

## Intertwined Information Changes Everything Peter Morville

The contributors to this book are both cautionary and hopeful as they offer visions of how information design can be practiced diligently and ethically, for the benefit of information consumers as well as producers. Information design is the newest of the design disciplines. As a sign of our times, when the crafting of messages and meaning is so central to our lives, information design is not only important—it is essential. Contemporary information designers seek to edify more than to persuade, to exchange more than to design information, as is likely as the intended recipient to be changed by it, for better or worse. The contributors to this book are both cautionary and hopeful as they offer visions of how information design can be practiced diligently and ethically, for the benefit of information consumers as well as producers. They present various methods that seem to work, such as sense-making and way-finding. They make recommendations and serve as guides to a still young but extraordinarily pervasive—and persuasive—field.

Gasperini, Yvonne M., Hansen, Steve Holtzman, Robert E. Horn, Robert Jacobson, John Krygier, Sheryl Macy, Romedi Passini, Jef Raskin, Chandler Screven, Nathan Shedroff, Hal Trowaites, Roger Whitehouse
Fifth.organizational reality: a return on digital investment. They're distracted by political infighting and technology-first solutions. To reach the next level, organizations must realign their assets—people, content, and technology—by practicing the discipline of digital governance. Managing Chaos inspires new and necessary conversations about digital governance and its transformative power to support creativity, real collaboration, digital quality, and online growth.

UX design has traditionally been deliverables-based. Wireframes, site maps, flow diagrams, content inventories, taxonomies, mockups helped define the practice in its infancy. Over time, however, this deliverables-heavy process will put UX designers in the deliverables business. Many are now measured and compensated for the depth and breadth of their deliverables instead of the quality and success of the experiences they design. Designers have become documentation subject matter experts, known for the quality of their work, but not for the results they produce. How can we do more? This practical book provides a roadmap and set of practices and principles that will help you focus on the the experience back, rather than the deliverables. Get a tactical understanding of how to successfully integrate Lean and UX/Design/Find new material on business modeling and outcomes to help teams work more strategicallyDelve into the new chapter on experiment designTake advantage of updated examples and case studies.

Code Nation explores the rise of software development as a social, cultural, and technical phenomenon in American history. The movement germinated in government and university labs during the 1950s, gained momentum through corporate and counterculture experiments in the 1960s and 1970s, and became a broad-based computer literacy movement in the 1980s. As personal computing came to the fore, learning to program was transformed by a groundswell of popular enthusiasm, exciting new platforms, and a resulting society can be depicted as a "Code Nation"—a globally-connected world that is saturated with computer technology and enchanted by software and its creation. Code Nation is a new history of personal computing that emphasizes the technical and business challenges that software developers faced when building applications for CP/M, MS-DOS, UNIX, Microsoft Windows, the Apple Macintosh, and other emerging platforms. It is a popular history of computing that explores the experiences of novice computer scientists, engineers, educators, and entrepreneurs. Computer book and magazine publishers also played important, if overlooked, roles in the diffusion of new technical skills, and this book highlights their creative work and influence. Code Nation offers a "behind-the-scenes" look at application and operating-system programming practices, the diversity of historic computer languages, the rise of user communities, early attempts to market PC software, and the origins of "enterprise" computing systems. Code samples and contemporary efforts to teach computational thinking to young people.

Digital Governance by Design

Information Architecture for the World Wide Web

Technoculture amid the Cornfields

Writing in Private, Public, and Working Lives

The Accidental Taxonomist

How to Make Sense of Any Mess

Postingular

Engaging Chaos

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

*How does our fascination with technology intersect with the religious imagination? In TechGnosis—a cult classic now updated and reissued with a new afterword—Erik Davis argues that while the realms of the digital and the spiritual may seem worlds apart, esoteric and religious impulses have in fact always permeated (and sometimes inspired) technological communication. Davis uncovers startling connections between such seemingly disparate topics as electricity and alchemy; online roleplaying games and religious and occult practices; virtual reality and gnostic mythology; programming languages and Kabbalah. The final chapters address the apocalyptic dreams that haunt technology, providing vital historical context, as well as new ways to think about a future defined by the mutant intermingling of mind and machine, nightmare and fantasy.*

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

*Discusses many of the age-old beliefs held by humankind concerning nature, and argues that it is these that threaten our ability to deal with the ongoing ecological crisis*

