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KEY=8 - HAMMOND RIGOBERTO

Sustainable Development and Planning X WIT Press This volume contains research from the 10th International Conference on Sustainable Development and Planning. The papers included in this volume form a collection of research from academics, policy makers, practitioners and other stakeholders from across the globe who discuss the latest advances in the field. Problems related to development and planning, which affect rural and urban areas, are present in all regions of the world. Accelerated urbanisation has resulted in deterioration of the environment and loss of quality of life. Urban development can also aggravate problems faced by rural areas such as forests, mountain regions and coastal areas, amongst many others. Taking into consideration the interaction between different regions and developing new methodologies for monitoring, planning and implementation of novel strategies can offer solutions for mitigating environmental pollution and non-sustainable use of available resources. Energy saving and eco-friendly building approaches have become an important part of modern development, which places special emphasis on resource optimisation. Planning has a key role to play in ensuring that these solutions as well as new materials and processes are incorporated in the most efficient manner. The application of new academic findings to planning and development strategies, assessment tools and decision making processes are all covered in this book. **Psychosocial Well-being of Children and Adolescents in Latin America Evidence-based Interventions Springer** This book discusses child well-being, with children and adolescents as key informants, from a Latin American perspective. It explores theoretical and empirical issues related to well-being and associated aspects, in order to understand the well-being of this population. Topics analyzed in this volume address for instance environment and community, rights, leisure time, technologies, interpersonal relationships and spirituality and their implications for changes in the well-being in children and adolescents. Especially relevant for scholars and professionals in the social and health sciences, as well as policy makers, seeking to promote child well-being, regardless of the area in which they operate. **Digital Futures Living in a Networked World Routledge** Beyond the hype about dot-coms, WAP phones and dot-com entrepreneurs, what impacts will e-commerce have on society? How will it affect jobs and local communities? What will it mean for the environment - for energy use, transport and the future shape of our cities? How can we ensure that everyone enjoys the benefits of the new digital technologies? This is a groundbreaking exploration of the social and environmental impacts and opportunities of the new economy. It brings together the leading thinkers and visionaries from the worlds of policy, business and academia in an insightful, vigorous and at times controversial examination of the impact e-commerce will have on the way we live and work, and on the environment on which we all depend. **Spanish Sentence Builders - a Lexicogrammar Approach Beginner to Pre-Intermediate Spanish Sentence Builders** is a workbook aimed at beginner to pre-intermediate students co-authored by two modern languages educators with over 40 years of extensive classroom experience between the two, both in the UK and internationally. This 'no-frills' book contains 19 units of work on very popular themes, jam-packed with graded vocabulary-building, reading, translation, retrieval practice and writing activities. Key vocabulary, lexical patterns and structures are recycled and interleaved throughout. Each unit includes: 1) a sentence builder modelling the target constructions; 2) a set of vocabulary building activities; 3) a set of narrow reading texts exploited through a range of tasks focusing on both the meaning and structural levels of the text; - a set of retrieval-practice translation tasks; 4) a set of writing tasks targeting essential micro-skills such as spelling, lexical retrieval, syntax, editing and communication of meaning. Based on the Extensive Processing Instruction (E.P.I.) principle that learners learn best from comprehensible and highly patterned input flooded with the target linguistic features, the authors have carefully designed each and every text and activity to enable the student to process and produce each item many times over. This occurs throughout each unit of work as well as in smaller grammar, vocabulary and question-skills micro-units located at regular intervals in the book, which aim at reinforcing the understanding and retention of the target grammar, vocabulary and question patterns. **Theoretical Times Emerald Group Publishing** This book examines how theory and theorists have achieved a global audience as never before in the post-Global Financial Crisis era. This crisis and the rise of neo-right populism has brought about unprecedented interest in theory, which has become central to the political, economic, cultural and social reconstruction of the world. **IAAPA International Directory & Buyer's Guide Using Spanish Vocabulary Cambridge University Press** This