Performance And Technology Practices Of Virtual Embodiment And Interactivity

The chapter analyzes technological innovations used in high-level sport and how mass participants have and will benefit from these advancements. The authors discuss progressive practices of different successful sporting nations. The chapter debriefs high-performance facility development and utilization practices, as well as examples of modern equipment and technology being applied in multiple high-performance athlete service areas, such as general fitness, sport-specific training, restoration, nutrition, medicine, and psychology. This section also emphasizes examples of national and local high-performance technology practices for enhancing mass participation, such as evolving networks of comprehensive multisport training centers available for nurturing every possible age and socioeconomic group. Finally, suggestions are made to provide communities, in partnership with universities or local military installations, with recreation and sport technologies which are free or affordable for all, including instructions enabling everyone to utilize and enjoy the new technologies. Digital Practices offers a description of a range of art and performance practices that have emerged within the context of a broad-based technological infiltration of all areas of human experience. They are integral to alternative and also to mainstream performance and culture, and demand perceptive strategies that can

address the interface between the physical and the
virtual. In this pioneering study, Susan Broadhurst
explores the aesthetic theorisation of these practices and
extends her analysis to include other approaches,
including those offered by recent research into
neuroesthetics.

Chris Baugh explores how developments and changes in
technology have been reflected in scenography
throughout history. Taking into account the latest
research, his new edition examines moving light
technologies, the internet as a platform of performance,
urban scenography and how scenography has
developed as a collaborative practice.

First Published in 2005. Routledge is an imprint of Taylor
& Francis, an informa company.

The entrance of fast-paced technology into the
workplace necessitates a proper re-look into
performance management whether it is in education,
marketing, finance, or information technology.
Maintaining happiness and wellbeing despite the
pressure of performance at work is a serious challenge.
Happiness is not only important for work performance,
but also for the physical and mental health of human
beings. This book provides different concepts, theories,
and methods to better understand the relationship
between performance and happiness in the context of
work in this information and technology era. Various
domains of performance management are covered in the
context of management and information technology,
including topics related to the performance of digital
wallets from the customer's point of view; evaluating the

sustainability of micro-finance institutions; challenges in employee retention; problems the workforce faces in IT and management; dimensions of happiness for women in the workplace; the role of happiness in building a meaningful life; and the quality of work life. The findings are useful for practical applications in management and business scenarios. They also provide informative insights for researchers, academicians, industry professionals, and scholars.

Consisting of critical analyses, theoretical provocations and practical reflections by leading scholars/practitioners from the fields of performance studies, live art and creative technology, these essays examine the rise of intimate performance works and question the socio-historical contexts provoking those aesthetic and affective developments.

Real Learning Happens as You Work! Implement performance support to increase and accelerate employee performance. "It is a book that will become dog-eared from use as it is both a narrative and a reference. Valuable now, and over time; it is worth every cent of the $30 cover price. It is easy to read, and easy to fillet for the right information just when you need it. The book comes at a really important juncture in the trajectory of corporate learning and highlights the importance of learning in the workflow. It is the right book, at the right time, in the right way." —Nigel Paine, MD NigelPaine.com Ltd "Innovative Performance Support significantly moves the learning revolution to the next level. It is the workplace, and the work itself, where performance support will make its mark, and Gottfredson

and Mosher are the trailblazers." —Marc J. Rosenberg,
Marc Rosenberg and Associates Research shows that
80 percent of learning in the workplace occurs on the
job, rather than in formal training sessions. Innovative
Performance Support offers you a concise and
comprehensive overview of performance support (PS)
practices—ongoing, job-specific resources that ensure
employees perform effectively on the job. From free,
open-source applications like blogs and wikis to
sophisticated new system software, this guide will help
you implement the right PS strategy for your team.
Innovative Performance Support: Saves the investment
in formal training and increases productivity Reduces the
learning time required to achieve successful
performance Supplements or replaces existing training
programs Cuts down on the use of help desks and other
traditional in-house support functions Conrad A.
Gottfredson and Bob Mosher break down the hows and
whys of applying PS solutions to replace the patchwork
of existing training programs that you might be using
now. They show how leading firms deploy PS solutions
to reduce costs, retain talent, and increase productivity
and efficiency.
This collection interrogates the interaction between new
technologies and performance practice, linking the
sensuous contact that must exist between the physical
and virtual, together with the resultant corporeal
transformation. It features writings from international
contributors who specialize in digital art and performance
practices.
This book studies the working efficacy of Leonard Cohen's

