Digital knowledge maps are ‘at a glance’ visual representations that enable enriching, imaginative and transformative ways for teaching and learning, with the potential to enhance positive educational outcomes. The use of such maps has generated much attention and interest among tertiary education practitioners and researchers over the last few years as higher education institutions around the world begin to invest heavily into new technologies designed to provide online spaces within which to build resources and conduct activities. The key elements of this edited volume will comprise original and innovative contributions to existing scholarship in this field, with examples of pedagogical possibilities as they are currently practiced across a range of contexts. It will contain chapters that address, theory, research and practical issues related to the use of digital knowledge maps in all aspects of tertiary education and draws predominantly on international perspectives with a diverse group of invited contributors. Reports on empirical studies as well as theoretical/conceptual chapters that engage deeply with pertinent questions and issues raised from a pedagogical, social, cultural, philosophical, and/or ethical standpoint are included. Systematic literature reviews dealing with digital knowledge mapping in education are also an integral part of the volume.

This unique Painter book addresses both creative and technical proficiency, helping you step ahead in today's world of photography, art, multimedia and design. This illustrated guide speaks directly to all visual artists and shows you how to combine traditional and state-of-the-art media to capture the essence of your vision. New time-saving tips, workflow strategies, and keyboard short cuts allow you to transform your work quickly with Corel Painter X's natural-media tools.

The all-inclusive guide—from theory to practice—for print and Web design Any well-conceived...
print or Web design features the dynamic interplay between visual artistry and technical skill. It becomes important, therefore, for the designer to cultivate an aesthetic eye as well as develop a high degree of computer savvy. By combining basic theory with hands-on technique, Digital Design for Print and Web takes the unique approach of uniting two subjects traditionally approached separately into one complete volume. As a result, you will gain a clearer understanding of the entire creative process, from project management to working with graphics to designing for print and, ultimately, the Web. In this book, you'll find: Full-color text and illustrated, step-by-step instruction supported by more than 75 video tutorials Coverage of professional software including the Adobe Creative Suite A wide variety of inspirational images from well-known designers Online full-length project assignments from entry level to advanced An ideal resource for design students or practitioners, Digital Design for Print and Web will show you to how to create more effectively and guide you on the path toward digital design mastery.

This Revision Workbook delivers hassle-free hands-on practice for the externally assessed units.

Education has undergone numerous radical changes as the digital era has transformed the way we as humans communicate, inform ourselves, purchase goods, and perform other mundane chores at home and at work. Social media is one of those phenomena that has affected not only society at large but has heavily influenced educational processes around the world. The demand for and availability of networked educational services have also increased, enabling online education to gain popularity and become an internationally accessible option.

Furthermore, universities and other private higher educational institutions embrace digital technology and have adopted the new learning medium as they realize the prospects of having the world’s population as a potential source of revenue. A related phenomenon has been the proliferation of massive open online courses (MOOCs). These have changed the ways in which learners interact with educational institutions, professors, and with each other. At the same time, the upsurge in digital education has raised issues with language as online learners from all over the world and from a plethora of cultures and foreign languages have found themselves challenged to take full advantage and optimally benefit from the same educational media and resources that English-speaking counterparts have tapped into. Digital Pedagogies and the Transformation of Language Education will answer questions of how to optimize language learning in such a defining new era and what the educational, sociological, and technological dimensions of radical change are. The book will explore the different challenges and the multitude of opportunities that new and transformative pedagogies have enabled. Beyond teaching/learning practices being presented, this book also focuses on how learners will adjust to the technology and the readiness of practitioners to psychologically adjust to the changing and demanding media technology has unleashed. The chapters provide international experiences and perspectives on the impact of e-educational technologies on student experience, success, learning, and comprehension in the realm of language learning specifically. This book is essential for educational technologists, online instructional designers, education policymakers and administrators, curriculum developers, practitioners, stakeholders, researchers, academicians, and students who are interested in digital language pedagogies.