book, first published in 2003, provides a comprehensive and structured vocabulary for all levels of undergraduate Spanish courses. It offers a broad coverage of the concrete and abstract vocabulary relating to the physical, cultural, social, commercial and political environment, as well as exposure to commonly encountered technical vocabulary. The accompanying exercises for private study and classroom use are designed to promote precision and awareness of nuance and register, develop good dictionary use, and encourage effective learning. The book includes both Iberian and Latin American vocabulary, and clearly identifies differences between the two varieties. • Consists of twenty units each treating a different area of human experience • Units are divided into three levels which allows core vocabulary in each area to be learned first, and more specialised or complex terms to be added at later stages • Vocabulary is presented in alphabetical order for ease of location. **El papel del ocio en la construcción social del joven Universidad de Deusto** Ocio y jóvenes es el binomio protagonista de este libro. Su propósito es compartir con sus lectores algo más que un marco conceptual que les ayude a encuadrar teóricamente las realidades —siempre plurales— del ocio de la juventud contemporánea en nuestro entorno. Quiere iluminar los estados de la cuestión más innovadores desde los estudios de caso, y viceversa, enfocar los ejemplos a pie de calle con ópticas de alcance más general, suscitando una irrenunciable interacción entre la idea y la praxis, entre el modelo y caso, entre la propuesta y la acción. Quiere ayudar, también, a pulir esos prejuicios y reduccionismos que tantas veces proliferan cuando sale a la palestra el modo como los repertorios de ocio promueven —o dejan de promover— una razonable inserción de los jóvenes en el espacio social. **Innovating for the Middle of the Pyramid in Emerging Countries Cambridge University Press** Explains how firms innovate for the new and growing middle classes in emerging economies, i.e. the middle of the pyramid. **Perspectives and Trends in Education and Technology Selected Papers from ICITED 2021 Springer Nature** This book presents high-quality, peer-reviewed papers from the International Conference in Information Technology & Education (ICITED 2021), to be held at the ESPM - Higher School of Advertising and Marketing, Sao Paulo, Brazil, between the 15th and the 17th of July 2021. The book covers a specific field of knowledge. This intends to cover not only two fields of knowledge - Education and Technology - but also the interaction among them and the impact/result in the job market and organizations. It covers the research and pedagogic component of Education and Information Technologies but also the connection with society, addressing the three pillars of higher education. The book addresses impact of pandemic on education and use of technology in education. Finally, it also encourages companies to present their professional cases which is discussed. These can constitute real examples of how companies are overcoming their challenges with the uncertainty of the market. **Nuevas aportaciones sociológicas: género, psicología y sociedad Editorial GEDISA** La Universidad se encuentra en pleno progreso desde su tiempo cero; de hecho, halla su carta de naturaleza en la necesidad de mejorar el medio que la nutre y por y para el que existe: la sociedad. Rompiendo las viejas membranas de la enseñanza imperante hasta el siglo XX, las nuevas (r)evoluciones de contenidos y fórmulas, como lo fuera el EEES (o Plan Bolonia) o las TIC, suponen la respuesta a esas actualizadas necesidades docentes y curriculares. Las Humanidades, las Artes, las Ciencias sociales y la Docencia se reescriben, hibridando, gracias a los nuevos lenguajes y herramientas, contenidos otrora lejanos. La nueva Academia es polidéctica, ínter y multi disciplinar, dialógica y colaborativa. En este estado de cosas la colección Herramientas universitarias se erige como atalaya para agrupar bajo su égida al más amplio conjunto de autores internacionales que iluminen, con sus investigaciones, la panoplia de contenidos que conforman el mundo científico donde nace el futuro. La calidad intelectual queda refrendada mediante la rigurosa implantación del habitual proceso garante, basado en la revisión o arbitraje por pares ciegos (peer review) de estos capítulos, sin renunciar a la más antigua tradición universitaria que obliga al opositor de lo publicado, a soportar el peso de la prueba. Este doble modelo de evaluación, a priori y a posteriori, garantiza la calidad del contenido de los textos de esta colección. Pertenecer a la Academia, y en ello radica orgullosamente su valía, supone que todos sus miembros responden a una ambición irrenunciable: mostrar que el conjunto de sus trabajos conforma la vanguardia científica internacional. El texto que aquí se presenta está auspiciado por el Fórum Internacional de Comunicación y Relaciones Públicas (Fórum XXI), la Sociedad Española de Estudios de la Comunicación Iberoamericana (SEECI), la Asociación cultural Historia de los Sistemas Informativos y el Grupo Complutense (nº 931.791) de Investigación en Comunicación Concilium. **Sobre el ocio y la posmodernidad. Un análisis sociocrítico Wanceulen S.L.