song Hallelujah in the context of today's network culture. Especially as recorded on YouTube, k.d. lang's interpretation(s) of Cohen's Hallelujah, embody acoustically and visually/viscerally, what Nietzsche named the 'spirit of music'. Today, the working of music is magnified and transformed by recording dynamics and mediated via Facebook exchanges, blog postings and video sites. Given the sexual/religious core of Cohen's Hallelujah, this study poses a phenomenological reading of the objectification of both men and women, raising the question of desire, including gender issues and both homosexual and heterosexual desire. A review of critical thinking about musical performance as 'currency' and consumed commodity takes up Adorno's reading of Benjamin's analysis of the work of art in the age of mechanical reproduction as applied to music/radio/sound and the persistent role of 'recording consciousness'. Ultimately, the question of what Nietzsche called the becoming-human-of-dissonance is explored in terms of both ancient tragedy and Beethoven's striking deployment of dissonance as Nietzsche analyses both as playing with suffering, discontent, and pain itself, a playing for the sake not of language or sense but musically, as joy. The objective of APM Best Practices: Realizing Application Performance Management is to establish reliable application performance management (APM) practices—to demonstrate value, to do it quickly, and to adapt to the client circumstances. It's important to balance long-term goals with short-term deliverables, but without compromising usefulness or correctness. The successful strategy is to establish a few reasonable goals, achieve them quickly, and then iterate over the same topics two more times, with each successive iteration expanding the skills and capabilities of the APM team. This strategy is referred to as "Good, Better, Best". The application performance monitoring marketplace is very

focused on ease of installation, rapid time to usefulness, and overall ease of use. But these worthy platitudes do not really address the application performance management processes that ensure that you will deploy effectively, synergize on quality assurance test plans, triage accurately, and encourage collaboration across the application life cycle that ultimately lowers overall application cost and ensures a quality user experience. These are also fine platitudes but these are the ones that are of interest to your application sponsors. These are the ones for which you need to show value. This CA Press book employs this iterative approach, adapted pragmatically for the realities of your organizational and operational constraints, to realize a future state that your sponsors will find useful, predictable and manageable—and something that they will want to fund. In the meantime, you will learn the useful techniques needed to set up and maintain a useful performance management system utilizing best practices regardless of the software provider(s).

This volume captures the rich diversity of European performance practice evident in the twentieth and early part of the twenty-first century. Written by leading directors, actors, dancers, scenographers and academics from across Europe, the collection spans a broad range of subject areas including dance, theatre, live art, multimedia performance and street protest. The essays are divided into three sections on: performers and performing; staging performance; representation and reception, and document innovations in acting, performance and stagecraft by key practitioners. Articles also explore the ways that performance has been used to stage debates around major preoccupations of the age such as war, the human condition, globalization, the impact of new technologies and identity politics. This volume, which features previously published performance manifestoes, articles, and book chapters on the most

frequently discussed and debated topics in the field, is an indispensable reference work for both academics and students.

