

Mobile Design And Development: Practical Concepts And Techniques For Creating Le Sites And Web Apps (Animal Guide)

With forewords by Jan Bosch, Nokia and Antero Taivalsaari, Sun Microsystems. Learn how to programme the mobile devices of the future! The importance of mobile systems programming has emerged over the recent years as a new domain in software development. The design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment; memory-awareness, limited performance, security, and limited resources with features that are needed in workstation environment; modifiability, run-time extensions, and rapid application development. Programming Mobile Devices is a comprehensive, practical introduction to programming mobile systems. The book is a platform independent approach to programming mobile devices: it does not focus on specific technologies, and devices, instead it evaluates the component areas and issues that are common to all mobile software platforms. This text will enable the designer to programme mobile devices by mastering both hardware-aware and application-level software, as well as the main principles that guide their design. Programming Mobile Devices: Provides a complete and authoritative overview of programming mobile systems. Discusses the major issues surrounding mobile systems programming; such as understanding of embedded systems and workstation programming. Covers memory management, the concepts of applications, dynamically linked libraries, concurrency, handling local resources, networking and mobile devices as well as security features. Uses generic examples from Java™ and Symbian OS to illustrate the principles of mobile device programming. Programming Mobile Devices is essential reading for graduate and advanced undergraduate students, academic and industrial researchers in the field as well as software developers, and programmers.

Although enterprise mobility is in high demand across domains, an absence of experts who have worked on enterprise mobility has resulted in a lack of books on the subject. A Comprehensive Guide to Enterprise Mobility fills this void. It supplies authoritative guidance on all aspects of enterprise mobility-from technical aspects and applications to Medication management is an essential component of therapeutic success in the treatment of chronic diseases. However, patients who do not regularly take their prescribed medications are a primary concern of health systems worldwide. A significant proportion of patients on chronic medications fail to adhere to their treatments, and suboptimal adherence leads to dire clinical and financial consequences on the personal level.

Moreover, non-adherence can adversely impact public healthcare costs and the clinical outcomes of patients. Design and Quality Considerations for Developing Mobile Apps for Medication Management: Emerging Research and Opportunities is a collection of innovative research that combines theory and practice on optimizing strategies to improve medication adherence and overall health and wellbeing in patients through the design of usable and reliable mobile app-based systems. Highlighting a broad range of topics including pharmaceutical care, quality assessment, and health behavior frameworks, this book is ideally designed for clinicians, pharmacists, healthcare providers, programmers, software developers, researchers, academicians, and students.

This book presents a contextual approach to designing contemporary interactive mobile computer systems as integral parts of ubiquitous computing environments. Interactive mobile systems, services, and devices have become functional design objects that we care deeply about. Although their look, feel, and features impact our everyday lives as we orchestrate them in concert with a plethora of other computing technologies, these artifacts are not well understood or created through traditional methods of user-centered design and usability engineering. Contrary to more traditional IT artifacts, they constitute holistic user experiences of value and pleasure that require careful attention to the variety, complexity, and dynamics of their usage. Hence, the design of mobile interactions proposed in this book transcends existing approaches by using the ensemble of form and context as its central unit of analysis. As such, it promotes a designerly way of achieving convergence between form and context through a contextually grounded, wholeness sensitive, and continually unfolding process of design.

Practical Bot Development

18th International Conference, HCI International 2016, Toronto, ON, Canada, July 17-22, 2016. Proceedings, Part I

An Introduction for Practitioners

8th International Conference, DUXU 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings, Part IV

Game Development Patterns with Unity 2021
Building Real-World Scalable Web Apps

This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

Explore the concept of bots and discover the motivation behind working with these new apps with messaging platforms. This book is an accessible resource teaching the basic concepts behind bot design and implementation. Each chapter builds on previous topics and, where appropriate, real working code is shown that implements the concepts. By just picking up a code editor, you can start creating smart, engaging, and useful bot experiences today. Practical Bot Development will teach you how to create your own bots on platforms like Facebook Messenger and Slack, incorporate extension APIs, and apply AI and ML algorithms in the cloud. By the end of this book, you'll be equipped with the information to reach thousands of new users with the bots you create! The book is a great resource for those looking to harness the benefits of building their own bots and leveraging the platform feasibility of them. What You'll Learn Understand the general architecture of a bot Distinguish between a great bot experience versus a bad bot experience. Explore the ideas behind natural language processing and apply them to bot development Implement real Messenger, Slack, and custom channel bots using Node.js and the Microsoft Bot Builder framework Deploy bots to Facebook Messenger and Slack Who This Book Is For Engineers, hobbyists, and the design oriented community looking looking for an introduction to the technologies and concepts involved in building bots. The experience level could be from beginner to expert, although some familiarity with Node.js and APIs will be assumed.

Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, Mobile Design and Development provides you with the knowledge you need to work with this rapidly developing technology. Mobile Design and Development will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

In keeping with advances in technology, and rapid consumer adoption of new media and new ideas, the possibilities for digital marketing are changing rapidly. This book will guide you through the major trends that exemplify forward thinking and which will continue to inspire great online ideas well into the future. Topics discussed include: the digital media revolution; e-commerce and e-branding; advertising on the web; the social web; online applications and mobile marketing; and ethical approaches. International examples, case studies and practical exercises will help you master the key concepts and techniques of online marketing so that you can apply them to your own campaigns.

Streamlined ID

Complete Vue.js 2 Web Development

Mobile Design And Development

Designing and Building Bots with Node.js and Microsoft Bot Framework

Expression, Identity and Empowerment

Building Reliable, High-Performance Web Apps Using Elm-Inspired Architecture, Event Pub-Sub, and Components

The ELearning Designer's Handbook

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoskin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS lanaguages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You

already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

This book explores the role that arts and culture can play in supporting global international development. The book argues that arts and culture are fundamental to human development and can bring considerable positive results for helping to empower communities and provide new ways of looking at social transformation. Whilst most literature addresses culture in abstract terms, this book focuses on practice-based, collective, community-focused, sustainability-minded, and capacity-building examples of arts and development. The book draws on case studies from around the world, investigating the different ways practitioners are imagining or defining the role of arts and culture in Belize, Canada, China, Ethiopia, Guatemala, India, Kosovo, Malawi, Mexico, Peru, South Africa, Sri Lanka, Taiwan, Thailand, the USA, and Western Sahara refugee camps in Algeria. The book highlights the importance of situated practice, asking what questions or concerns practitioners have and inviting a dialogic sharing of resources and possibilities across different contexts. Seeking to highlight practices and conversations outside normative frameworks of understanding, this book will be a breath of fresh air to practitioners, policy makers, students, and researchers from across the fields of global development, social work, art therapy, and visual and performing arts education.

- Focus on the C programming language - A powerful and popular tool for developing professional software, enables students to easily advance in their careers. - Microsoft Visual C++ - Included with the text, allows students to build their C programs using this valuable accompanying CD ROM. - Hands-on demonstrations - Incorporated in almost all chapters; include a stated objective, an experiment, its results, and an analysis of the activity, its results, and what those results teach, enables students to gain valuable hands-on experience, crucial to understanding the C program. - Review questions and 25 exercises - Included in each chapter, teaches students how to write programs that solve problems in math, physics, electronics, etc. - Tips, warnings (traps), and technical notes - Copiously contained in each chapter gives students important information that is necessary to develop their skills. - Chapter Glossaries, provide students with an easy-to-find reference tool for each chapter. - Instructors Supplements - Include an Instructors Manual and PowerPoints, provides instructors with valuable support in forming their course curriculum.

Teaching Online: A Practical Guide is a practical, concise guide for educators teaching online. This updated edition has been fully revamped and reflects important changes that have occurred since the second edition's publication. A leader in the online field, this best-selling resource maintains its reader friendly tone and offers exceptional practical advice, new teaching examples, faculty interviews, and an updated resource section. New to this edition: new chapter on how faculty and instructional designers can work collaboratively expanded chapter on Open Educational Resources, copyright, and intellectual property more international relevance, with global examples and interviews with faculty in a wide variety of regions new interactive Companion Website that invites readers to post questions to the author, offers real-life case studies submitted by users, and includes an updated, online version of the resource section. Focusing on the "how" and "whys" of implementation rather than theory, this text is a must-have resource for anyone teaching online or for students enrolled in Distance Learning and Educational Technology Masters Programs.