** Desde finales del pasado siglo, las sociedades occidentales más avanzadas están viviendo momentos de rápidas y profundas transformaciones. El incesante avance tecnológico, la extensión global del capitalismo informacional, la intromisión de los medios de comunicación en 4ª vida cotidiana, las transformaciones del empleo y del trabajo o los nuevos factores de estratificación social configuran un nuevo orden al que llamaremos Posmodernidad. [...] El objetivo central de este libro es reflexionar sobre el ocio en las sociedades posmodernas. Mi presupuesto de partida es que este fenómeno, como no podía ser de otro modo, está mediado por las características de nuestra sociedad. La Posmodernidad, pues, es el escenario en el que se desarrolla la acción de nuestra historia. Situar el ocio en el entramado sociocultural posmoderno será nuestro principal objetivo, como también comprender el nuevo orden social a través de las experiencias ociosas. [...] " **Capítulo 1. EL DEBATE SOBRE LAS SOCIEDADES OCCIDENTALES AVANZADAS: ¿MODERNIDAD O POSMODERNIDAD? 1. Introducción. El lado perverso de la Modernidad. 2. El debate sobre las sociedades avanzadas. 3. El ocio contemporáneo: ¿moderno o posmoderno? 4. Conclusiones** **Capítulo 2. LA POSMODERNIDAD 1. Introducción 2. Elementos estructurales de las sociedades posmodernas 3. Elementos culturales de las sociedades posmodernas** **Capítulo 3. DESCUBRIENDO EL SIGNIFICADO DEL OCIO: BASES PSICOSOCIOLOGICAS 1. Introducción. 2. Bases psicosociológicas del ocio. 3. Nuevos significados del ocio contemporáneo. 4. Conclusiones. Capítulo 4. EL OCIO EN EL ESPECTRO DE LOS ESTILOS DE VIDA POSMODERNOS 1. Introducción 2. Sobre el estilo de vida. 3. El ocio y los estilos de vida. 4. Fundones del ocio. 5. Dimensiones del ocio. 6. Principales manifestaciones del ocio en España. 7. Conclusiones. Capítulo 5. EL OCIO EN LA POSMODERNIDAD DESDE UNA PERSPECTIVA SOCIOCRTICA: MARCO ESTRUCTURAL 1. Introducción, 2. La cultura posmoderna y el ocio 3, Ocio, medios de comunicación y nuevas tecnologías. 4, Ocio y globalización 5. La política y el ocio 6. El ocio en la estructura económica 7. El consumo del ocio 8. Ocio y trabajo 9. Ocio y desigualdad social. 10. La McDonalización del ocio. 11. Conclusiones. Capítulo 6. PARADOJAS DEL OCIO CONTEMPORÁNEO 1. Introducción, 2. El giro posmoderno en el ocio. 3. La persistencia de lo moderno en el ocio. 4. Las paradojas del ocio. 5. Implicaciones para la investigación sobre el ocio 6. Comentarios finales. Capítulo 7. REFERENCIAS BIBLIOGRÁFICAS **The Politics of Culture in Quattrocento Europe René of Anjou in Italy Oxford University Press** A study of Rene of Anjou, a French prince and exiled king of Naples, and how he engaged his Italian network in a programme of cultural politics conducted with an eye towards a return to power in the peninsula, this volume seeks to understand the politics of culture in early Renaissance Europe through the lens of Italian humanism and art. **Serious Leisure A Perspective for Our Time Routledge** Serious Leisure offers a comprehensive view and analysis of the current state of the sociology of leisure. Defining and differentiating the way people use their free time, Stebbins divides such activity into categories of serious, casual, and project-based leisure that he further separates into a variety of types and subtypes. Together they comprise what he calls serious leisure. In this perspective, serious leisure constitutes systematic pursuit of an amateur, hobbyist, or volunteer activity sufficiently substantial and interesting in nature and requiring special skills, knowledge, and experience. Casual leisure, though immediately, intrinsically rewarding, is by contrast a relatively short-lived pleasurable activity, requiring little or no special training to enjoy it. Project-based leisure is a short-term, reasonably complicated, occasional creative undertaking carried out in free time. Stebbins sets out the basic concepts and propositions that make up the three forms, focusing on their essential elements. He takes stock of the serious leisure literature as well as that for casual and project-based leisure. Stebbins sees serious leisure realized by way of a set of foundational concepts--organization, community, history, lifestyle, and culture--and several of their component areas. He reviews the history and background of the concept of serious leisure and then adds historical commentary on, first, casual leisure and, then, project-based leisure. Finally, he examines the future and the importance of the serious leisure perspective in a globalizing world, and some of its critical links with other fields of knowledge and practice, notably the nonprofit sector and preventive medicine. Together with its original insights, Serious Leisure offers a single, handy, coherent, comprehensive resource. It will be of interest to sociologists, labor studies specialists, and economists. **Conflict and Conversion Catholicism in Southeast Asia, 1500-1700 Oxford University Press** Explores how Catholic missionaries, merchants, and adventurers brought their faith to the strategically and commercially crucial**