*The Design of Paths and Goals*

*Achieving Balance in the Modern World*

*The Hyperlinked Society*

*History of Computer Art*

*For the Web and Beyond*

*Literary in Practice*

*Scholarly Digital Editions as Interfaces*

*Pervasive Information Architecture*

*Offers advice for both new and advanced researchers on navigating the Internet, including search fundamentals, web guides, online communities, virtual libraries, directories, and search tools.*

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

*"Links" are among the most basic--and most unexamined--features of online life. Bringing together a prominent array of thinkers from industry and the academy, The Hyperlinked Society addresses a provocative series of questions about the ways in which hyperlinks organize behavior online. How do media producers' considerations of links change the way they approach their work, and how do these considerations in turn affect the ways that audiences consume and entertainment? What role do economic and political considerations play in information producers' creation of links? How do links shape the size and scope of the public sphere in the digital age? Are hyperlinks "bridging" mechanisms that encourage people to see beyond their personal beliefs to a broader and more diverse world? Or do they simply reinforce existing bonds by encouraging people to ignore social and political perspectives that conflict with their existing interests and beliefs? This pathbreaking collection of essays will be valuable to anyone interested in the now taken for granted connections that structure communication, commerce, and civic discourse in the world of digital media. "This collection provides a broad and deep examination of the evolving, web-based media environment. The Hyperlinked Society will be a very useful contribution to the scholarly debate about the role of the internet in modern society, and especially about the interaction between the internet and other media systems in modern society." --Charles Steinfield, Professor and Chairperson, Department of Telecommunication, Information Studies, and Media, Michigan State University Joseph Turow is Robert Lewis Shayon Professor at the Annenberg School for Communication, University of Pennsylvania. He was named a Distinguished Scholar by the National Communication Association and a Fellow of the International Communication Association in 2010. He has authored eight books, edited five, and written more than 100 articles on mass media industries. His books include Niche Envy: Marketing Discrimination in the Digital Age and Breaking up America: Advertisers and the New Media World. Lokman Tsui is a doctoral candidate at the Annenberg School for Communication, University of Pennsylvania. His research interests center on new media and global communication. Cover image: This graph from Lada Adamic's chapter depicts the link structure of political blogs in the United States. The shapes reflect the blogs, and the colors of the shapes reflect political orientation---red for conservative blogs, blue for liberal ones. The size of each blog reflects the number of blogs that link to it. digitalculturebooks is an imprint of the University of Michigan Press and the Scholarly Publishing Office of the University of Michigan Library dedicated to publishing innovative and accessible work exploring new media and their impact on society, culture, and scholarly communication. Visit the website at www.digitalculture.org.*

*Produced by the ever-widening gap between what we understand and what we think we should understand, information anxiety is the black hole between data and knowledge, and it happens when information doesn't tell us what we want or need to know. Illustrated.*

*Designing Cross-Channel User Experiences*

*Chaos, Complexity and the Emergence of Life*

*Search Patterns*

*Lean UX*

*Information Design*

*Computer Lid*

*Designing Great Products with Agile Teams*

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

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

"Explains how to create terms and relationships, select taxonomy management software, design taxonomies for human versus automated indexing, manage enterprise taxonomy projects, and adapt taxonomies to various user interfaces." - cover.

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

**What We Find Changes Who We Become**

**Lessons for the Future from Nordic Leaders**

**Design for Discovery**

**Memory, Accountability, and Social Justice**

**Myth, Magic, and Mysticism in the Age of Information**

**Information Anxiety**

**Information Changes Everything**

**On the Move**

Pervasive Information Architecture explains the ‘why’ and ‘how’ of pervasive information architecture (IA) through detailed examples and real-world stories. It offers insights about trade-offs that can be made and techniques for even the most unique design challenges. The book will help readers master agile information structures while meeting their unique needs on such devices as smart phones, GPS systems, and tablets. The book provides examples showing how to: model and shape information to adapt itself to users’ needs, goals, and seeking strategies; reduce disorientation and increase legibility and way-finding in digital and physical spaces; and alleviate the frustration associated with choosing from an ever-growing set of information, services, and goods. It also describes relevant connections between pieces of information, services and goods to help users achieve their goals. This book will be of value to practitioners, researchers, academics, andstudents in user experience design, usability, information architecture, interaction design, HCI, web interaction/interface designer, mobile application design/development, and information design. Architects and industrial designers moving into the digital realm will also find this book helpful. Master agile information structures while meeting the unique user needs on such devices as smart phones, GPS systems, and tablets
Find out the ‘why’ and ‘how’ of pervasive information architecture (IA) through detailed examples and real-world stories
Learn about trade-offs that can be made and techniques for even the most unique design challenges