A Designerly Way Toward Digital Ecology

Explore practical game development using software design patterns and best practices in Unity and C#

Mobile Interactions in Context

Third International Conference, DUXU 2014, Held as Part of the HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014, Proceedings, Part I

Human-Computer Interaction. Theory, Design, Development and Practice

A Practical Approach

Software Development in C

Mobile Design and Development Practical concepts and techniques for creating mobile sites and web apps"O'Reilly Media, Inc."

"This book explains best practices for obtaining and providing educational, training, and professional development content on devices like smartphones, tablets and other mobile devices. Trainers, educators, designers, instructional technologists, workplace learning professionals, and HR professionals will learn how mobile learning differs from other forms of e-learning, and will be introduced to the challenges and--more importantly--the advantages of mobile learning strategies and technologies for 21st century business environments"--

The four-volume set LNCS 8517, 8518, 8519 and 8520 constitutes the proceedings of the Third International Conference on Design, User Experience and Usability, DUXU 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 256 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 66 papers included in this volume are organized in topical sections on design theories, methods and tools; user experience evaluation; heuristic evaluation; media and design; design and creativity.

Winning by Design is a practical book for both the people concerned with the real world of change and its results and for the people expected to execute this change. The first part of the book was written for the leaders - those who wish to create a vision and initiate the changes. The second is aimed at the people who are tasked with implementing and driving the change to a better new product development process and environment, providing a very practical guide for project teams working on new products and services. The authors believe and hope that this book will initiate a new approach to product development and the way it is managed. Both Westrick and Cooper have had many successes with this approach and have a strong desire

to share it with others through Winning by Design.

Arts and Culture in Global Development Practice

Practical Web Development

Practical Node.js

Practical Azure Application Development

Learn the art of game design through applicable skills and cutting-edge insights

A Practical Introduction to System Understanding, Implementation and Deployment

Emerging Research and Opportunities

Become a pro in creating modern interactive web applications using this JavaScript framework Key Features Explore the exciting features of Vue.js 2 through interesting examples and practical recipes Craft highly modular applications using design patterns and the component architecture of Vue.js Learn how to utilize modern development tools by building applications with Vue.js Book Description This Learning Path is divided into three sections, with each section bringing you closer to developing high-end modern web applications with Vue.js 2. It starts with building example applications to get well versed with the Vue.js ecosystem. You will learn to use Vue.js by creating three single page applications that explore Vuex and vue-router, the standard Vue tools for caching data and routing URLs for your applications. Going further, the Learning Path will address some of the challenges in designing web applications with Vue.js. The Learning Path will have easy-to-follow recipes to help you tackle the challenges and craft dynamic front end. You will learn to integrate web utilities like Babel and Webpack to enhance your development workflow. Finally, towards the end, the course will introduce you to several design patterns to help you write clean, maintainable, and reusable codes with Vue framework. At the end of the Learning Path, you will be confident with expertise in leveraging all the components and productivity features of Vue.js and will be on your way to design your web applications and execute it by writing clean code. This Learning Path includes content from the following Packt products: Vue.js 2.x by Example by Mike Street Vue.js 2 Cookbook by Andrea Passaglia Vue.js Design Patterns and Best Practices by Paul Halliday What you will learn Understand the fundamentals of Vue.js with practical examples Using vue-router dynamic routes to load data Build complex web interfaces using the Vue.js component system Use Webpack and Babel to enhance your development workflow Manage your application's state using Vuex Seamlessly implement routing in your single page applications Who this book is for The Learning Path is intended for JavaScript developers at any level of expertise who wants to learn Vue.js and develop productive web applications with the power of the latest Vue.js.

iPhone application development is explained here in an accessible treatment for the generalist Library and Information Science (LIS) practitioner. Future information-seeking practices by users will take place across a diverse array of ubiquitous computing devices. iPhone applications represent one of the most compelling new platforms for which to remediate and re-engineer library service. Strategies of efficient mobile design and delivery include adapting computing best practices of data independence and adhering to web standards as articulated by the W3C. These best practices apply across the diverse range of handheld devices and accompanying software development tools. This book is essentially a how-to guide for application development, laying out foundational principles and then moving toward practical implementations. Overview and step-by-step development guide with Web Based Applications (the Dash code application) Overview and step-by-step development guide using the Native Application Developer (the Xcode application) Explaining principles of portability and transferability of systems