Performance is critical to the success of any web site, and yet today's web applications push browsers to their limits with increasing amounts of rich content and heavy use of Ajax. In this book, Steve Souders, web performance evangelist at Google and former Chief Performance Yahoo!, provides valuable techniques to help you optimize your site's performance. Souders' previous book, the bestselling High Performance Web Sites, shocked the web development world by revealing that 80% of the time it takes for a web page to load is on the client side. In Even Faster Web Sites, Souders and eight expert contributors provide best practices and pragmatic advice for improving your site's performance in three critical categories: JavaScript—Get advice for understanding Ajax performance, writing efficient JavaScript, creating responsive applications, loading scripts without blocking other components, and more. Network—Learn to share resources across multiple domains, reduce image size without loss of quality, and use chunked encoding to render pages faster. Browser—Discover alternatives to iframes, how to simplify CSS selectors, and other techniques. Speed is essential for today's rich media web sites and Web 2.0 applications. With this book, you'll learn how to shave precious seconds off your sites' load times and make them respond even faster. This book contains six guest chapters contributed by Dion Almaer, Doug Crockford, Ben Galbraith, Tony Gentilcore, Dylan Schiemann, Stoyan Stefanov, Nicole Sullivan, and Nicholas C. Zakas.

"1+1=3. That is the equation that summarizes the theme of this book. The book's message is to integrate the developmental principles of Agile with the result-focused approaches integral to performance consulting. Your

outcomes in shaping human performance will be significant--and greater than if you only used one of these models. This is a book for anyone who seeks to work collaboratively with leaders to bring about continuously improving and sustainable organizational change." --Dana Gaines Robinson, coauthor of Performance Consulting Agile Performance Improvement demonstrates the mutual benefits that accrue to the worlds of performance consulting and agile software development when the values and principles of both are blended synergistically under the guidance of practitioners skilled in both. The agile performance improvement model blends the principles of human performance technology with the frameworks and practices of Agile. The result is an approach that maximizes the value of interactions among the consultant, the work team, and the customer. Unlike traditional end-to-end waterfall processes, agile performance improvement delivers value continuously and in small increments, relentlessly focusing on outcomes of value to the customer. Building on structures of Agile that are used in software development, such as Scrum, the agile performance improvement model considers the human component of holistic solutions in establishing a continuous stream of value. Bob Winter, a performance consultant, was the product owner for the corporate education scrum supporting an agile transition initiative for hundreds of engineering teams. From this cross-disciplinary experience, he discovered that the two cultures, two languages, and two methodologies of performance consulting and agile software development are—far from being incongruent, incompatible, or irrelevant to each other—in fact ideally suited to complement and support each other. Being agile improves the effectiveness of the performance consultant, and applying the lessons of human performance technology improves the effectiveness of software development teams. In Agile

Performance Improvement, Winter teaches performance consultants how to apply agile principles, values, and methods usefully to the tasks of optimizing human performance in areas of practice not only adjoining but also well beyond the realm of software and IT engineering, such as corporate learning solutions, human resources systems, and non-software products. Conversely, he shows engineering teams immersed in an agile environment how to boost their performance using the principles and techniques taught and cultivated by performance consultants. The author, who has worked extensively on both sides of the traditional divide, recounts entertainingly but informatively how both sparks and fur can fly when geeks encounter people people. What you'll learn After reading this book, business executives, team members, agile practitioners, and performance consulting practitioners will be able to do the following: Apply agile engineering practices to the design and development of learning solutions and non-software products Apply the analytical techniques of human performance technology to the solution of any business problem involving human capabilities, including software development Leverage the agile performance improvement model to maximize the value of interactions among product owners, work teams, and customers in any product or process area Avoid the common pitfalls faced by teams transitioning from traditional work methods to Agile Who this book is for The readerships for this book include: Performance consulting practitioners, from the fields of human resources, corporate learning, and internal and external consulting Agile practitioners, including software developers, agile coaches, and other professionals Business executives including general managers, functional managers, Chief Information Officers, Chief Learning Officers, and Chief People Officers Students majoring in any of these subject areas: computer science, instructional technology, workplace

learning, human resources management, business administration, industrial and organizational psychology, organizational development, industrial and labor relations Table of Contents Chapter 1. Agile and Human Performance Technology: The Twain Shall Meet Chapter 2. The Basics of Human Performance Improvement Chapter 3: The Performance Consultant's Toolkit Chapter 4. The Basics of Agile Chapter 5. The Agile Software Engineer's Toolkit Chapter 6. Agile Performance Improvement Chapter 7. Proving Value Chapter 8. Continuous Improvement Lore Glossary