How do you find your way in an age of information overload? How can you filter streams of complex information to pull out only what you want? Why does it matter how information is structured when Google seems to magically bring up the right answer to your questions? What does it mean to be "findable" in this day and age? This eye-opening new book examines the convergence of information and connectivity. Written by Peter Morville, author of the groundbreaking Information Architecture for the World Wide Web, the book defines our current age as a state of unlimited findability. In other words, anyone can find anything at any time. Complete navigability. Morville discusses the Internet, GIS, and other network technologies that are coming together to make unlimited findability possible. He explores how the melding of these innovations impacts society, since Web access is now a standard requirement for successful people and businesses. But before he does that, Morville looks back at the history of wayfinding and human evolution, suggesting that our fear of being lost has driven us to create maps, charts, and now, the mobile Internet. The book's central thesis is that information literacy, information architecture, and usability are all critical components of this new world order. Hand in hand with that is the contention that only by planning and designing the best possible software, devices, and Internet, will we be able to maintain this connectivity in the future. Morville's book is highlighted with full color illustrations and rich examples that bring his prose to life. Ambient Findability doesn't preach or pretend to know all the answers. Instead, it presents research, stories, and examples in support of its novel ideas. Are we truly at a critical point in our evolution where

the quality of our digital networks will dictate how we behave as a species? Is findability indeed the primary key to a successful global marketplace in the 21st century and beyond. Peter Morville takes you on a thought-provoking tour of these memes and more -- ideas that will not only fascinate but will stir your creativity in practical ways that you can apply to your work immediately. "A lively, enjoyable and informative tour of a topic that's only recently become important." --David Heiser, Author, Small Pieces Loosely Joined and The Cluetrain Manifesto "I envy the young scholar who finds this inventive book, by whatever strange means means are necessary. The future isn't just unwritten--it's unsearched." --Bruce Sterling, Writer, Futurist, and Co-Founder, The Electronic Frontier Foundation "Search engine marketing is the hottest thing in Internet business, and deservedly so. Ambient Findability puts SEM into a broader context and provides deeper insights into human behavior. This book will help you grow your online business in a world where being found is not at all certain." --Jakob Nielsen, Ph.D., Author, Designing Web Usability: The Practice of Simplicity "Information that's hard to find will remain information that's hardly found--from one of the fathers of the discipline of information architecture, and one of its most experienced practitioners, come penetrating observations on why findability is elusive and how the act of seeking changes us." --Steve Papp, Founder and Chairman, Endeca "Whether it's a fact or a figure, a person or a place, Peter Morville knows how to make it findable. Morville explores the possibilities of a world where everything can always be found--and the challenges in getting there--in this wide-ranging, thought-provoking book." --Jesse James Garrett, Author, The Elements of User Experience "It is easy to assume that current searching of the World Wide Web is the last word in finding and using information. Peter Morville shows us that search engines are just the beginning. Skillfully weaving together information science research with his own extensive experience, he develops for the reader a feeling for the near future when information is truly findable all around us. There are immense implications, and Morville's lively and humorous writing brings them home." --Marcia J. Bates, Ph.D., University of California Los Angeles "I've always known that Peter Morville was smart. After reading Ambient Findability, I now know he's (as we say in Boston) wicked smart. This is a timely book that will have lasting effects on how we create our future." --Jared Spool, Founding Principal, User Interface Engineering "In Ambient Findability, Peter

Morville has put his mind and keyboard on the pulse of the electronic noosphere. With tangible examples and lively writing, he lays out the challenges and wonders of finding our way in cyberspace, and explains the mutually dependent evolution of our changing world and selves. This is a must read for everyone and a practical guide for designers." --Gary Marchionini, Ph.D., University of North Carolina "Find this book! Anyone interested in making information finding and being found is changing, will find this thoroughly researched, engagingly written, literate, insightful and very, very cool book well worth their time. Myriad examples from rich and varied domains and a valuable idea on nearly every page. Fun to read, too!" --Joseph James, Ph.D., Founder, Internet Public Library

Exploring the relationship between postindustrial writing and developments in energy production, manufacturing, and agriculture, Michael J. Salvo shows how technological and industrial innovation relies on communicative and organizational suppleness. Through representative case studies, Salvo demonstrates the ways in which technical communicators formulate opportunities that link resources with need. His book is a supple articulation of the opportunities and pitfalls that come with great change.