region of Southeast Asia in the sixteenth and seventeenth centuries. **From Speech Acts to Lay Understandings of Politeness Multilingual and Multicultural Perspectives Cambridge University Press** Illustrates the latest trends in politeness research from a multilingual and multicultural perspective, through the application of diverse methodologies. **Digital Skills Unlocking the Information Society Springer** The first book to systematically discuss the skills and literacies needed to use digital media, particularly the Internet, van Dijk and van Deursen's clear and accessible work distinguishes digital skills, analyzes their roles and prevalence, and offers solutions from individual, educational, sociological, and policy perspectives. **Smart cities shaping the society of 2030 UNESCO Publishing** **Gaming at the Edge Sexuality and Gender at the Margins of Gamer Culture U of Minnesota Press** Video games have long been seen as the exclusive territory of young, heterosexual white males. In a media landscape dominated by such gamers, players who do not fit this mold, including women, people of color, and LGBT people, are often brutalized in forums and in public channels in online play. Discussion of representation of such groups in games has frequently been limited and cursory. In contrast, *Gaming at the Edge* builds on feminist, queer, and postcolonial theories of identity and draws on qualitative audience research methods to make sense of how representation comes to matter. In *Gaming at the Edge*, Adrienne Shaw argues that video game players experience race, gender, and sexuality concurrently. She asks: How do players identify with characters? How do they separate identification and interactivity? What is the role of fantasy in representation? What is the importance of understanding market logic? In addressing these questions Shaw reveals how representation comes to matter to participants and offers a perceptive consideration of the high stakes in politics of representation debates. Putting forth a framework for talking about representation, difference, and diversity in an era in which user-generated content, individualized media consumption, and the blurring of producer/consumer roles has lessened the utility of traditional models of media representation analysis, Shaw finds new insight on the edge of media consumption with the invisible, marginalized gamers who are surprising in both their numbers and their influence in mainstream gamer culture. **The Sacred & the Digital Critical Depictions of Religions in Video Games MDPI** Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue. **Cultures of Anyone Studies on Cultural Democratization in the Spanish Neoliberal Crisis Oxford University Press** This book focuses on the rise of sharing and collaboration practices among peers in Spanish digital cultures and social movements in the wake of Spain's financial meltdown of 2008. **Architecture for the Screen A Critical Study of Set Design in Hollywood's Golden Age McFarland** Most of us have never found ourselves trapped inside a burning skyscraper or entombed within an Egyptian pyramid—but we probably have some idea of what it would be like because of their portrayal on screen. The movies have overcome the constraints of time and place by bringing us images of diverse and otherwise unfamiliar settings. This work covers the many applications of art and architecture appearing in the movies produced in Hollywood from the very beginning until the fifties. The first chapters deal with the process of design, construction, physical characteristics and immediate functions of a wide variety of architectural sets. The remaining chapters examine the great number of styles shown in those movies and take the reader up to the final triumph of modernist architecture in the aftermath of the Second World War. **Avery Index to Architectural Periodicals. 2d Ed., Rev. and Enl Supplement The Reputation Economy Understanding Knowledge Work in Digital Society Springer** Exploring the new professional scenes in digital and freelance knowledge, this innovative book provides an account of the subjects and cultures that pertain to knowledge work in the aftermath of the creative class frenzy. Including a broad spectrum of empirical projects, *The Reputation Economy* documents the rise of freelancing and digital professions and argues about the central role held by reputation within this context, offering a comprehensive interpretation of the digital transformation of knowledge work. The book shows how digital technologies are not simply intermediating productive and organizational processes, allowing new ways for supply and demand to meet, but actually enable the diffusion of cultural conceptions of work and value that promise to become the new standard of the industry. **Children and Their Changing Media Environment A European Comparative Study Routledge** Focusing on the meanings, uses, and impacts of new media in childhood, family life, peer culture, and the relation between home and school, this volume sets out to address many of the questions, fears, and hopes regarding the changing place of media in the lives of today's children and young people. The scholars contributing to this work argue that such questions—intellectual, empirical, and policy-related—can be productively addressed through cross-national research. Hence, this