Consistent success does not happen by chance. It occurs by having an understanding of what is happening in the environment and then having the skills to execute the necessary changes. Ideal for project, IT, and systems development managers, IT Best Practices: Management, Teams, Quality, Performance, and Projects details the skills, knowledge, and a

This book provides practical guidance for managers, leaders, diversity officers, educators, and students to achieve the benefits of diversity by focusing on creating meaningful, inclusive interactions. Implementing inclusive interaction practices, along with accountability practices, enhances performance outcomes for the organization and improves equity for members of historically underrepresented and marginalized groups. The book highlights the need to challenge existing approaches that have overemphasized representational—that is, numerical—diversity. For many decades, the focus has been on this important first step of increasing the numbers of underrepresented groups. However, moving beyond representation toward a truly inclusive organizational culture that produces real performance and equity has been elusive. This book moves the focus from achieving numerical diversity to achieving

frequent, high-quality, equitable, and productive interactions that enable individuals to leverage their distinctive talents and provides the steps to do so. The benefits of this approach occur at the individual, workgroup, and organizational levels. Real-life examples of good inclusive practices are provided from across the for-profit, nonprofit, and governmental sectors and in various organizational contexts. The book is ideal not only for those charged with diversity, equity, and inclusion efforts in organizations but also for organizational leaders and managers who can create and/or support the implementing of inclusive organizational practices and also for postgraduate and undergraduate students studying human resource management, organizational behavior, management, or diversity, equity, and inclusion.

This edited book concerns the real practice of human factors and ergonomics (HF/E), conveying the perspectives and experiences of practitioners and other stakeholders in a variety of industrial sectors, organisational settings and working contexts. The book blends literature on the nature of practice with diverse and eclectic reflections from experience in a range of contexts, from healthcare to agriculture. It explores what helps and what hinders the achievement of the core goals of HF/E: improved system performance and human wellbeing.?The book should be of interest to current HF/E practitioners, future HF/E practitioners, allied practitioners, HF/E advocates and ambassadors, researchers, policy makers and regulators, and clients of HF/E services and products.

Technology has always been an important part of theater, both as a means to an end and as end in itself. Throughout the twentieth century a unifying attitude in all art forms is the desire to examine the materials and the tools of making art. In the theatre

this approach significantly expands the relationships between technology, scenography and performance. This book explores ways in which development and change in technology have been reflected in scenography, and considers how change in scenographic identity has impacted upon the place and meaning of performance.

In this study, Josefine Wikström challenges a concept of performance that makes no difference between art and non-art and argues for a new concept. This book confronts and criticises the way in which the dominating concept of performance has been used in Art Theory, Performance- and Dance Studies. Through an analysis of 1960s performance practices, Wikstrom focuses specifically on task-dance and event-score practices as well as through examination of the key philosophical concepts that are inseparable from such a concept of art, and are necessary for the reconstruction of a critical concept of performance such as: 'practice', experience', 'object', 'abstraction' and 'structure. This book will be of great interest to scholars, students and practitioner across dance, performance art, aesthetics and art theory.

The 6th FTRA International Conference on Computer Science and its Applications (CSA-14) will be held in Guam, USA, Dec. 17 - 19, 2014. CSA-14 presents a comprehensive conference focused on the various aspects of advances in engineering

systems in computer science, and applications,
including ubiquitous computing, U-Health care
system, Big Data, UI/UX for human-centric
computing, Computing Service, Bioinformatics and
Bio-Inspired Computing and will show recent
advances on various aspects of computing
technology, Ubiquitous Computing Services and its
application.
A step-by-step tutorial on implementing Liferay-
based portals to learn performance best
practices.The book is good for Liferay portal
developers and architects who want to learn
performance best practices for implementing Liferay-
based solutions. It is assumed that you have a
working knowledge of the Liferay portal.
The first two editions of the Handbook of Human
PerformanceTechnology helped define the rapidly
growing and vibrant fieldof human performance
technology - a systematic approach toimproving
individual and organizational performance.
Exhaustivelyresearched, this comprehensive
sourcebook not only updates keyfoundational
chapters on organizational change,
evaluation,instructional design, and motivation, but it
also featuresbreakthrough chapters on "performance
technology in action" andaddresses many new topics
in the field, such as certification, SixSigma, and
communities of practice. Boasting fifty-five new
chapters, contributors to this newedition comprise a