Christopher Alexander's always controversial work raises issues critical to regenerating the environment and creating a new culture for building--and rebuilding--our cities, neighborhoods, buildings, and gardens. Demonstrates the application of Alexander's theories and methods to a large-scale project and shows how architecture can bring life to a community. The creative processes described in the book are for anyone who designs, builds, shapes, repairs, or otherwise modifies the built environment.

Understanding Context

How to Uncover Compelling Insights

Planning for Everything

Information Architecture for Everybody

Responsible Design for Digital Places

Code Nation

Ambient Findability

Locating Information, People & Software

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

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

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

*Interviewing is a foundational user research tool that people assume they already possess. Everyone can ask questions, right? Unfortunately, that's not the case. Interviewing Users provides invaluable interviewing techniques and tools that enable you to conduct informative interviews with anyone. You'll move from simply gathering data to uncovering powerful insights about people.*

*Writing Postindustrial Places*

*A New Ecology for the Twenty-first Century*

*The Battle for the Life and Beauty of the Earth*

*A LITA Guide to Holistic Assessment, Insight, and Improvement*

*Interviewing Users*

*Information Architecture*

*Discordant Harmonies*

*Entanglements of Feminism, Health, and Technoscience*

Discover the dramatic changes that are affecting all learners Web-based technology has opened up education around the world to the point where anyone can learn anything from anyone else at any time. To help educators and others understand what's possible, Curt Bonk employs his groundbreaking "WE-ALL-LEARN" model to outline ten key technology and learning trends, demonstrating how technology has transformed educational opportunities for learners of every age in every corner of the globe. The book is filled with inspiring stories of ordinary learners as interviews with technology and education leaders that reveal the power of this new way of learning. Captures the global nature of open education from those who are creating and using new learning technologies includes a new Preface and Postscript with the latest updates A free companion web site provides additional stories and information Using the dynamic "WE-ALL-LEARN" model, learners, educators, executives, administrators, instructors, and parents can discover how to tap into the power of Web technology and unleash a world of information.

The development of the use of computers and software in art from the Fifties to the present is explained. As general aspects of the history of computer art an interface model and three dominant modes to use computational processes (generative, modular, hypertextual) are presented. The "History of Computer Art" features examples of early developments in media like cybernetic sculptures, computer graphics and animation (including music videos and demos), video and computer games, reactive installations, virtual reality, evolutionary art and net art. The fo

IntertwinedInformation Changes Everything

Einstein and the Art of Mindful Cycling shines new light onto one of the great scientific icons, and explores how pushing that pedal can nurture mindfulness in a spiritually stressful age. The author steers us through his own perspective on cycling - weaving the philosophical, practical and personal into an elegant balance. Add in a sprinkling of meditative insights, and we can all learn how to experience Einstein's enlightened outlook on life through the simple joy of riding a bicycle.

Environment, Language, and Information Architecture

The Work and Influence of Ted Nelson

TechGnosis

Modelling Web-based Learning Ecosystems for Aggregation and Reuse

Archives Power

Seizing the Means of Reproduction

Einstein & The Art of Mindful Cycling

Living in Information

We used to know how to know. We got our answers from books or experts. We'd nail down the facts and move on. But in the Internet age, knowledge has moved onto networks. There's more knowledge than ever, of course, but it's different. Topics have no boundaries, and nobody agrees on anything. Yet this is the greatest time in history to be a knowledge seeker . . . if you know how. In Too Big to Know, Internet philosopher David Weinberger shows how business, science, education, and the government are learning to use networked knowledge to understand more than ever and to make smarter decisions than they could when they had to rely on mere books and experts. This groundbreaking book shakes the foundations of our concept of knowledge—from the role of facts to the value of books and the authority of experts—providing a compelling vision of the future of knowledge in a connected world.