volume brings together researchers from 12 countries—Belgium, Denmark, Finland, France, Germany, the United Kingdom, Israel, Italy, the Netherlands, Spain, Sweden, and Switzerland—to present original and comprehensive findings regarding the diffusion and significance of new media and information technologies among children. Inspired by parallels and difference between the arrival of television in the family home during the 1950s and the present day arrival of new media, the research is based on in-depth interviews and a detailed comparative survey of 6- to 16-year-olds across Europe and in Israel. The result is a comprehensive, detailed, and fascinating account of how these technologies are rapidly becoming central to the daily lives of young people. As a resource for researchers and students in media and communication studies, leisure and cultural studies, social psychology, and related areas, this volume provides crucial insights into the role of media in the lives of children. The findings included herein will also be of interest to policymakers in broadcasting, technology, and education throughout the world. **Performing Arts Yearbook for Europe PAYE. Media Poetry An International Anthology Intellect Books** The first international anthology to document a radically new poetry which takes language beyond the confines of the printed page into a non-linear world of digital interactivity and hyperlinkage. The work of the poets discussed in this book challenges even the innovations of experimental poetics. It embraces new technologies to explore a new syntax made of linear and non-linear animation, hyperlinkage, interactivity, real-time text generation, spatiotemporal discontinuities, self-similarity, synthetic spaces, immateriality, diagrammatic relations, visual tempo, multiple simultaneities, and many other innovative procedures. This new media poetry, although defined within the field of experimental poetics, departs radically from the avant-garde movements of the first half of the century, and the print-based approaches of the second half. Through an embrace of the vast possibilities made available through new media, the artists in this anthology have become the poetic pioneers for the next millennium. **Lazer: perspectivas internacionais Edições Sesc** Este livro apresenta um panorama abrangente dos estudos sobre o lazer ao redor do mundo, com experiências de diversos países nos seis continentes. Sem a pretensão de estabelecer visões definitivas sobre o tema, a obra lança luzes sobre a reflexão e a prática do lazer em âmbito global, levando-nos a pensar sobre ela tanto na esfera individual como na comunitária. **Comics Beyond the Page in Latin America UCL Press** Comics Beyond the Page in Latin America is a cutting-edge study of the expanding worlds of Latin American comics. Despite lack of funding and institutional support, not since the mid-twentieth century have comics in the region been so dynamic, so diverse and so engaged with pressing social and cultural issues. Comics are being used as essential tools in debates about, for example, digital cultures, gender identities and political disenfranchisement. **RILM Abstracts of Music Literature** A comprehensive, ongoing guide to publications on music from all over the world, with abstracts written in English. All scholarly works are included: articles, books, bibliographies, catalogues, dissertations, Festschriften, films and videos, iconographies, critical commentaries to complete works, ethnographic recordings, conference proceedings, electronic resources, and reviews. **What Video Games Have to Teach Us About Learning and Literacy. Second Edition Macmillan** James Paul Gee begins his classic book with "I want to talk about video games—yes, even violent video games—and say some positive things about them." With this simple but explosive statement, one of America's most well-respected educators looks seriously at the good that can come from playing video games. In this revised edition of *What Video Games Have to Teach Us About Learning and Literacy*, new games like *World of Warcraft* and *Half Life 2* are evaluated and theories of cognitive development are expanded. Gee looks at major cognitive activities including how individuals develop a sense of identity, how we grasp meaning, how we evaluate and follow a command, pick a role model, and perceive the world. **Museum Communication and Social Media The Connected Museum Routledge** Visitor engagement and learning, outreach, and inclusion are concepts that have long dominated professional museum discourses. The recent rapid uptake of various forms of social media in many parts of the world, however, calls for a reformulation of familiar opportunities and obstacles in museum debates and practices. Young people, as both early adopters of digital forms of communication and latecomers to museums, increasingly figure as a key target group for many museums. This volume presents and discusses the most advanced research on the multiple ways in which social media operates to transform museum communications in countries as diverse as Australia, Denmark, Germany, Norway, the UK, and the United States. It examines the socio-cultural contexts, organizational and education consequences, and methodological