veritable "who's who" in the field ofperformance improvement, including Geary Rummler, Roger Kaufman,Ruth Clark, Allison Rossett, Margo Murray, Judith Hale, Dana andJames Robinson, and many others. Praise for the third edition of the Handbook of HumanPerformance Technology "If you are in the business of trying to improve organizationalperformance, this Handbook should be the first place youlook for answers to questions about human performancetechnology." - Joseph J. Durzo, CPT, Ph.D., senior vice president and chieflearning officer, Archstone-Smith "This newest edition of the Handbook provides anunparalleled, all-encompassing survey of the latest theory and itspractical application in this emergent field. This book is amust-have reference for any professional wishing to systematicallyimprove performance within their organization." - Weston McMillan, CPT, manager, training and development, eBayInc. "An invaluable, engaging resource for anyone charged withimproving workplace performance. It not only provides thebackground and foundations of our profession, but more importantly,it also provides the most up-to-date descriptions of how to applyHPT to drive results." - Rodger Stotz, CPT, vice president and managing consultant, MaritzInc. "This book is filled with insights--both for those who are newto the field and also for those who are experienced. It offersconcrete advice and examples on how to use

HPT to impact businessresults and how to work
successfully within organizations." - Anne Marie
Laures, CPT, director, learning services,
WalgreenCo. "The Handbook contains many of the
secrets for improving theperformance of individuals,
groups, and organizations." - Robert F. Mager,
author, Analyzing Performance Problemsand How to
Turn Learners On...Without Turning Them Off
If you are looking to significantly upgrade your
management practices to better meet the needs of
today's increasingly volatile, complex, competitive,
and global markets, look no further. Best Practices in
Planning and Performance Management Reporting,
Second Edition provides you with an accessible
framework to help any business unite its reporting
and budgeting functions to achieve its strategic
objectives.
Histories of Performance Documentation traces the
many ways in which museums have approached
performance works from the 1960s onwards,
considering the unique challenges of documenting
live events. From hybrid and interactive arts, to
games and virtual and mixed reality performance,
this collection investigates the burgeoning role of the
performative in museum displays. Gabriella
Giannachi and Jonah Westerman bring together
interviews and essays by leading curators,
conservators, artists and scholars from institutions
including MoMA, Tate, SFMOMA and the Whitney,

to examine a range of interdisciplinary practices that
have influenced the field of performance
documentation. Chapters build on recent
approaches to performance analysis, which argue
that it should not focus purely on the live event, and
that documentation should not be read solely as a
process of retrospection. These ideas create a
radical new framework for thinking about the
relationship between performance and its
documentation—and how this relationship might
shape ideas of what constitutes performance in the
first place.
Tactical Performance tells fun, mischievous stories
of underdogs speaking mirth to power - through
creative, targeted activist performance in the streets
of cities around the world. This compelling, inspiring
book also provides the first ever full-length practical
and theoretical guide to this work. L.M.Bogad, one of
the most prolific practitioners and scholars of this
genre, shares the most effective non-violent tactics
and theatrics employed by groups which have
captured the public imagination in recent years.
Tactical Performance explores carnivalesque protest
in unique depth, looking at the possibilities for direct
action and sometimes shocking confrontation with
some of the most powerful institutions in the world. It
is essential reading for anyone interested in creative
pranksterism and the global justice movement.
Winner of the Shingo Publication Award Accelerate your

organization to win in the marketplace. How can we apply technology to drive business value? For years, we've been told that the performance of software delivery teams doesn't matter?that it can't provide a competitive advantage to our companies. Through four years of groundbreaking research to include data collected from the State of DevOps reports conducted with Puppet, Dr. Nicole Forsgren, Jez Humble, and Gene Kim set out to find a way to measure software delivery performance?and what drives it?using rigorous statistical methods. This book presents both the findings and the science behind that research, making the information accessible for readers to apply in their own organizations. Readers will discover how to measure the performance of their teams, and what capabilities they should invest in to drive higher performance. This book is ideal for management at every level.

