand ecosystems of activity, rather than simply considering single-task scenarios.”—Donald Norman (*The Design of Everyday Things*) A landmark book, “brilliant, thoughtful” (*The Atlantic*) and “raw and gorgeous” (*LA Times*), that fast-forwards the discussion of the central artistic issues of our time, from the bestselling author of *The Thing About Life Is That One Day You'll Be Dead*. Who owns ideas? How clear is the distinction between fiction and nonfiction? Has the velocity of digital culture rendered traditional modes obsolete? Exploring these and related questions, Shields orchestrates a chorus of voices, past and present, to reframe debates about the veracity of memoir and the relevance of the novel. He argues that our culture is obsessed with “reality,” precisely because we experience hardly any, and urgently calls for new forms that embody and convey the fractured nature of contemporary experience.

Interfaces are important elements of digital scholarly editions as they allow and direct the interaction of users with the online content and they facilitate the access to and exchange of data and information. Some interfaces are created for the human user (GUI), others for machine interaction and data exchange (API). Both aspects of interfaces and their roles in digital scholarly editing were discussed at a conference in 2016 organised by the Centre for Information Modelling at the University of Graz and the Digital Scholarly Editions Initial Training Network DiXiT. This volume includes a range of papers presented at the conference that highlight the diverse views and approaches towards interfaces in the digital scholarly editing community.

The material world is made of atoms, and the majority of chemical elements has two or more stable isotopes. The existence of isotopes and their applications are well known. Yet, there is little appreciation of isotopic diversity as a singular phenomenon of nature. This book discusses aspects of isotopic diversity in terms of a singular principle: "isotopicity".

New York Times bestseller • Finalist for the Pulitzer Prize “This is a book to shake up the world.” —Ann Patchett Nicholas Carr’s bestseller *The Shallows* has become a foundational book in one of the most important debates of our time: As we enjoy the internet’s bounties, are we sacrificing our ability to read and think deeply? This 10th-anniversary edition includes a new afterword that brings the story up to date, with a deep examination of the cognitive and behavioral effects of smartphones and social media.

Service design is a holistic, co-creative, and user-centered approach to understanding user behavior for creating or refining services. Use this LITA Guide to help as a toolkit for implementing service design studies and projects at all types of libraries. It begins with directions for how to create a service design team and assembling a user working group for your library and move through the various phases in a service design journey. The authors outline the tools required to gain insights into user behavior and expectation and how to diagnose the difference between a symptom and a problem users face when interacting within the library environment. The guide features a series of examples that the service design team can use to learn how to work with library staff and patrons to find out what current user experience is like and how to refine services to better meet user expectations.

From us to you... the precious gift of freedom from your unbearable workload and space to breathe! What is the main thing that stops you doing all those things you'd love to do? That stops you trying a new idea, starting a new hobby, looking for new opportunities or finishing that long-overdue project. It's time isn't it? It certainly is for most of us. We're all drowning in work –

never-ending to-do lists, constant deadlines one after the other, too many emails to possibly answer! If only some of that load could be lifted. If only we could find some space, some breathing room, some time to actually think. It would mean we could try new things, think creatively, do our best rather than just enough to get it done and off our plate. Certainly in work, business growth is dependent on creative thinking and innovation – you need time to do that. If you want to succeed in your career, or make more room in your life for the non-work stuff, then you need to free up some time. And what's the key to finding time? Delegation. Let Gail Thomas teach you to art of delegation. Stop wasting your time on tasks you're overqualified for and see how you actually can focus on the important stuff. And you won't just learn how to delegate 'down' – Gail will also help you master upwards delegation. The Gift of Time includes: How proper delegation can lead to a more successful career and a happier life Solid research into the value of delegation in real monetary terms An examination of the attitudes and barriers to delegation and how to overcome them Different types of delegation – not just 'downward delegation' but upwards and sideways delegation, silent and stakeholder delegation Articles by guest writers – experts in particular areas, such as parental delegation Case studies to illustrate exactly how effective delegation has been done to great results

Any organization that has a searchable web site or intranet is sitting on top of hugely valuable and usually under-exploited data: logs that capture what users are searching for, how often each query was searched, and how many results each query retrieved. Search queries are gold: they are real data that show us exactly what users are searching for in their own words. This book shows you how to use search analytics to carry on a conversation with your customers: listen to and understand their needs, and improve your content, navigation and search performance to meet those needs.