William Blake’s work demonstrates two tendencies that are central to social media: collaboration and participation. Not only does Blake cite and adapt the work of earlier authors and visual artists, but contemporary authors, musicians, and filmmakers feel compelled to use Blake in their own creative acts. This book identifies and examines Blake’s work as a social and participatory network, a phenomenon described as zoamorphosis, which encourages — even demands — that others take up Blake’s creative mission. The authors reexamine the history of the digital humanities in relation to the study and dissemination of Blake’s work: from alternatives to traditional forms of archiving embodied by Blake’s citation on Twitter and Blakean remixes on YouTube, smartmobs using Blake’s name as an inspiration to protest the 2004 Republican National Convention, and students crowdsourcing reading and instruction in digital classrooms to better understand and participate in Blake’s world. The book also includes a consideration of Blakean motifs that have created artistic networks in music, literature, and film in the twentieth and the twenty-first centuries, showing how Blake is an ideal exemplar for understanding creativity in the digital age.

Fuses design fundamentals and software training into one cohesive book! Teaches art and
design principles with references to contemporary digital art alongside basic digital tools in Adobe’s Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter. All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision.

Manage your own revision with step-by-step support from experienced teacher and examiner Kevin Wells. Use specific case studies to improve your knowledge of business processes and topics. Apply business terms accurately with the help of definitions and key words. -Plan and pace your revision with the revision planner -Use the expert tips to clarify key points -Avoid making typical mistakes with key expert advice -Test yourself with end-of-topic questions and answers and tick off each topic as you complete it -Get exam ready with last minute quick quizzes at www.hoddereducation.co.uk/myrevisionnotes

"Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe Creative Cloud"--Cover, page [4].

Collaboration within digital humanities is both a pertinent and a pressing topic as the traditional mode of the humanist, working alone in his or her study, is supplemented by explicitly co-operative, interdependent and collaborative research. This is particularly true where computational methods are employed in large-scale digital humanities projects. This book, which celebrates the contributions of Harold Short to this field, presents fourteen essays by leading authors in the digital humanities. It addresses several issues of collaboration, from the multiple perspectives of institutions, projects and individual researchers.

Creative Writing in the Digital Age explores the vast array of opportunities that technology provides the Creative Writing teacher, ranging from effective online workshop models to methods that blur the boundaries of genre. From social media tools such as Twitter and Facebook to more advanced software like Inform 7, the book investigates the benefits and potential challenges these technologies present instructors in the classroom. Written with the everyday instructor in mind, the book includes practical classroom lessons that can be easily adapted to creative writing courses regardless of the instructor's technical expertise.

Whether you’re creating animation for television, advertising, games, or multimedia, [digital] Character Animation 3 can help you bring your imagination to life. In this updated classic, both newcomers to digital animation and old hands looking to hone existing skills will find essential techniques for creating lively, professional-quality animation that are applicable to any software application. Combining the fundamentals of modeling, rigging, and animation with advanced-level information on characterization, directing, and production management, author George Maestri has created an essential resource for digital animators. [digital] Character Animation 3 is packed with beautiful new artwork and Maestri's invaluable expert tips. Along with clear instruction on the theory and practice of foundation techniques such as rigging, walk-cycles, and lip-synch—the tutorials and exercises in this book let you practice what you've learned. Maestri also offers in-depth information on creating nuanced characters that feel "alive" and win audience empathy and attention. The book’s final chapter guides you through the entire filmmaking process, from story development through voice casting and animation directing.

Against the background of the European legal framework, this book offers a comprehensive analysis of the use of alternative regulatory instruments, such as self- and co-regulation, to protect minors in the digital media environment.