Get started and learn a step-by-step approach to application development using Microsoft Azure. Select the right services to solve the problem at hand in a cost-effective manner and explore the potential different services and how they can help in building enterprise applications. Azure has an ample amount of resources and tutorials, but most of them focus on specific services and explain those services on their own and in a given context. Practical Azure Application Development focuses on building complete solutions on Azure using different services. This book gives you the holistic approach to Azure as a solutions development platform. This book: Covers Azure as a solution development platform for building applications Provides real-world examples to understand why and when an Azure service is required Discusses how Azure helps to achieve continuous improvement and expansion of an application Provides application development experience from purchasing Azure to integrating with core Azure services, including an introduction to DevOps with VSTS What You'll Learn Use Azure services to solve real-world software problems Define the usage of Azure services and select the right services to solve the problem at hand Make clear and less ambiguous decisions about using different Azure

services Take a holistic approach to Azure as a solution platform Understand the basics of security, data protection, and cost controls in Azure Who This Book Is For Developers, software engineers, and architects who have experience in .NET and web development, but have little or no knowledge in planning and developing an application on Azure

The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.

The volumes constituting the full 27-volume set of the conference proceedings.

A Comprehensive Guide to Enterprise Mobility

iPhone Application Development

With Best Practice Business Analysis and User Interface Design Tips and Techniques

Practical Development Environments

A Practical Guide to Instructional Design

Practical Game Design

Game Design

Streamlined ID: A Practical Guide to Instructional Design presents a focused and generalizable approach to instructional design and development – one that addresses the needs of ID novices, as well as practitioners in a variety of career environments. Emphasizing the essentials and "big ideas" of ID, **Streamlined ID** presents a new perspective – one that aims to produce instruction that is sustainable, optimized, appropriately redundant, and targeted at continuous improvement. The book features an enhanced version of the classic ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) that emphasizes the iterative nature of design and the role of evaluation throughout the design/development process. It clearly lays out a systematic approach that emphasizes the use of research-based theories, while acknowledging the need to customize the process to address a variety of pedagogical approaches: Instructivist, Constructivist, and Connectivist. The book opens with an overview of the basics of ID and each subsequent chapter describes major activities in the ID process with step-by-step instructions and tips for streamlining the process. Numerous job aids serve to maximize the efficiency and effectiveness of your design efforts. Each chapter highlights key concepts and provides additional exercises and assignments based on the work of Benjamin Bloom. **Streamlined ID** is an ideal reference guide for optimizing professional practice.

Web development has grown to become vital in shaping how humans interact, work, learn, and consume. **Practical Web Development** provides you with a roadmap of web development today, giving you the tools you need and the guidance to keep you creative and productive in a world of disruption and innovation. Beginning with the structure of the Web and the principles of building basic websites with HTML, you will learn about CSS, JavaScript, and PHP, before taking a closer look at some of the leading technologies used to build the modern Web. You will integrate jQuery, Ajax, and JSON into your projects before moving on to the latest tools and techniques in responsive web design, including Zurb Foundation or Bootstrap, to help you meet the challenges of developing for multiple devices, and explore how Node.js offers a powerful solution to server-side application development. This book is for anyone that wants to get to grips with the broader picture of web development today.

Design accessible and creative games across genres, platforms, and development realities **Key Features** Implement the skills and techniques required to work in a professional studio Ace the core principles and processes of level design, world building, and storytelling Design interactive characters that animate the gaming world **Book Description** If you are looking for an up-to-date and highly applicable guide to game design, then you have come to the right place! Immerse yourself in the fundamentals of game design with this book, written by two highly experienced industry professionals to share their profound insights as well as give valuable advice on creating games across genres and development platforms. **Practical Game Design** covers the basics of game design one piece at a time. Starting with learning how to conceptualize a game idea and present it to the development team, you will gradually move on to devising a design plan for the whole project and adapting solutions from other games. You will also discover how to produce original game mechanics without relying on existing reference material, and test and eliminate anticipated design risks. You will then design elements that compose the playtime of a game, followed by making game mechanics, content, and interface accessible to all players. You will also find out how to simultaneously ensure that the gameplay mechanics and content are working as intended. As the book reaches its final chapters, you will learn to wrap up a game ahead of its release date, work through the different challenges of designing free-to-play games, and understand how to significantly improve their quality through iteration, polishing and playtesting. What you will learn **Define the scope and structure of a game project** **Conceptualize a game idea and present it to others** **Design gameplay systems and communicate them clearly and thoroughly** **Build and validate engaging game mechanics** **Design successful business**