Intertwined Information Changes Everything

At the start of every web design project, the ongoing struggles reappear. We want to design highly usable and self-evident applications, but we also want to devise innovative, compelling, and exciting interactions that make waves in the market. Projects are more sophisticated than ever, but we have fewer resources with which to complete them. Requirements are fuzzy at best, but we're expected to have everything done yesterday. What we need is a reuse strategy, coupled with a pathway to innovation. Patterns are part of the game. Components take us further. In *Web Anatomy: Interaction Design Frameworks That Work*, user experience experts Hoekman and Spool introduce "interaction design frameworks", the third and final piece of what they call "The Reuse Trinity", and resolve these issues once and for all. Frameworks are sets of design patterns and other elements that comprise entire systems, and in this game-changing book, Hoekman and Spool show you how to identify, document, share, use, and reap the benefits of frameworks. They also dive deep into several major frameworks to reveal how the psychology behind these standards leads not only to effective designs, but can also serve as the basis for cutting-edge innovations and superior user experiences. *Web Anatomy* delivers: A complete guide to using interaction design frameworks An examination of the psychology behind major frameworks A thorough look at how frameworks will change the way you work for the better Citing examples from both the successful and not-so-successful, the authors break down the elements that comprise several common interactive web systems, discuss implementation considerations, offer examples of innovations based on these standards, reveal how frameworks work hand in hand with patterns and components, and show you how to integrate frameworks into your process. Read *Web Anatomy* now. Benefit from it for years to come. Jared Spool is a world-renowned design researcher and the founder of *UIE.com*. Robert Hoekman, Jr. is a veteran user experience specialist and the author of *Designing the Obvious* and *Designing the Moment*.

The past several decades have seen an explosion of interest in narrative, with this multifaceted object of inquiry becoming a central concern in a wide range of disciplinary fields and research

contexts. As accounts of what happened to particular people in particular circumstances and with specific consequences, stories have come to be viewed as a basic human strategy for coming to terms with time, process, and change. However, the very predominance of narrative as a focus of interest across multiple disciplines makes it imperative for scholars, teachers, and students to have access to a comprehensive reference resource.

Creating an app, site or any product that succeeds â or sells â is most definitely a tall order. Designing anything for people is tough, because we're inherently complex and...well...messy. Which means that things like market share and ROI don't come easy. But time and effort spent finding the right problems to solve allows designers, developers and product teams to take quantum leaps forward in exceeding the expectations of everyone involved. In *Think First*, Joe Natoli shows you exactly how to do this, using lessons learned from his 26 years as a UX consultant to Fortune 100 and 500 organizations. You'll find proven principles, step-by-step methods and straightforward, jargon-free advice that can be applied to any kind of digital product. *Think First* proves that while people are indeed messy and complex, designing for them doesn't have to be. Here's what a few well-respected UX practitioners and authors had to say about *Think First*: "A very practical guide to success in business." â Dr. Don Norman, Director of the DesignLab, UC San Diego and Author of *The Design of Everyday Things* "Think First is a practical guide to UX that makes sense of strategy and structure. Highly recommended!" â Peter Morville, Bestselling Author of *Intertwined* "For designers and developers, understanding strategy and UX is an increasingly necessary skill. Joe Natoli's *Think First* demystifies these foundational ideas in a very conversational, easy to read style." â Ilise Benun, Founder of Marketing-Mentor.com and Author of 7+ Books Author Joe Natoli explains why he believes *Think First* is unlike any other book on the subject of UX strategy and design: "I didn't want to write yet another book that covers the narrow, tactical pieces of the design process," he says, "because great design and great UX are the result of multiple activities across multiple people, roles and disciplines. It's everybody's business. *Think First* walks you through everything that must be considered to create great UX â and gives you a roadmap to make it happen." *Think First* details Joe's no-nonsense approach to creating successful products, powerful user experiences and very happy customers. He share countless lessons learned from more than 26 years as a UX consultant to Fortune 500 and 100 organizations â including a few he's learned the hard way :-). *Think First* serves as a roadmap to building a solid foundation for UX that's strong enough to withstand any weather as projects move into design and coding. Here are just some of the things you'll learn: - Simple user research methods that anyone can perform â even if you've never done research of any kind. - The right questions to ask stakeholders and users at the outset of any (and every) project. - The 3 crucial questions you must ask of every client, every time. - How to tell the difference between what people say they need vs. what they really need. - A better, simpler way to generate meaningful UX requirements at the outset of the project. - How to figure out what features and functions will result in great UX and deliver value to both users and the business. - How to avoid scope creep and the never-ending project scenario.