In Seizing the Means of Reproduction, Michelle Murphy's initial focus on the alternative health practices developed by radical feminists in the United States during the 1970s and 1980s opens into a sophisticated analysis of the transnational entanglements of American empire, population control, neoliberalism, and late-twentieth-century feminisms. Murphy concentrates on the technoscientific means—the technologies, practices, protocols, and processes—developed by feminist health activists. She argues that by politicizing the technical details of reproductive health, alternative feminist practices aimed at empowering women were also integral to late-twentieth-century biopolitics. Murphy traces the transnational circulation of cheap, do-it-yourself health interventions, highlighting the uneasy links between economic logics, new forms of racialized governance, U.S. imperialism, family planning, and the rise of NGOs. In the twenty-first century, feminist health projects have followed complex and discomfoting itineraries. The practices and ideologies of alternative health projects have found their way into World Bank guidelines, state policies, and commodified research. While the particular moment of U.S. feminism in the shadow of Cold War and postcolonialism has passed, its dynamics continue to inform the ways that health is governed and politicized today.

'Gribbin takes us through the basics with his customary talent for accessibility and clarity' Sunday Times The world around us can be a complex, confusing place. Earthquakes happen without warning, stock markets fluctuate, weather forecasters seldom seem to get it right - even other people continue to baffle us. How do we make sense of it all? In fact, John Gribbin reveals, our seemingly random universe is actually built on simple laws of cause and effect that can explain why, for example, just one vehicle braking can cause a traffic jam; why wild storms result from a slight atmospheric change; even how we evolved from the most basic materials. Like a zen painting, a fractal image or the pattern on a butterfly's wings, simple elements form the bedrock of a sophisticated whole. Synthesizing chaos and complexity theory for the perplexed, Deep Simplicity brilliantly illuminates the harmony underlying our existence.

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

You Can and Must Understand Computers Now

The World Is Open

Personal Computing and the Learn to Program Movement in America

Library Service Design

Deep Simplicity

A Struggle Between Two World-Systems

Questioning Connections in the Digital Age

The Internet Searcher's Handbook

Argues to answer some of the complex social, political, professional, and ethical questions that are at the heart of the roles and identity of the archive professional, their significance in modern society, and their impact on human history and culture.

In der E-Learning-Domäne bilden sowohl die Lernressourcen, Lehrende und Lernende als auch die stattfindenden Lernprozesse in Ihrer Gesamtheit Lernökosysteme. Diese Dissertation untersucht die Modellierung von Lernökosystemen zur Unterstützung ihrer Aggregation und Wiederverwendung. Zur Erreichung dieses Ziels müssen Modelle von Lernökosystemen die Aggregierbarkeit, Austauschbarkeit, Interoperabilität und granulare Wiederverwendbarkeit ihrer Daten unterstützen. Auf Basis durchgeführter Nutzerstudien werden Konzepte digitaler Modelle von Lernökosystemen, sogenannte LOOCs (Linked Open Online Courses), entwickelt. Dabei werden insbesondere Technologien des Semantic Webs sowie Linked-Data-Konzepte betrachtet. Die entwickelten ontologischen Modelle bilden die Basis für mehrere E-Learning-Applikationen, welche die Tragfähigkeit der Konzepte sowie eine hohe Nutzerakzeptanz zeigen. Ferner wird ein formales Interpretiermodell für CSCL (Computer-Supported Collaborative Learning) Scripts zur Beschreibung von Lernprozessen, welches mit Hilfe von Abstract State Machines spezifiziert wurde, vorgestellt. In the e-learning domain, the learning resources, teachers and learners and the active learning processes in their entirety construct the learning ecosystems. This thesis examines the modelling of learning ecosystems to support their aggregation and reuse. To achieve this goal, learning ecosystem models must support aggregation, compatibility, interoperability and granular re-usability of their data. Through user studies, digital model concepts of learning ecosystems, i.e. so-called LOOCs (linked open online courses), were developed. In particular, Semantic Web technologies and Linked Data concepts are considered within the context. The developed ontological models form the basis for a number of e-learning applications that show the viability of the concepts as well as a high user acceptance. Further, a formal interpreter model for CSCL (Computer-Supported Collaborative Learning) Scripts for the description of learning processes specified by using Abstract State Machines is presented.

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

After a bizarre scheme on the part of a ruthless computer billionaire and a wacky U.S. president to radically alter the world through sentient nanotechnology goes awry thanks to an autistic boy, mysterious giant humanoids from another quantum universe arrive on Earth with plans to tidy up humankind's mess. Reprint. 10,000 first printing.