implications of these transformations. **Generational Use of New Media Routledge** *Generational Use of New Media* examines and contrasts how younger and older people, representing different generations, engage with the new media that they increasingly encounter in everyday life. Exploring the various assumptions about the degrees to which younger and older people are more or less willing to use, or are capable of using, new media, the social circumstances under which they do so and the very design of those media, this book critically examines the gap that is assumed to exist between younger users of new media and older non-users. Thematically organized and offering comparative analyses of the generational use of new media and technology, this timely volume presents the latest research and rich new empirical material gathered in the EU, USA and Hong Kong, to reflect on societal practices and the practical implications of building a more inclusive information society. **Augmented Reality in Tourism, Museums and Heritage A New Technology to Inform and Entertain Springer Nature** This book provides extensive research into the use of augmented reality in the three interconnected and overlapping fields of the tourism industry, museum exhibitions, and cultural heritage. It is written by a virtual team of 50 leading researchers and practitioners from 16 countries around the world. The authors explore the opportunities and challenges of augmented reality applications, their current status and future trends, informal learning and heritage preservation, mixed reality environments and immersive installations, cultural heritage education and tourism promotion, visitors with special needs, and emerging post-COVID-19 museums and heritage sites. *Augmented Reality in Tourism, Museums and Heritage: A New Technology to Inform and Entertain* is essential reading not only for researchers, application developers, educators, museum curators, tourism and cultural heritage promoters, but also for students (both graduates and undergraduates) and anyone who is interested in the efficient and practical use of augmented reality technology. **Capitalism without Capital The Rise of the Intangible Economy Princeton University Press** Early in the twenty-first century, a quiet revolution occurred. For the first time, the major developed economies began to invest more in intangible assets, like design, branding, and software, than in tangible assets, like machinery, buildings, and computers. For all sorts of businesses, the ability to deploy assets that one can neither see nor touch is increasingly the main source of long-term success. But this is not just a familiar story of the so-called new economy. *Capitalism without Capital* shows that the growing importance of intangible assets has also played a role in some of the larger economic changes of the past decade, including the growth in economic inequality and the stagnation of productivity. Jonathan Haskel and Stian Westlake explore the unusual economic characteristics of intangible investment and discuss how an economy rich in intangibles is fundamentally different from one based on tangibles. *Capitalism without Capital* concludes by outlining how managers, investors, and policymakers can exploit the characteristics of an intangible age to grow their businesses, portfolios, and economies. **Handbook of Collective Intelligence MIT Press** Experts describe the latest research in a rapidly growing multidisciplinary field, the study of groups of individuals acting collectively in ways that seem intelligent. Intelligence does not arise only in individual brains; it also arises in groups of individuals. This is collective intelligence: groups of individuals acting collectively in ways that seem intelligent. In recent years, a new kind of collective intelligence has emerged: interconnected groups of people and computers, collectively doing intelligent things. Today these groups are engaged in tasks that range from writing software to predicting the results of presidential elections. This volume reports on the latest research in the study of collective intelligence, laying out a shared set of research challenges from a variety of disciplinary and methodological perspectives. Taken together, these essays—by leading researchers from such fields as computer science, biology, economics, and psychology—lay the foundation for a new multidisciplinary field. Each essay describes the work on collective intelligence in a particular discipline—for example, economics and the study of markets; biology and research on emergent behavior in ant colonies; human-computer interaction and artificial intelligence; and cognitive psychology and the "wisdom of crowds" effect. Other areas in social science covered include social psychology, organizational theory, law, and communications. Contributors Eytan Adar, Ishani Aggarwal, Yochai Benkler, Michael S. Bernstein, Jeffrey P. Bigham, Jonathan Bragg, Deborah M. Gordon, Benjamin Mako Hill, Christopher H. Lin, Andrew W. Lo, Thomas W. Malone, Mausam, Brent Miller, Aaron Shaw, Mark Steyvers, Daniel S. Weld, Anita Williams Woolley **Professionals in Early Childhood Education and Care Systems European Profiles and Perspectives Barbara Budrich** In a context