David Ciccoricco establishes the category of "network fiction" as distinguishable from other forms of hypertext and cybertext: network fictions are narrative texts in digitally networked environments that make use of hypertext technology in order to create emergent and recombinant narratives.

Code Nation explores the rise of software development as a social, cultural, and technical phenomenon in American history. The movement germinated in government and university labs during the 1950s, gained momentum through corporate and counterculture experiments in the 1960s and 1970s, and became a broad-based computer literacy movement in the 1980s. As personal computing came to the fore, learning to program was transformed by a groundswell of popular enthusiasm, exciting new platforms, and an array of commercial

practices that have been further amplified by distributed computing and the Internet. The resulting society can be depicted as a "Code Nation"—a globally-connected world that is saturated with computer technology and enchanted by software and its creation. Code Nation is a new history of personal computing that emphasizes the technical and business challenges that software developers faced when building applications for CP/M, MS-DOS, UNIX, Microsoft Windows, the Apple Macintosh, and other emerging platforms. It is a popular history of computing that explores the experiences of novice computer users, tinkerers, hackers, and power users, as well as the ideals and aspirations of leading computer scientists, engineers, educators, and entrepreneurs. Computer book and magazine publishers also played important, if overlooked, roles in the diffusion of new technical skills, and this book highlights their creative work and influence. Code Nation offers a "behind-the-scenes" look at application and operating-system programming practices, the diversity of historic computer languages, the rise of user communities, early attempts to market PC software, and the origins of "enterprise" computing systems. Code samples and over 80 historic photographs support the text. The book concludes with an assessment of contemporary efforts to teach computational thinking to young people.

Annotation The fourth edition of this guide focuses on information architecture as a set of tools and techniques for dealing with today's tough information organization problems. It's ideal for anyone involved in any aspect of design. The universal and timeless principles of information organization described in the book's first three editions still apply in our increasingly mobile world. In the fourth edition, the authors cast those principles in the context of current practice, using many updated examples and illustrations.

Discusses Web site hierarchy, usability, navigation systems, content labeling, configuring search systems, and managing the information architecture development process.

"Links" are among the most basic---and most unexamined---features of online life. Bringing together a prominent array of thinkers from industry and the academy, *The Hyperlinked Society* addresses a provocative series of questions about the ways in which hyperlinks organize behavior online. How do media producers' considerations of links change the way they approach their work, and how do these considerations in turn affect the ways that audiences consume news and entertainment? What role do economic and political considerations play in information producers' creation of links? How do links shape the size and scope of the public sphere in the digital age? Are hyperlinks "bridging" mechanisms that encourage people to see beyond their personal beliefs to a broader and more diverse world? Or do they simply reinforce existing bonds by encouraging people to ignore social and political perspectives that conflict with their existing interests and beliefs? This pathbreaking collection of essays will be valuable to anyone interested in the now taken for granted connections that structure communication, commerce, and civic discourse in the world of digital media. "This collection provides a broad and deep examination of the social, political, and economic implications of the evolving, web-based media environment. *The Hyperlinked Society* will be a very useful contribution to the scholarly debate about the role of the internet in modern society, and especially about the interaction between the internet and other media systems in modern society." ---Charles Steinfield, Professor and Chairperson, Department of Telecommunication, Information Studies, and Media, Michigan State University

Joseph Turow is Robert Lewis Shayon Professor at the Annenberg School for Communication, University of Pennsylvania. He was named a Distinguished Scholar by the National Communication Association and a Fellow of the International Communication Association in 2010. He has authored eight books, edited five, and written more than 100 articles on mass media industries. His books include *Niche Envy: Marketing Discrimination in the Digital Age* and *Breaking up America: Advertisers and the New Media World*. Lokman Tsui is a doctoral candidate at the Annenberg School for Communication, University of Pennsylvania. His research interests center on new media and global communication. Cover image: This graph from Lada Adamic's chapter depicts the link structure of political blogs in the United States. The shapes reflect the blogs, and the colors of the shapes reflect political orientation---red for conservative blogs, blue for liberal ones. The size of each blog reflects the number of blogs that link to it. *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.