models and prepare your games for live operations Master the principles behind level design, worldbuilding and storytelling Improve the quality of a game by playtesting and polishing it Who this book is for Whether you are a student eager to design a game or a junior game designer looking for your first role as a professional, this book will help you with the fundamentals of game design. By focusing on best practices and a pragmatic approach, Practical Game Design provides insights into the arts and crafts from two senior game designers that will interest more seasoned professionals in the game industry.

The author teaches game design from concept to delivery through the creation of a sample game using a simple scripting language called Lua and a DX9 game shell. Techniques covered are applicable across the PC and game console platforms. Game design industry veterans reveal their secrets in sidebars throughout the book, and techniques are illustrated with b&w screen shots. The accompanying CD-ROM contains the demo game, a 2D game engine, Lua scripts, and other tools. Practical Guide to Building End-to-End Web Development Solutions with Vue.js 2

Software Development in Practice

Design and Development of Medical Electronic Instrumentation

Improve your Mobile Development with Google's Latest Open-Source SDK

Mobile Design and Development

From Fundamental Theory to Development of AI-Driven Apps

Mobile Communications Systems Development

UX Design and Usability Mentor Book includes best practices and real-life examples in a broad range of topics like: UX design techniques Usability testing techniques such as eye-tracking User interface design guidelines Mobile UX design principles Prototyping Lean product development with agile vs. waterfall Use cases User profiling Personas Interaction design Information architecture Content writing Card sorting Mind-mapping Wireframes Automation tools Customer experience evaluation The book includes real-life experiences to help readers apply these best practices in their own organizations. UX Design and Usability Mentor Book is an extension of best-selling Business Analyst's Mentor Book. Thanks to the integrated business analysis and UX design methodology it presents, the book can be used as a guideline to create user interfaces that are both functional and usable.

Solve your programming woes in Unity with practical design propositions Key FeaturesGain a comprehensive overview of Unity engine architecture and coding modelBuild a complete racing game using software design patterns and understand how to implement them in UnityDownload the source code of the complete prototype demonstrating each of the software patterns usedBook Description This book is written for every game developer ready to tackle the bigger picture and start working with advanced programming techniques and design patterns in Unity. Game Development Patterns with Unity 2021 is an introduction to the core principles of reusable software patterns and how to employ them to build components efficiently. In this second edition, you'll tackle design patterns with the help of a practical example; a playable racing game prototype where you'll get to apply all your newfound knowledge. Notable updates also include a game design document (GDD), a Unity programming primer, and the downloadable source code of a complete prototype. Your journey will start by learning about overall design of the core game mechanics and systems. You'll discover tried-and-tested software patterns to code essential components of a game in a structured manner, and start using classic design patterns to utilize Unity's unique API features. As you progress, you'll also identify the negative impacts of bad architectural decisions and understand how to overcome them with simple but effective practices. By the end of this Unity book, the way you develop Unity games will change - you'll adapt a more structured, scalable, and optimized process that will help you take the next step in your career. What you will learnStructure professional Unity code using industry-standard development patternsIdentify the right patterns for implementing specific game mechanics or featuresDevelop configurable core game mechanics and ingredients that can be modified without writing a single line of codeReview practical object-oriented programming (OOP) techniques and learn how they're used in the context of a Unity projectBuild unique game development systems such as a level editorExplore ways to adapt traditional design patterns for use with the Unity APIWho this book is for This book is for Unity game developers who want to learn industry standards for building Unity games. Knowledge of the Unity game engine and programming in the C# language is a must, so if you're a beginner, try our Learning C# by Developing Games with Unity 2021 handbook instead.