Digital Performance in Everyday Life combines theories of performance, communication, and media to explore the many ways we perform in our everyday lives through digital media and in virtual spaces. Digital communication technologies and the social norms and discourses that developed alongside these technologies have altered the ways we perform as and for ourselves and each other in virtual spaces. Through a diverse range of topics and examples—including discussions of self-identity, surveillance, mourning, internet memes, storytelling, ritual, political action, and activism—this book addresses how the physical and virtual have become inseparable in everyday life, and how the digital is always rooted in embodied action. Focusing on performance and human agency, the authors offer fresh perspectives on communication and digital culture. The unique, interdisciplinary approach of this book will be useful to scholars, artists, and activists in communication, digital media, performance studies, theatre, sociology, political

science, information technology, and cybersecurity—along with anyone interested in how communication shapes and is shaped by digital technologies.

In this book, the authors integrate the three dominant approaches to organizational development-learning, performance, and change-to create a dynamic lens through which to analyze any HRD program or initiative.

This book reflects on the aftermath of shifts encountered in the maturing of digital culture in areas of critical theory and artistic practices, focusing on the awareness that contemporary subjectivity is one that dwells within both the virtual and the real.

High Performance Computing: Modern Systems and Practices is a fully comprehensive and easily accessible treatment of high performance computing, covering fundamental concepts and essential knowledge while also providing key skills training. With this book, domain scientists will learn how to use supercomputers as a key tool in their quest for new knowledge. In addition, practicing engineers will discover how supercomputers can employ HPC systems and methods to the design and simulation of innovative products, and students will begin their careers with an understanding of possible directions for future research and development in HPC. Those who maintain and administer commodity clusters will find this textbook provides essential coverage of not only what HPC systems do, but how they are used. Covers enabling technologies, system architectures and operating systems, parallel programming languages and algorithms, scientific visualization, correctness and performance debugging tools and methods, GPU accelerators and big data problems Provides numerous examples that explore the basics of supercomputing, while also providing practical training in the real use of high-end computers Helps users with informative and practical examples that build knowledge

and skills through incremental steps Features sidebars of background and context to present a live history and culture of this unique field Includes online resources, such as recorded lectures from the authors' HPC courses

This project investigates the implications of technology on identity in embodied performance, opening up a forum of debate exploring the interrelationship of and between identities in performance practices and considering how identity is formed, de-formed, blurred and celebrated within diverse approaches to technological performance practice. This book focuses on the artistic process, creativity and collaboration, and personal approaches to creation and ideation, in making digital and electronic technology-based art. Less interested in the outcome itself – the artefact, artwork or performance – contributors instead highlight the emotional, intellectual, intuitive, instinctive and step-by-step creation dimensions. They aim to shine a light on digital and electronic art practice, involving coding, electronic gadgetry and technology mixed with other forms of more established media, to uncover the practice-as-research processes required, as well as the collaborative aspects of art and technology practice.

Today's dynamic organizations must achieve positive results in record time - a challenge that requires managers to avoid problems before they arise and to solve these issues quickly. Human Performance Improvement (HPI) is a powerful tool that can be used to help build intellectual capital, establish and maintain a 'high-performance workplace, enhance profitability, and encourage productivity' - as well as increase return on equity and improved safety. Written by a group of highly respected authors in the field, this book will show you how to:- - discover and analyze performance gaps - plan for future improvements in human performance - design and develop cost-effective interventions to close performance

gaps.