On the Move er en interessant og rettidig bog om relevansen af Nordisk Ledelse i en evigt forandrende, hastigt bevægende og intens forretningsverden. Bogen beskriver, hvad Nordisk Ledelse er og hvordan denne ledelsesform kan inspirere og implementeres også i andre dele af verden. Gennem interviews med mere end 50 udenlands bosatte, men nordisk fødte ledere, fortæller forfatteren Pernille Hippe Brun, Strategisk rådgiver indenfor ledelse og organisationskultur, historien om de udfordringer, sejre og faldgruber man kan opleve, når man drager udenlands for at lede under fremmede himmelstrøg. Bogen er fyldt med gode råd, personlige anekdoter og indsigter fra moderne ledelsesteori samt veletablerede nordiske praksis-eksempler på, hvordan en nordisk ledelsesstil kan implementeres, tilpasses og justeres, således at den kan komme internationalt til gavn og inspirere morgendagens ledere - hvad end de er af nordisk ophav eller ej. Pernille Hippe Brun er strategisk ledelses- og organisationskonsulent med erfaring fra opbygning og ledelse af egen konsulentvirksomhed samt mange års rådgivning af ledere fra både det nordiske kontinent samt USA, Kenya og Kina. Udover konsulentarbejde har Pernille været med til at opbygge og drive en E-MBA i Kenya i samarbejde med Copenhagen Business School. Pernille er forfatter til tre bøger – bl.a. bogen *Strenghts Based Leadership Handbook*. Pernilles primære arbejdsplads er i dag den globale virksomhed Tradeshift, hvor hun agerer som strategisk rådgiver indenfor kultur, ledelse og læring. **BOGEN ER PÅ ENGELSK**

What people are saying about Search Patterns "Search Patterns is a delight to read -- very thoughtful and thought provoking. It's the most comprehensive survey of designing effective search experiences I've seen." --Irene Au, Director of User Experience, Google "I love this book! Thanks to Peter and Jeffery, I now

know that search (yes, boring old yucky who cares search) is one of the coolest ways around of looking at the world." --Dan Roam, author, *The Back of the Napkin* (Portfolio Hardcover) "Search Patterns is a playful guide to the practical concerns of search interface design. It contains a bonanza of screenshots and illustrations that capture the best of today's design practices and presents a fresh perspective on the broader role of search and discovery." --Marti Hearst, Professor, UC Berkeley and author, *Search User Interfaces* (Cambridge University Press) "It's not often I come across a book that asks profound questions about a fundamental human activity, and then proceeds to answer those questions with practical observations and suggestions. Search Patterns is an expedition into the heart of the web and human cognition, and for me it was a delightful journey that delivered scores of insights." --Dave Gray, Founder and Chairman, XPLANE "Search is swiftly transforming everything we know, yet people don't understand how mavens design search: by stacking breadcrumbs, scenting widgets, and keeping eyeballs on the engine. I urge you to put your eyeballs on this unique and important book." --Bruce Sterling, Writer, Futurist, and Co-Founder, The Electronic Frontier Foundation "As one who searches a lot (and often ends up frustrated), Search Patterns is a revelation." --Nigel Holmes, Designer, Theorist, and Principal, Explanation Graphics "Search Patterns is a fabulous must-have book! Inside, you'll learn the whys and wheres of practically every modern search design trick and technique." --Jared Spool, CEO and Founder, User Interface Engineering Search is among the most disruptive innovations of our time. It influences what we buy and where we go. It shapes how we learn and what we believe. In this provocative and inspiring book, you'll explore design patterns that apply across the categories of web, ecommerce, enterprise, desktop, mobile, social, and real-time search and discovery. Filled with colorful illustrations and examples, Search Patterns brings modern information retrieval to life, covering such diverse topics as relevance, faceted navigation, multi-touch, personalization, visualization, multi-sensory search, and augmented reality. By drawing on their own experience-as well as best practices and evidence-based research-the authors not only offer a practical guide to help you build effective search applications, they also challenge you to imagine the future of discovery. You'll find Search Patterns intriguing and invaluable, whether you're a web practitioner, mobile designer, search entrepreneur, or just interested in the topic. Discover a pattern language for search that embraces user psychology and behavior, information architecture, interaction design, and emerging technology Boost enterprise efficiency and e-commerce sales Enable mobile users to achieve goals, complete tasks, and find what they need Drive design innovation for search interfaces and applications

