



**Enterprise Web 2.0 Fundamentals** Krishna Sankar 2009-04-17 An introduction to next-generation web technologies This is a comprehensive, candid introduction to Web 2.0 for every executive, strategist, technical professional, and marketer who needs to understand its implications. The authors illuminate the technologies that make Web 2.0 concepts accessible and systematically identify the business and technical best practices needed to make the most of it. You'll gain a clear understanding of what's really new about Web 2.0 and what isn't. Most important, you'll learn how Web 2.0 can help you enhance collaboration, decision-making, productivity, innovation, and your key enterprise initiatives. The authors cut through the hype that surrounds Web 2.0 and help you identify the specific innovations most likely to deliver value in your organization. Along the way, they help you assess, plan for, and profit from user-generated content, Rich Internet Applications (RIA), social networking, semantic web, content aggregation, cloud computing, the Mobile Web, and much more. This is the only book on Web 2.0 that: Covers Web 2.0 from the perspective of every participant and stakeholder, from consumers to product managers to technical professionals Provides a view of both the underlying technologies and the potential applications to bring you up to speed and spark creative ideas about how to apply Web 2.0 Introduces Web 2.0 business applications that work, as demonstrated by actual Cisco® case studies Offers detailed, expert insights into the technical infrastructure and development practices raised by Web 2.0 Previews tomorrow's emerging innovations—including "Web 3.0," the Semantic Web Provides up-to-date references, links, and pointers for exploring Web 2.0 first-hand Krishna Sankar, Distinguished Engineer in the Software Group at Cisco, currently focuses on highly scalable Web architectures and frameworks, social and knowledge graphs, collaborative social networks, and intelligent inferences. Susan A. Bouchard is a senior manager with US-Canada Sales Planning and Operations at Cisco. She focuses on Web 2.0 technology as part of the US-Canada collaboration initiative. Understand Web 2.0's foundational concepts and component technologies Discover today's best business and technical practices for profiting from Web 2.0 and Rich Internet Applications (RIA) Leverage cloud computing, social networking, and user-generated content Understand the infrastructure scalability and development practices that must be address-ed for Web 2.0 to work Gain insight into how Web 2.0 technologies are deployed inside Cisco and their business value to employees, partners, and customers This book is part of the Cisco Press® Fundamentals Series. Books in this series introduce networking professionals to new networking technologies, covering network topologies, example deployment concepts, protocols, and

management techniques. Category: General Networking Covers: Web 2.0

**Finish Your Film! Tips and Tricks for Making an Animated Short in Maya** Kenny Roy 2014-04-29 Finish Your Film! Tips and Tricks for Making an Animated Short in Maya is a first-of-its-kind book that walks the reader step-by-step through the actual production processes of creating a 3D Short film with Maya. Other books focus solely on the creative decisions of 3D Animation and broadly cover the multiple phases of animation production with no real applicable methods for readers to employ. This book shows you how to successfully manage the entire Maya animation pipeline. This book blends together valuable technical tips on film production and real-world shortcuts in a step-by-step approach to make sure you do not get lost. Follow along with author and director Kenny Roy as he creates a short film in front of your eyes using the exact same methods he shows you in the book. Armed with this book, you'll be able to charge forth into the challenge of creating a short film, confident that creativity will show up on screen instead of being stifled by the labyrinth that is a 3D animation pipeline.

**Error: Glitch, Noise, and Jam in New Media Cultures** Mark Nunes 2011-01-01 Divided into three sections, Error brings together established critics and emerging voices to offer a significant contribution to the field of new media studies. In the first section, "Hack," contributors explore the ways in which errors, glitches, and failure provide opportunities for critical and aesthetic intervention within new media practices. In the second section, "Game," they examine how errors allow for intentional and accidental co-opting of rules and protocols toward unintended ends. The final section, "Jam," considers the role of error as both an inherent "counterstrategy" and a mode of tactical resistance within a network society. By offering a timely and novel exploration into the ways in which error and noise "slip through" in systems dominated by principles of efficiency and control, this collection provides a unique take on the ways in which information theory and new media technologies inform cultural practice.

**Entrepreneurship Education at Universities** Christine K. Volkmann 2017-06-15 This volume discusses entrepreneurship education in Europe on the basis of in-depth case studies of related activities at twenty higher education institutions. Based on a model of entrepreneurship education, the analysis addresses curricular and extra-curricular teaching, as well as the institutional and stakeholder context of delivering entrepreneurship education within higher educational institutions. The book offers both insightful entrepreneurship teaching practices and a discussion of potential organizational drivers and barriers. Accordingly, it provides a valuable resource for researchers, instructors, and managers of entrepreneurship education alike.