Development analysts tend to give short shrift to the seemingly minor bureaucratic hitches faced by practitioners—those who design, manage, implement, and evaluate aid projects. Often critical of foreign aid either for its apparent ineffectiveness at alleviating poverty or its purported neocolonial implications, the academic literature rarely acknowledges the experiences and pressures faced by practitioners themselves as they implement aid-funded development projects—the meetings, paperwork, negotiations, site visits, financial transactions, logistical arrangements, interviews, program activities, and beneficiary interactions—that keep projects running. And yet the impact of aid projects, and indeed the impact of development itself, often grows out of the daily activities and personal interactions of development practitioners. This unique book considers challenges from the perspective of development practitioners who confront technical, managerial, political, theoretical, and moral quandaries on a daily basis. With chapters written by expert practitioners on different aspects of design and management of international development activities, this book examines real issues and navigates the often contradictory demands of local development needs, including international donor imperatives; limited financial resources, time, information, and assurance of results; the competing pulls of administrative efficiency; and the desire to alleviate suffering. It also gives readers access to the crucial but little-heard voices of those who spend their professional lives designing and managing foreign aid projects, offering insight into what did or did not work on projects they have managed, implemented, or evaluated. These insights do not seek to identify universally right or wrong ways of doing development; instead, they highlight pros and cons associated with various approaches and decisions. This book provides valuable insights for students and others interested in a

development career, encourages practitioners to engage in reflection, and persuades researchers to further consider the influence of practice on project success or failure.

A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset
Create, deploy, and monetize captivating and immersive games on Android and iOS platforms
Take your games into the real world by adding augmented reality features to your mobile projects
Kick-start your mobile game development journey with step-by-step instructions and a demo game project
Book Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learn
Design responsive user interfaces for your mobile games
Detect collisions, receive user input, and create player movements for your mobile games
Create interesting gameplay elements using inputs from your mobile device
Explore the mobile notification package in Unity game engine to keep players engaged
Create interactive and visually appealing content for Android and iOS devices
Monetize your game projects using Unity Ads and in-app purchases
Who this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.

Basics Marketing 02: Online Marketing

Discover practical techniques and examples to create and deliver engaging games for Android and iOS, 2nd Edition

Practical Artificial Intelligence with Swift

Practical Application of Lean Principles for Transforming the Speed to Market, the Quality, and the Costs of New Product Development

CALL Design: Principles and Practice - Proceedings of the 2014 EUROCALL Conference, Groningen, The Netherlands

Strategies for Efficient Mobile Design and Delivery

Design and Quality Considerations for Developing Mobile Apps for Medication Management: Emerging Research and Opportunities

This book doesn't tell you how to write faster code, or how to write code with fewer memory leaks, or even how to debug code at all. What it does tell you is how to build your product in better ways, how to keep track of the code that you write, and how to track the bugs in your code. Plus some more things you'll wish you had known before starting a project. Practical Development Environments is a guide, a collection of advice about real development environments for small to medium-sized projects and groups. Each of the chapters considers a different kind of tool - tools for tracking versions of files, build tools, testing tools, bug-tracking tools, tools for creating documentation, and tools for creating packaged releases. Each chapter discusses what you should look for in that kind of tool and what to avoid, and also describes some good ideas, bad ideas, and annoying experiences for each area. Specific instances of each type of tool are described in enough detail so that you can decide which ones you want to investigate further. Developers want to write code, not maintain makefiles. Writers want to write content instead of manage templates. IT provides machines, but doesn't have time to maintain all the different tools. Managers want the product to move smoothly from development to release, and are interested in tools to help this happen more often. Whether as a full-time position or just because they are helpful, all projects have toolsmiths: making choices about tools, installing them, and then maintaining the tools that everyone else depends upon. This book is especially for everyone who ends up being a toolsmith for his or her group.