As Web-based systems and e-commerce carry businesses into the 21st century, databases are becoming workhorses that shoulder each and every online transaction. For organizations to have effective 24/7 Web operations, they need powerhouse databases that deliver at peak performance-all the time. High Performance Web Databases: Design, Development, and

Special education teachers face unique challenges, especially when they are just beginning. This essential resource offers special educators a blueprint for dealing with the most common challenges they face both in the classroom and in the larger school environment. These research-based strategies help teachers meet the academic needs of diverse students with disabilities (including those who are also English language learners) in areas such as setting up a classroom, managing student behavior, designing effective instruction, incorporating technology, embracing diversity, and more. Each chapter features: -An overview and objectives -A brief research review -Step-by-step strategies that can be used immediately -Examples and scenarios from real teaching experiences -Self-assessments and reflections This all-in-one reference book offers the tools, strategies, and support special educators need for success in their first year and every year thereafter!

Performance and TechnologyPractices of Virtual
Embodiment and InteractivitySpringer
Needs Assessment for Learning and Performance
offers comprehensive coverage of the knowledge
and skills needed to develop and conduct needs
assessments and to analyze, interpret, and
communicate results to clients and organizations.
Though critical to planning any performance
improvement system, needs assessments can feel
abstract and vague to students who have not yet
managed the process in a professional setting. This
first-of-its-kind textbook uses a variety of real-world
examples to connect major theories and models to
effective principles for practice. Each chapter offers
guiding questions, key terms and concepts,
recommended readings, and case studies illustrating
how needs assessment training can be applied.
Graduate students and researchers of instructional
design, human resources, performance
improvement, program evaluation, and other
programs will find this volume relevant to a range of
academic and organizational contexts.
Proceedings of the NATO Advanced Study Institute
on Performance Limits in Communication: Theory
and Practice, Il Ciocco, Castelvecchio, Pascoli,
Tuscany, Italy, July 7-19, 1986
In The New Guitarscape, Kevin Dawe argues for a re-
assessment of guitar studies in the light of more
recent musical, social, cultural and technological

developments that have taken place around the instrument. The author considers that a detailed study of the guitar in both contemporary and cross-cultural perspectives is now absolutely essential and that such a study must also include discussion of a wide range of theoretical issues, literature, musical cultures and technologies as they come to bear upon the instrument. Dawe presents a synthesis of previous work on the guitar, but also expands the terms by which the guitar might be studied. Moreover, in order to understand the properties and potential of the guitar as an agent of music, culture and society, the author draws from studies in science and technology, design theory, material culture, cognition, sensual culture, gender and sexuality, power and agency, ethnography (real and virtual) and globalization. Dawe presents the guitar as an instrument of scientific investigation and part of the technology of globalization, created and disseminated through corporate culture and cottage industry, held close to the body but taken away from the body in cyberspace, and involved in an enormous variety of cultural interactions and political exchanges in many different contexts around the world. In an effort to understand the significance and meaning of the guitar in the lives of those who may be seen to be closest to it, as well as providing a critically-informed discussion of various approaches to guitar performance, technologies and techniques,

the book includes discussion of the work of a wide range of guitarists, including Robert Fripp, Kamala Shankar, Newton Faulkner, Lionel Loueke, Sharon Isbin, Steve Vai, Bob Brozman, Kaki King, Fred Frith, John 5, Jennifer Batten, Guthrie Govan, Dominic Frasca, I Wayan Balawan, Vicki Genfan and Hasan Cihat ?ter.

This book examines the complex network of influences that collide in the culture of digital fighting games. Players from all over the world engage in competitive combat with one another, forming communities in both real and virtual spaces, attending tournaments and battling online via internet-connected home game consoles. But what is the logic behind their shared playstyle and culture? What are the threads that tie them together, and how does this inform our understanding of competitive gaming, community, and identity? Informed by observations made at one of the biggest fighting game events in the world – the Evolution Series tournament, or "EVO" – and interviews with fighting game players themselves, this book covers everything from the influence of arcade spaces, to the place of gender and ethnicity in the community, to the clash of philosophies over how these games should be played in the first place. In the process, it establishes the role of technology, gameplay, and community in how these players define both themselves and the games that they play.