of widespread expansion of education and care provision for young children, the staffing of early childhood services in Europe is a critical quality issue. However, systematically assembled data across countries on the education/training and structure of the early years workforce are limited. Who works in education and care settings for young children? What professional studies are required? How similar or how varied are the qualification profiles and fields of work? This book provides answers to these questions. With funding from the German Federal Ministry for Family Affairs, Senior Citizens, Women and Youth, the SEEPRO project based at the State Institute of Early Childhood Research (IFP) in Munich/Bavaria worked closely with country experts to develop the 27 country profiles. In addition, cross-national perspectives and key workforce issues are highlighted which will be of interest for those engaged in early years professional education/training as well as for researchers, practitioners and policy makers. **Hidden Geographies Springer Nature** This book defines and discusses the term hidden geographies in two ways: systematically and by presenting a variety of examples of the research fields and topics concerning hidden geographies, with the aim of

stimulating further basic and applied research in this area. While the term is quite rarely used in the scientific literature (more often as a figure of speech than to illustrate or problematize its deeper meaning), we argue that hidden geographies are everywhere and many of them have significant impacts on (other) natural and social phenomena and processes, subsequently triggering changes, for example in landscape, economy, culture, health or quality of life. The introductory section of the book conceptualises hidden geographies and discusses cognitive geography, symbolization of space, and the hidden geographies in mystical literature. Case studies of hidden environmental geographies address soils, air pollution, coastal pollution and the allocation of an astronomical tourism site. Revealing hidden historical and sacred places is illustrated through examples of the visualisation of the subterranean mining landscape, the analysis of the historical road network and trade, border stones and historical spatial boundaries, and the monastic Carthusian space. Hidden urban geographies are discussed in terms of the urban development of an entire city, presenting the role of geography in rescuing architecture, revealing illegal urbanisation, and the quality of habitation in Roma neighbourhoods. Case studies of hidden population geographies shed light on the ageing of rural populations and the impact of spatial-demographic disparities on fertility variations. Discussions of hidden social and economic geographies problematize recent social changes and conflicts in a country, present the implementation of the fourth industrial revolution and borders as hidden obstacles in the organisation of public transport. Hidden geographies are explicitly linked to perceptions and explanations in case studies that address local responses to perceived marginalisation in a city, the solo women travellers' perceived risk and safety, and hidden geographical contexts of visible post-war landscapes. The book brings such a diversity of views, ideas and examples related to hidden geographies that can serve both to deepen their understanding and their various impacts on our lives and environment, and to attract further cross-disciplinary interest in considering hidden geographies -- in research and in our every-day lives. **Risk and Hyperconnectivity Media and Memories of Neoliberalism Oxford University Press** Risk and Hyperconnectivity brings together for the first time three paradigms: new risk theory, neoliberalization theory, and connectivity theory, to illuminate how the kaleidoscope of risk events in the opening years of the new century has recharged a neoliberal battlespace of media, economy, and security. Hoskins and Tulloch argue that hyperconnectivity is both a conduit of risk and a form of risk in itself, and that it alters the ways in which we experience events and remember them. Through interdisciplinary dialogue and case study analysis they offer original perspectives on the key questions of risk of our age, including: What is the path to a 'balance' between individual privacy and state (or corporate) security? Is hyperconnectivity itself a new risk condition of our time? How do remembering and forgetting shape citizen insecurity and cultures of risk, and legitimize neoliberal governance? How do journalists operate as 'public intellectuals' of risk? Through probing a series of risk events that have already scarred the twenty-first century, Hoskins and Tulloch show how both established and emergent media are central in shaping past, present and future horizons of neoliberalism, while also propelling wide pressure for its alternatives on those ranging from economics students worldwide to potential political leaders cultivated by austerity policies. **The Bible of Bibles; Or, Twenty-Seven "Divine" Revelations Good Press** "The Bible of Bibles; Or, Twenty-Seven "Divine" Revelations" by Kersey Graves, Lydia M. Graves. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.