Explore the concepts, patterns, and architecture behind AppRun applications. With this end-to-end guide, you will be able to build web apps fast to the market with the low learning curve and high development productivity. You will learn how to break down the application logic into three decoupled parts: state, view, and update. You will then see how to connect web page events to the AppRun event life-cycle, route user interactions, access data from the remote servers, compose the user interface using components, and integrate 3rd party libraries. Following examples of various apps, such as the counter app, to-do app, weather app, hacker news reader app, and blog app, you will have all the techniques for developing your AppRun apps including the line of business apps. You will also review wider development concepts such as using strongly typed states practically, unit testing strategies for app state changes, time travel debugging, async web API invocation, server-side virtual DOM, module compilation optimization, the developer tools, and more. What You'll Learn
Use AppRun to develop web apps end-to-end
Understand the technology behind AppRun
Evaluate and compare architecture design
Develop applications using Elm architecture, event publication and subscription, and components.
Who This Book Is For Web app developers and architects; useful for beginners learning front-end development and more experienced developers interested in learning

about AppRun and modern development concepts and principles more generally

This book explains how educational research can inform the design of technology-enhanced learning environments. After laying pedagogical, technological and content foundations, it analyses learning in Web 2.0, Social Networking, Mobile Learning and Virtual Worlds to derive nuanced principles for technology-enhanced learning design.

Explore what Flutter has to offer, where it came from, and where it's going. Mobile development is progressing at a fast rate and with Flutter - an open-source mobile application development SDK created by Google - you can develop applications for Android and iOS, as well as Google Fuchsia. Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development, tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss. What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. Who This Book Is For Mobile developers who are looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected.

A Practical Guide to the ELearning Development Process for New ELearning Designers

UX Design and Usability Mentor Book

Unity 2020 Mobile Game Development

A Step-by-Step Approach to Build Feature-Rich Cloud-Ready Solutions

Tools and Techniques for Building Enterprise Software

Practical concepts and techniques for creating mobile sites and web apps

A Practical Approach to Programming and Design

The four-volume set LNCS 11583, 11584, 11585, and 11586 constitutes the proceedings of the 8th International Conference on Design, User Experience, and Usability, DUXU 2019, held as part of the 21st International Conference, HCI International 2019, which took place in Orlando, FL, USA, in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. DUXU 2019 includes a total of 167 regular papers, organized in the following topical sections: design philosophy; design theories, methods, and tools; user requirements, preferences emotions and personality; visual DUXU; DUXU for novel interaction techniques and devices; DUXU and robots; DUXU for AI and AI for DUXU; dialogue, narrative, storytelling; DUXU for automated driving, transport, sustainability and smart cities; DUXU for cultural heritage; DUXU for well-being; DUXU for learning; user experience evaluation methods and tools; DUXU practice; DUXU case studies.

LEARN HOW TO DESIGN ELEARNING THAT DELIVERS RESULTS (AND DOESN'T SUCK)! When you're tasked with creating your very first eLearning course, it can be hard (and downright scary) trying to figure out where to begin. You likely have a million questions running through your head. How do you plan your project and set it up for success? How do you collect learning content from your subject matter experts? Why do you need an eLearning storyboard, and how do you write one? How do you develop a prototype of your eLearning course? And, what the heck is a prototype anyway? When and where should you include interactivity? When should you let your SMEs review your course? And what's a "SME" again? And what do you do when they don't give you feedback? Trying to get answers to all of these questions can quickly leave you saying to yourself, "I don't think I'm cut out for this eLearning thing!" But, here's some good news: you're not alone! The truth is, most eLearning designers entered fell, stumbled, and dropped into the world of eLearning entirely by accident. This is where the second edition of The eLearning Designer's Handbook can help! In this book, Tim Slade will show you that the eLearning development process doesn't have to be as complicated as it might seem. If you're new to eLearning, Tim will walk you through the complete eLearning design and development process, providing you practical tips and advice, based on his own experience working as an eLearning designer for over a decade. With the second edition of The eLearning Designer's Handbook, you'll discover how to... Plan your eLearning project by conducting a kickoff meeting with your stakeholders. Conduct a needs analysis and recommend a training solution. Draft an eLearning project plan and development timeline. Define the learning objectives and create a blended training solution. Collect and organize your learning content into a design document. Create a course outline and draft a storyboard of your eLearning course. Create a prototype and develop your course with an eLearning authoring tool. Incorporate interactivity into your eLearning course. Reduce cognitive load and increase learning retention. Deliver and measure the effectiveness of your eLearning course. Conduct a retrospective

at the end of your project. So, what's new in the second edition? With the second edition of The eLearning Designer's Handbook, Tim Slade went back to the drawing board to rewrite and redesign every single page of the book. Not only does the second edition include a boatload of new content on instructional design best practices, but it also includes even more practical content geared towards new eLearning designers. With the second edition of The eLearning Designer's Handbook, you'll get... 3X more content Full-color print Real-world examples More tools and templates

Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax.