"It's not just what it looks like and feels like. Design is how it works."-Steve Jobs There's a new race in business to embrace "design thinking." Yet most executives have no clue what to make of the recent buzz about design. It's rarely the subject of business retreats. It's not easily measurable. To many, design is

simply a crapshoot. Drawing on interviews with top executives such as Virgin's Richard Branson and Nike's Mark Parker, Jay Greene illuminates the methods of companies that rely on design to stand out in their industries. From the experiences of those at companies from Porsche to REI to Lego, we learn that design isn't merely about style and form. The heart of design is rethinking the way products and services work for customers in real life. Greene explains how:

- Porsche pit its designers against each other to create its bestselling Cayenne SUV
- Clif listened intently to customers, resulting in the industry-changing Luna energy bar
- OXO paid meticulous attention to the details, turned its LiquiSeal mug from an abysmal failure into one of its greatest successes
- LEGO started saying no to its designers-saving its brick business in the process

Greene shows how important it is to build a culture in which design is more than an after-the-fact concern-it's part of your company's DNA. Design matters at every stage of the process. It isn't easy, and it increases costs, but it also boosts profits, sometimes to a massive extent. In an increasingly competitive marketplace, design represents the best chance you have of transcending your competitors. How does our fascination with technology intersect with the religious imagination? In *TechGnosis*—a cult classic now updated and reissued with a new afterword—Erik Davis argues that while the realms of the digital and the spiritual may seem worlds apart, esoteric and religious impulses have in fact always permeated (and sometimes inspired) technological communication. Davis uncovers startling connections between such seemingly disparate topics as electricity and alchemy; online roleplaying games and religious and occult practices; virtual reality and gnostic mythology; programming languages and Kabbalah. The final chapters address the apocalyptic dreams that haunt technology, providing vital historical context as well as new ways to think about a future defined by the mutant intermingling of mind and machine, nightmare and fantasy.

Businesses recognize the need to become more customer focused, but struggle to see how. At the same time, our logic and business models for selling digital content and services are broken. Digital relationships enable services at low cost, but we still focus on discrete transactions at prices that consumers see as exploitive. This book explains how a revolutionary approach to pricing can solve these problems. It proposes a new architecture for cooperative service relationships that is personalized and continuously adaptive. FairPay operationalizes a new logic for conducting ongoing business relationships that adaptively seek win-win value propositions in which price reflects value. At a practical level, the author explains how this can be applied to transform a range of industries -- with motivations, and guidelines for implementation in stages -- to enhance loyalty, market share, and profits. At a conceptual level, he explores how novel processes for participative co-pricing can dynamically seek agreement on win-win value propositions -- to approach optimal price discrimination over a series of transactions. FairPay applies modern behavioral economics in choice

architectures that enable deep relationship marketing. An online supplement is provided.

How do you find your way in an age of information overload? How can you filter streams of complex information to pull out only what you want? Why does it matter how information is structured when Google seems to magically bring up the right answer to your questions? What does it mean to be "findable" in this day and age? This eye-opening new book examines the convergence of information and connectivity. Written by Peter Morville, author of the groundbreaking *Information Architecture for the World Wide Web*, the book defines our current age as a state of unlimited findability. In other words, anyone can find anything at any time. Complete navigability. Morville discusses the Internet, GIS, and other network technologies that are coming together to make unlimited findability possible. He explores how the melding of these innovations impacts society, since Web access is now a standard requirement for successful people and businesses. But before he does that, Morville looks back at the history of wayfinding and human evolution, suggesting that our fear of being lost has driven us to create maps, charts, and now, the mobile Internet. The book's central thesis is that information literacy, information architecture, and usability are all critical components of this new world order. Hand in hand with that is the contention that only by planning and designing the best possible software, devices, and Internet, will we be able to maintain this connectivity in the future. Morville's book is highlighted with full color illustrations and rich examples that bring his prose to life. *Ambient Findability* doesn't preach or pretend to know all the answers. Instead, it presents research, stories, and examples in support of its novel ideas. Are we truly at a critical point in our evolution where the quality of our digital networks will dictate how we behave as a species? Is findability indeed the primary key to a successful global marketplace in the 21st century and beyond. Peter Morville takes you on a thought-provoking tour of these memes and more -- ideas that will not only fascinate but will stir your creativity in practical ways that you can apply to your work immediately. "A lively, enjoyable and informative tour of a topic that's only going to become more important." --David Weinberger, Author, *Small Pieces Loosely Joined* and *The Cluetrain Manifesto* "I envy the young scholar who finds this inventive book, by whatever strange means are necessary. The future isn't just unwritten--it's unsearched." --Bruce Sterling, Writer, Futurist, and Co-Founder, The Electronic Frontier Foundation "Search engine marketing is the hottest thing in Internet business, and deservedly so. *Ambient Findability* puts SEM into a broader context and provides deeper insights into human behavior. This book will help you grow your online business in a world where being found is not at all certain." --Jakob Nielsen, Ph.D., Author, *Designing Web Usability: The Practice of Simplicity* "Information that's hard to find will remain information that's hardly found--from one of the fathers of the discipline of information architecture, and one of its most experienced practitioners, come penetrating observations on why findability is elusive and how