Digital health and medical informatics have grown in importance in recent years, and have now become central to the provision of effective healthcare around the world. This book presents the proceedings of the 30th Medical Informatics Europe conference (MIE). This edition of the conference, hosted by the European Federation for Medical Informatics (EFMI) since the 1970s,
was due to be held in Geneva, Switzerland in April 2020, but as a result of measures to prevent the spread of the Covid19 pandemic, the conference itself had to be cancelled. Nevertheless, because this collection of papers offers a wealth of knowledge and experience across the full spectrum of digital health and medicine, it was decided to publish the submissions accepted in the review process and confirmed by the Scientific Program Committee for publication, and these are published here as planned. The 232 papers are themed under 6 section headings: biomedical data, tools and methods; supporting care delivery; health and prevention; precision medicine and public health; human factors and citizen centered digital health; and ethics, legal and societal aspects. A 7th section deals with the Swiss personalized health network, and section 8 includes the 125 posters accepted for the conference. Offering an overview of current trends and developments in digital health and medical informatics, the book provides a valuable information resource for researchers and health practitioners alike.

The creative writing workshop: beloved by some, dreaded by others, and ubiquitous in writing programs across the nation. For decades, the workshop has been entrenched as the primary pedagogy of creative writing. In Creative Writing Pedagogies for the Twenty-First Century, editors Alexandria Peary and Tom C. Hunley gather together contributing experts from both creative writing and composition studies—a discipline rich with a wide range of established pedagogies—to offer innovative alternatives to the traditional creative writing workshop. Contributors in this volume present fresh and inventive methods for the teaching of creative writing. Each chapter offers both a theoretical and a historical background for its respective pedagogical ideas, as well as practical applications for use in the classroom. This myriad of methods can be used either to supplement the customary workshop model or as stand-alone roadmaps to engage and reinvigorate the creative process for both students and teachers alike.

In this volume, contributors advance the theories and praxis of Critical Digital Literacies. Aimed at literacy, teacher education, and English Education practitioners, this volume explores critical practices with digital tools, with a pronounced focus on social justice.

Foundations of Digital Art and Design, Second Edition Fuses design fundamentals and software training into one cohesive approach! All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials that fuse design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience organized into five sections that focus on vector art, photography, image manipulation, typography, and effective work habits for digital artists. Design topics and principles include: Bits, Dots, Lines, Shapes, Unity, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, Continuity, Automation, and Revision. This book: Teaches art and design principles with references to contemporary digital art alongside digital tools and processes in Adobe Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design colleges Times each lesson to be used in 50 to 90-minute class sessions with additional practice materials available online Includes free video screencasts that demonstrate key concepts in every chapter Download work files and bonus chapters, view screencasts, connect with the author online and more; see the Introduction to the book for details. This ambitious book teaches visual thinking and software skills together. The text leads readers step-by-step through the process of creating dynamic images using a range of powerful applications. The engaging, experimental exercises take this project well beyond the typical software guide.” ELLEN LUPTON, co-author of Graphic Design: The New Basics

Digitalism is a philosophical strategy that uses new computational ways of thinking to develop naturalistic but meaningful ways of thinking about bodies, souls, universes, gods, and life after death. Your Digital Afterlives examines four recently developed and digitally inspired theories of life after death.

"This book offers a global perspective on the development and design of a digital library and highlights its benefits over a traditional library"—Provided by publisher.

In today's interconnected society, media, including news, entertainment, and social networking, has increasingly shifted to an online, ubiquitous format. Artists and audiences will achieve the greatest successes by utilizing these new digital tools. Digital Arts and Entertainment: Concepts, Methodologies, Tools, and Applications examines the latest research
and findings in electronic media, evaluating the staying power of this increasingly popular paradigm along with best practices for those engaged in the field. With chapters on topics ranging from an introduction to online entertainment to the latest advances in digital media, this impressive three-volume reference source will be important to researchers, practitioners, developers, and students of the digital arts.

This book explores how the rise of widely available digital technology impacts the way music is produced, distributed, promoted, and consumed, with a specific focus on the changing relationship between artists and audiences. Through in-depth interviewing, focus group interviewing, and discourse analysis, this study demonstrates how digital technology has created a closer, more collaborative, fluid, and multidimensional relationship between artist and audience. Artists and audiences are simultaneously engaged with music through technology—and technology through music—while negotiating personal and social aspects of their musical lives. In light of consistent, active engagement, rising co-production, and collaborative community experience, this book argues we might do better to think of the audience as accomplices to the artist.