Proceedings of the 2014 EUROCALL Conference, which was held from the 20th to the 23rd of August 2014 at the University of Groningen, The Netherlands.

Practical Application Development with AppRun

Programming Mobile Devices

A Practical Perspective of the Design, Construction, and Test of Medical Devices

The Practice of International Development

A Practical Guide

Practical Software Development Techniques

Integrating Research and Practice

Provides a thorough introduction to the development, operation, maintenance, and troubleshooting of mobile communications systems Mobile Communications Systems Development: A Practical Approach for System Understanding, Implementation and Deployment is a comprehensive "how to" manual for mobile communications system design, deployment, and support. Providing a detailed overview of end-to-end system development, the book encompasses operation, maintenance, and troubleshooting of currently available mobile communication technologies and systems. Readers are introduced to different network architectures, standardization, protocols, and functions including 2G, 3G, 4G, and 5G networks, and the 3GPP standard. In-depth chapters cover the entire protocol stack from the Physical (PHY) to the Application layer, discuss theoretical and practical considerations, and describe software implementation based on the 3GPP standardized technical specifications. The book includes figures, tables, and sample computer code to help readers thoroughly comprehend the functions and underlying concepts of a mobile communications network. Each chapter includes an introduction to the topic and a chapter summary. A full list of references, and a set of exercises are also provided at the end of the book to test comprehension and strengthen understanding of the material. Written by a respected professional with more than 20 years' experience in the field, this highly practical guide: Provides detailed introductory information on GSM, GPRS, UMTS, and LTE mobile communications systems and networks Describes the various aspects and areas of the LTE system air interface and its protocol layers Covers troubleshooting and resolution of mobile communications systems and networks issues Discusses the software and hardware platforms used for the development of mobile communications systems network elements Includes 5G use cases, enablers, and architectures that cover the 5G NR (New Radio) and 5G Core Network Mobile Communications Systems Development is perfect for graduate and postdoctoral students studying mobile communications and telecom design, electronic engineering undergraduate students in their final year, research and development engineers, and network operation and maintenance personnel.

Software development is becoming recognised more and more as an essential skill and profession in today's increasingly digital world. This book is a pragmatic guide to software development in practice. It explores the inner workings of software development in the context of the industry, covering good practice for software developers and providing you with tools and practical understanding you'll need to take your first steps within the software development world.

Create and implement AI-based features in your Swift apps for iOS, macOS, tvOS, and watchOS. With this practical book, programmers and developers of all kinds will find a one-stop shop for AI and machine learning with Swift. Taking a task-based approach, you'll learn how to build features that use powerful AI features to identify images, make predictions, generate content, recommend things, and more. AI is increasingly essential for every developer—and you don't need to be a data scientist or mathematician to take advantage of it in your apps. Explore Swift-based AI and ML techniques for building applications. Learn where and how AI-driven features make sense. Inspect tools such as Apple's Python-powered Turi Create and Google's Swift for TensorFlow to train and build models. I: Fundamentals and Tools—Learn AI basics, our task-based approach, and discover how to build or find a dataset. II: Task Based AI—Build vision, audio, text, motion, and augmentation-related features; learn how to convert preexisting models. III: Beyond—Discover the theory behind task-based practice, explore AI and ML methods, and learn how you can build it all from scratch... if you want to
Design and Development of Medical Electronic Instrumentation fills a gap in the existing medical electronic devices literature by providing background and examples of how medical instrumentation is actually designed and tested. The book includes practical examples and projects, including working schematics, ranging in difficulty from simple biopotential amplifiers to computer-controlled defibrillators. Covering every stage of the development process, the book provides complete coverage of the practical aspects of amplifying, processing, simulating and evoking biopotentials. In addition, two chapters address the issue of safety in the development of electronic medical devices, and providing valuable insider advice.

Design of Technology-Enhanced Learning

Design, User Experience, and Usability. Practice and Case Studies

Practical Flutter

Teaching Online

Winning by Design

Mastering Mobile Learning

Design, User Experience, and Usability: Theories, Methods, and Tools for Designing the User Experience