the act of seeking changes us." --Steve Papa, Founder and Chairman, Endeca
"Whether it's a fact or a figure, a person or a place, Peter Morville knows how to make it findable. Morville explores the possibilities of a world where everything can always be found--and the challenges in getting there--in this wide-ranging, thought-provoking book." --Jesse James Garrett, Author, *The Elements of User Experience* "It is easy to assume that current searching of the World Wide Web is the last word in finding and using information. Peter Morville shows us that search engines are just the beginning. Skillfully weaving together information science research with his own extensive experience, he develops for the reader a feeling for the near future when information is truly findable all around us. There are immense implications, and Morville's lively and humorous writing brings them home." --Marcia J. Bates, Ph.D., University of California Los Angeles "I've always known that Peter Morville was smart. After reading *Ambient Findability*, I now know he's (as we say in Boston) wicked smart. This is a timely book that will have lasting effects on how we create our future. --Jared Spool, Founding Principal, User Interface Engineering "In *Ambient Findability*, Peter Morville has put his mind and keyboard on the pulse of the electronic noosphere. With tangible examples and lively writing, he lays out the challenges and wonders of finding our way in cyberspace, and explains the mutually dependent evolution of our changing world and selves. This is a must read for everyone and a practical guide for designers." --Gary Marchionini, Ph.D., University of North Carolina "Find this book! Anyone interested in making information easier to find, or understanding how finding and being found is changing, will find this thoroughly researched, engagingly written, literate, insightful and very, very cool book well worth their time. Myriad examples from rich and varied domains and a valuable idea on nearly every page. Fun to read, too! --Joseph Janes, Ph.D., Founder, Internet Public Library

Everything is getting more complex. It is easy to be overwhelmed by the amount of information we encounter each day. Whether at work, at school, or in our personal endeavors, there's a deepening (and inescapable) need for people to work with and understand information. Information architecture is the way that we arrange the parts of something to make it understandable as a whole. When we make things for others to use, the architecture of information that we choose greatly affects our ability to deliver our intended message to our users. We all face messes made of information and people. I define the word "mess" the same way that most dictionaries do: "A situation where the interactions between people and information are confusing or full of difficulties." — Who doesn't bump up against messes made of information and people every day? This book provides a seven step process for making sense of any mess. Each chapter contains a set of lessons as well as workbook exercises architected to help you to work through your own mess.

This is a book about everything. Or, to be precise, it explores how everything is connected from code to culture. We think we're designing software, services, and experiences, but we're

not. We are intervening in ecosystems. Until we open our minds, we will forever repeat our mistakes. In this spirited tour of information architecture and systems thinking, Peter Morville connects the dots between authority, Buddhism, classification, synesthesia, quantum entanglement, and volleyball. In 1974 when Ted Nelson wrote "everything is deeply intertwined," he hoped we might realize the true potential of hypertext and cognition. This book follows naturally from that.

The rise of New Literacy Studies and the shift from studying reading and writing as a technical process to examining situated literacies—what people do with literacy in particular social situations—has focused attention toward understanding the connections between reading and writing practices and the broader social goals and cultural practices these literacy practices help to shape. This collection brings together situated research studies of literacy across a range of specific contexts, covering everyday, educational, and workplace domains. Its contribution is to provide, through an empirical framework, a larger cumulative understanding of literacy across diverse contexts.

Philosophy of the Buddha is a philosophical introduction to the teaching of the Buddha. It carefully guides readers through the basic ideas and practices of the Buddha, including kamma (karma), rebirth, the not-self doctrine, the Four Noble Truths, the Eightfold Path, ethics, meditation, non-attachment, and Nibbâna (Nirvana). The book includes an account of the life of the Buddha as well as comparisons of his teaching with practical and theoretical aspects of some Western philosophical outlooks, both ancient and modern. Most distinctively, Philosophy of the Buddha explores how Buddhist enlightenment could enable us to overcome suffering in our lives and reach our full potential for compassion and tranquillity. This is one of the first books to introduce the philosophy of the Buddha to students of Western philosophy.