Originally published as a special issue of the Creativity Research Journal, this volume gives a balanced and reflective account of the challenges and opportunities of technology-enabled creative learning in contemporary societies. Providing a current and updated account of the challenges posed by the Coronavirus to online education, chapters more broadly offer conceptual reflections and empirically informed insights into the impact of technology on individual and collective creativity and learning. These thoughts are explored in relation to school achievement, the development of digital educational resources, online collaboration, and virtual working. Further, the book also considers how the creative use of technology poses risks to learning through the accidental or deliberate dissemination of misinformation, and online manipulation of common societal values in the era of COVID-19. Creative Learning in Digital and Virtual Environments looks at the connection between creativity, learning, and school achievement, and analyses the impact of virtual environments on creative expression. It will appeal to postgraduate students in the fields of creativity and learning, as well as to students and academics involved with broader research in areas such as the role of technology in education, e-Learning and distance education. Vlad P. Glăveanu is Associate Professor and Head of the Department of Psychology and Counselling at Webster University Geneva, Switzerland, as well as Associate Professor II at the University of Bergen, Norway. Ingunn Johanne Ness is a Senior Researcher at the Centre for the Science of Learning & Technology, University of Bergen, Norway. Constance de Saint Laurent is a Postdoctoral Researcher at the University of Bologna, Italy.

The author shows how three of his own short stories evolved from journal musings to published versions, with discussions on revising at different stages in the process, cutting and adding, rearranging the plot, and revising after publication

This work equips readers with a solid conceptual and critical foundation for digital creativity, presenting both technical explanations and creative techniques.

Based on comparative research concerning both international conventions and laws, regulations, policies and cases from different jurisdictions, this book puts forward proposals for recovering the balance of interests between copyright holders, technological intermediaries and public users with regard to the access to, distribution and exploitation of copyright works. Four specific issues are discussed in detail: · an anti-circumvention rule for protection of technological measures that control access to copyright material; · indirect infringing liability for internet service providers and safe harbor regulations, which influence the dissemination of copyright works; · copyright limitations and exceptions especially under the digital network environment, which are relevant to the extent that users are allowed to exploit copyright works; · digital commons projects that promote the distribution and adaptation of copyright works placed under voluntary license schemes, which are relevant to the tolerance and encouragement of remix culture.

This important reference work is an extensive, up-to-date resource for students wanting to immerse themselves in the world of cybercrime, or for those seeking further knowledge of specific attacks both domestically and internationally. Cybercrime is characterized by criminal acts that take place in the borderless digital realm. It takes on many forms, and its perpetrators and victims are varied. From financial theft, destruction of systems, fraud, corporate espionage, and ransoming of information to the more personal, such as stalking and web-cam spying as well as cyberterrorism, this work covers the full spectrum of crimes committed via cyberspace. This comprehensive encyclopedia covers the most noteworthy attacks while also focusing on the myriad issues that surround cybercrime. It includes entries on
such topics as the different types of cyberattacks, cybercrime techniques, specific cybercriminals and cybercrime groups, and cybercrime investigations. While objective in its approach, this book does not shy away from covering such relevant, controversial topics as Julian Assange and Russian interference in the 2016 U.S. presidential election. It also provides detailed information on all of the latest developments in this constantly evolving field. Includes an introductory overview essay that discusses all aspects of cybercrime—how it’s defined, how it developed, and its massive expansion in recent years. Offers a wide array of entries regarding cybercrime and the many ways it can be committed. Explores the largest, most costly cyber attacks on a variety of victims, including corporations, governments, consumers, and individuals. Provides up-to-date information on the ever-evolving field of cybercrime.

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.

More emphasis is being placed on writing instruction in K-12 schools than ever before. With the growing number of digital tools in the classroom, it is important that K-12 teachers learn how to use these tools to effectively teach writing in all content areas. The Handbook of Research on Digital Tools for Writing Instruction in K-12 Settings will provide research about how students use digital tools to write, both in and out of school settings, as well as discuss issues and concerns related to the use of these learning methods. This publication is beneficial to educators, professionals, and researchers working in the field of K-12 and teacher education.