Too Big to Know

Rethinking Knowledge Now That the Facts Aren't the Facts, Experts Are Everywhere, and the Smartest Person in the Room Is the Room

Theories and Practices

Think First

My No-Nonsense Approach to Creating Successful Products, Powerful User Experiences and Very Happy Customers

Digital Scholarly Editing

How Web Technology Is Revolutionizing Education

Intertwingled

**What people are saying about Search Patterns** *"Search Patterns is a delight to read -- very thoughtful and thought provoking. It's the most comprehensive survey of designing effective search experiences I've seen."* --Irene Au, Director of User Experience, Google *"I love this book! Thanks to Peter and Jeffery, I now know that search (yes, boring old yucky who cares search) is one of the coolest ways around of looking at the world."* --Dan Roam, author, *The Back of the Napkin (Portfolio Hardcover)* *"Search Patterns is a playful guide to the practical concerns of search interface design. It contains a bonanza of screenshots and illustrations that capture the best of today's design practices and presents a fresh perspective on the broader role of search and discovery."* --Martí Hearst, Professor, UC Berkeley and author, *Search User Interfaces (Cambridge University Press)* *"It's not often I come across a book that asks profound questions about a fundamental human activity, and then proceeds to answer those questions with practical observations and suggestions. Search Patterns is an expedition into the heart of the web and human cognition, and for me it was a delightful journey that delivered scores of insights."* --Dave Gray, Founder and Chairman, XPLANE *"Search is swiftly transforming everything we know, yet people don't understand how mavens design search: by stacking breadcrumbs, scenting widgets, and keeping eyeballs on the engine. I urge you to put your eyeballs on this unique and important book."* --Bruce Sterling, Writer, Futurist, and Co-Founder, The Electronic Frontier Foundation *"As one who searches a lot (and often ends up frustrated), Search Patterns is a revelation."* --Nigel Holmes, Designer, Theorist, and Principal, Explanation Graphics

*"Search Patterns is a fabulous must-have book! Inside, you'll learn the whys and wheres of practically every modern search design trick and technique."* --Jared Spool, CEO and Founder, User Interface Engineering *Search is among the most disruptive innovations of our time. It influences what we buy and where we go. It shapes how we learn and what we believe. In this provocative and inspiring book, you'll explore design patterns that apply across the categories of web, ecommerce, enterprise, desktop, mobile, social, and real-time search and discovery. Filled with colorful illustrations and examples, Search Patterns brings modern information retrieval to life, covering such diverse topics as relevance, faceted navigation, multi-touch, personalization, visualization, multi-sensory search, and augmented reality. By drawing on their own experience—as well as best practices and evidence-based research—the authors not only offer a practical guide to help you build effective search applications, they also challenge you to imagine the future of discovery. You'll find Search Patterns intriguing and invaluable, whether you're a web practitioner, mobile designer, search entrepreneur, or just interested in the topic. Discover a pattern language for search that embraces user psychology and behavior, information architecture, interaction design, and emerging technology Boost enterprise efficiency and e-commerce sales Enable mobile users to achieve goals, complete tasks, and find what they need Drive design innovation for search interfaces and applications*

*Service design is a holistic, co-creative, and user-centered approach to understanding user behavior for creating or refining services. Use this LITA Guide to help as a toolkit for implementing service design studies and projects at all types of libraries. It begins with directions for how to create a service design team and assembling a user working group for your library and move through the various phases in a service design journey. The authors outline the tools required to gain insights into user behavior and expectation and how to diagnose the difference between a symptom and a problem users face when interacting within the library environment. The guide features a series of examples that the service design team can use to learn how to work with library staff and patrons to find out what current user experience is like and how to refine services to better meet user expectations. Websites and apps are places where critical parts of our lives happen. We shop, bank, learn, gossip, and select our leaders there. But many of these places weren't intended to support these activities. Instead, they're designed to capture your attention and sell it to the highest bidder. Living in Information draws upon architecture as a way to design information environments that serve our humanity. This is a book about everything. Or, to be precise, it explores how everything is connected from code to culture. We think we're designing software, services, and experiences, but we're not. We are intervening in ecosystems. Until we open our minds, we will forever repeat our mistakes. In this spirited tour of information architecture and systems thinking, Peter Morville connects the dots between authority, Buddhism, classification, synesthesia, quantum entanglement, and volleyball. In 1974 when Ted Nelson wrote "everything is deeply intertwined," he hoped we might realize the true potential of hypertext and cognition. This book follows naturally from that.*