Christopher W. Gowans' style is exceptionally clear and appropriate for anyone looking for a comprehensive introduction to this growing area of interest.

To make sense of the world, we're always trying to place things in context, whether our environment is physical, cultural, or something else altogether. Now that we live among digital, always-networked products, apps, and places, context is more complicated than ever—starting with "where" and "who" we are. This practical, insightful book provides a powerful toolset to help information architects, UX professionals, and web and app designers understand and solve the many challenges of contextual ambiguity in the products and services they create. You'll discover not only how to design for a given context, but also how design participates in making context. Learn how people perceive context when touching and navigating digital environments See how labels, relationships, and rules work as building blocks for context Find out how to make better sense of cross-channel, multi-device products or services Discover how language creates infrastructure in organizations, software, and the Internet of Things Learn models for figuring out the contextual angles of any user experience

We can't predict the future, yet we do it all the time. We organize projects, events, days, weeks, and years. We plan to buy a home, build a career, travel, get married, raise children, teach a class, retire, or get in shape. Our ability to model the world as it is and might be is a gift, but mental time travel is also really hard. Fortunately, since planning is a skill, everyone from playful improviser to rigorous planner can greatly improve, if they are ready to learn: The principles and practices of nonlinear planning. How to grow and sustain hope with willpower and waypower. When to pivot or persist with paths, goals, values, and metrics. How myths, memories, fears, and feelings shift the future. Why the plans of an octopus are the product of evolution. How artificial intelligence is poised to transform what we plan. If you hate planning, you're doing it wrong. The uncertainty of change makes us crave chaos or control, but it's as dangerous to be rigid as it is to move fast and break things. To organize the future, we will find better ways, because happiness is a prediction, and it's also the freedom you'll feel upon realizing there is no one right way to plan.

This engaging volume celebrates the life and work of Theodor Holm “Ted” Nelson, a pioneer and legendary figure from the history of early computing. Presenting contributions from world-renowned computer scientists and figures from the media industry, the book delves into hypertext, the docuverse, Xanadu and other products of Ted Nelson’s unique mind. Features: includes a cartoon and a sequence of poems created in Nelson’s honor, reflecting his wide-ranging and interdisciplinary intellect; presents peer histories, providing a sense of the milieu that resulted from Nelson’s ideas; contains personal accounts revealing what it is like to collaborate directly with Nelson; describes Nelson’s legacy from the perspective of his contemporaries from the computing world; provides a contribution from Ted Nelson himself. With a broad appeal spanning computer scientists, science historians and the general reader, this inspiring collection reveals the continuing influence of the original visionary of the World Wide Web.

Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck’s step-by-step instruction that will have readers using TDD to further their projects.

How librarians can be radical positive change agents in their communities, dedicated to learning and making a difference. This book offers a guide for librarians who see their profession as a chance to make a positive difference in their communities—librarians who recognize that it is no longer enough to stand behind a desk waiting to serve. R. David Lankes, author of *The Atlas of New Librarianship*, reminds librarians of their mission: to improve society by facilitating knowledge creation in their communities. In this book, he provides tools, arguments, resources, and ideas for fulfilling this mission. Librarians will be prepared to become radical positive change agents in their communities, and other readers will learn to understand libraries in a new way. The librarians of Ferguson, Missouri, famously became positive change agents in August 2014 when they opened library doors when schools were closed because of civil unrest after the shooting of an unarmed teen by police. Working with other local organizations, they provided children and their parents a space for learning, lunch, and peace. But other libraries serve other communities—students, faculty, scholars, law firms—in other ways. All libraries are about community, writes Lankes; that is just librarianship. In concise chapters, Lankes addresses the mission of libraries and explains what constitutes a library. He offers practical advice for librarian training; provides teaching notes for each chapter; and answers “Frequently Argued Questions” about the new librarianship.