The fifteenth volume in the Art of series takes an expansive view of revision—on the page and in life. In The Art of Revision: The Last Word, Peter Ho Davies takes up an often discussed yet frequently misunderstood subject. He begins by addressing the invisibility of revision—even though it’s an essential part of the writing process, readers typically only see a final draft, leaving the practice shrouded in mystery. To combat this, Davies pulls examples from his novels The Welsh Girl and The Fortunes, as well as from the work of other writers, including Flannery O’Connor, Carmen Machado, and Raymond Carver, shedding light on this slippery subject. Davies also looks beyond literature to work that has been adapted or rewritten, such as books made into films, stories rewritten by another author, and the practice of retconning in comics and film. In an affecting frame story, Davies recounts the story of a violent encounter in his youth, which he then retells over the years, culminating in a final telling at the funeral of his father. In this way, the book arrives at an exhilarating mode of thinking about revision—that it is the writer who must change, as well as the writing. The result is a book that is as useful as it is moving, one that asks writers to reflect upon themselves and their writing.

When researchers in computer-mediated communications discuss digital textuality, they rarely venture beyond the now commonplace notion that computer textuality embodies contemporary post-structuralist theories. In addition, latterday Luddites do not discriminate among particular forms of computer texts and the different practices of reading and writing each form engenders. Written for students and faculty of contemporary literature and composition theories, this book is the first to move from general to specific considerations. Advancing from general consideration of how computers are changing literacy, Digital Fictions moves on to a specific consideration of how computers are altering one particular set of literature practices: reading and writing fiction.

This complete training package makes learning the new Office 2013 even easier! Featuring both a video training DVD and a full-color book, this training package is like having your own personal instructor guiding you through each lesson of learning Office 2013, all while you work at your own pace. The self-paced lessons allow you to discover the new features and
This collection of essays is a compilation of the latest research in first-year composition, including pedagogy, praxis, debate, and assessment. Originally begun as a collection of panel presentations from the Rocky Mountain Modern Language Association annual conference, it has since evolved to include innovative pedagogy regardless of presentation status. The book is divided into presentation “panels,” in order to present the reader with innovative pedagogy and thought-provoking conversations concerning the first-year classroom, assessment, and pedagogy. It will benefit anyone who studies or engages with first-year composition, including graduate students, instructors, and administration.

Foundations of Digital Art and Design, Second Edition Fuses design fundamentals and software training into one cohesive approach! All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials that fuse design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience organized into five sections that focus on vector art, photography, image manipulation, typography, and effective work habits for digital artists. Design topics and principles include: Bits, Dots, Lines, Shapes, Unity, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, Continuity, Automation, and Revision. This book: Teaches art and design principles with references to contemporary digital art alongside digital tools and processes in Adobe Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design colleges Times each lesson to be used in 50 to 90-minute class sessions with additional practice materials available online Includes free video screencasts that demonstrate key concepts in every chapter Download work files and bonus chapters, view screencasts, connect with the author online and more; see the Introduction to the book for details. “This ambitious book teaches visual thinking and software skills together. The text leads readers step-by-step through the process of creating dynamic images using a range of powerful applications. The engaging, experimental exercises take this project well beyond the typical software guide.” ELLEN LUPTON, co-author of Graphic Design: The New Basics.

This book highlights the shortcomings of the present Digital Rights Management (DRM) regulations in China. Using literature reviews and comparative analysis from theoretical and empirical perspectives, it appraises different DRM restriction regulations and practices as well as current advice on balance of interests to analyze the dilemma faced by the DRM system. This research intends to help China establish a comprehensive DRM regulatory model through comparative theoretical and empirical critiques of systems in America and Europe. A newly designed DRM regulatory model should be suitable for specific Chinese features, and should consist of government regulated, self-regulated, and even unregulated sections. The new regulation model might be an addition to existing legal structures, while self-regulations/social enforcement also would be as important as legislation based on case studies.

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