Making Sense of Design Effective design is at the heart of everything from software development to engineering to architecture. But what do we really know about the design process? What leads to effective, elegant designs? *The Design of Design* addresses these questions. These new essays by Fred Brooks contain extraordinary insights for designers in every discipline. Brooks pinpoints constants inherent in all design projects and uncovers processes and patterns likely to lead to excellence. Drawing on conversations with dozens of exceptional designers, as well as his own experiences in several design domains, Brooks observes that bold design decisions lead to better outcomes. The author tracks the evolution of the design process, treats collaborative and distributed design, and illuminates what makes a truly great designer. He examines the nuts and bolts of design processes, including budget constraints of many kinds, aesthetics, design empiricism, and tools, and grounds this discussion in his own real-world examples—case studies ranging from home construction to IBM’s Operating System/360. Throughout, Brooks reveals keys to success that every designer, design project manager, and design researcher should know.

After a bizarre scheme on the part of a ruthless computer billionaire and a wacky U.S. president to radically alter the world through sentient nanotechnology goes awry thanks

to an autistic boy, mysterious giant humanoids from another quantum universe arrive on Earth with plans to tidy up humankind's mess. Reprint. 10,000 first printing.

The digital revolution has hit education, with more and more classrooms plugged into the whole wired world. But are schools making the most of new technologies? Are they tapping into the learning potential of today's Firefox/Facebook/cell phone generation? Have schools fallen through the crack of the digital divide? In *Rethinking Education in the Age of Technology*, Allan Collins and Richard Halverson argue that the knowledge revolution has transformed our jobs, our homes, our lives, and therefore must also transform our schools. Much like after the school-reform movement of the industrial revolution, our society is again poised at the edge of radical change. To keep pace with a globalized technological culture, we must rethink how we educate the next generation or America will be "left behind." This groundbreaking book offers a vision for the future of American education that goes well beyond the walls of the classroom to include online social networks, distance learning with "anytime, anywhere" access, digital home schooling models, video-game learning environments, and more.

The author of the breakout hit *Here Comes Everybody* reveals how new technology is changing us for the better. In his bestselling *Here Comes Everybody*, Internet guru Clay Shirky provided readers with a much-needed primer for the digital age. Now, with *Cognitive Surplus*, he reveals how new digital technology is unleashing a torrent of creative production that will transform our world. For the first time, people are embracing new media that allow them to pool their efforts at vanishingly low cost. The results of this aggregated effort range from mind-expanding reference tools like Wikipedia to life-saving Web sites like Ushahidi.com, which allows Kenyans to report acts of violence in real time. *Cognitive Surplus* explores what's possible when people unite to use their intellect, energy, and time for the greater good.

Exploring the relationship between postindustrial writing and developments in energy production, manufacturing, and agriculture, Michael J. Salvo shows how technological and industrial innovation relies on communicative and organizational suppleness. Through representative case studies, Salvo demonstrates the ways in which technical communicators formulate opportunities that link resources with need. His book is a supple articulation of the opportunities and pitfalls that come with great change. Few organizations realize a return on their digital investment. They're distracted by political infighting and technology-first solutions. To reach the next level, organizations must realign their assets—people, content, and technology—by practicing the discipline of digital governance. *Managing Chaos* inspires new and necessary conversations about digital governance and its transformative power to support creativity, real collaboration, digital quality, and online growth.

This book explores the history of hypertext, an influential concept that forms the underlying structure of the World Wide Web and innumerable software applications. Barnet tells both the human and the technological story by weaving together contemporary literature and her exclusive interviews with those at the forefront of hypertext innovation, tracing its evolutionary roots back to the analogue machine imagined by Vannevar Bush in 1945.

This volume presents the state of the art in digital scholarly editing. Drawing together the work of established and emerging researchers, it gives pause at a crucial moment in the history of technology in order to offer a sustained reflection on the practices

involved in producing, editing and reading digital scholarly editions—and the theories that underpin them. The unrelenting progress of computer technology has changed the nature of textual scholarship at the most fundamental level: the way editors and scholars work, the tools they use to do such work and the research questions they attempt to answer have all been affected. Each of the essays in *Digital Scholarly Editing* approaches these changes with a different methodological consideration in mind. Together, they make a compelling case for re-evaluating the foundation of the discipline—one that tests its assertions against manuscripts and printed works from across literary history, and the globe. The sheer breadth of *Digital Scholarly Editing*, along with its successful integration of theory and practice, help redefine a rapidly-changing field, as its firm grounding and future-looking ambit ensure the work will be an indispensable starting point for further scholarship. This collection is essential reading for editors, scholars, students and readers who are invested in the future of textual scholarship and the digital humanities.

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