

1. Record Nr.	UNINA9910465113103321
Autore	Pregeant Russell
Titolo	For the healing of the nation : a biblical vision // Russell Pregeant ; foreword by John B. Cobb, Jr
Pubbl/distr/stampa	Eugene, Oregon : , : Cascade Books, , 2016 ©2016
ISBN	1-4982-3540-9
Descrizione fisica	1 online resource (352 p.)
Disciplina	230.7
Soggetti	Economics - Religious aspects - Christianity Justice - Religious aspects - Christianity Economics - Biblical teaching Justice - Biblical teaching Electronic books. United States Social conditions 21st century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	For the Healing of the Nation offers a serious look at the social and political climate in the United States from a biblical perspective, emphasizing race and "otherness," economics and the environment, and institutional violence (war and capital punishment). An autobiographical thread traces the journey of a white male coming of age in the mid-twentieth-century Deep South as his evolving faith leads him to painful breaks with inherited values and standard views on controversial issues. Critical not only of both major political parties but also of centrist compromises between Right and Left,

2. Record Nr.	UNISA996465442703316
Autore	Paasivaara Maria
Titolo	Agile Processes in Software Engineering and Extreme Programming – Workshops [[electronic resource] ] : XP 2020 Workshops, Copenhagen, Denmark, June 8–12, 2020, Revised Selected Papers // edited by Maria Paasivaara, Philippe Kruchten
Pubbl/distr/stampa	Springer Nature, 2020 Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-58858-0
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XII, 318 p. 35 illus., 26 illus. in color.)
Collana	Lecture Notes in Business Information Processing, , 1865-1348 ; ; 396
Disciplina	005.74
Soggetti	Management information systems Computer science Information technology Business—Data processing Management of Computing and Information Systems IT in Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Third International Workshop on Software-Intensive Business -- Unleashing the Business Potential of Software: A Summary of the Third International Workshop on Software-intensive Business -- An Approach for Software-Intensive Business Innovation Based on Experimentation in Non-Software-Intensive Companies -- Towards specific software engineering practices for early-stage startups -- API Utilization and Monetization in Finnish Industries -- ICO Crowdfunding: Incentives, Pricing Strategy, Token Strategy and Crowd Involvement -- What key aspects do ICOs reveal about their businesses -- Product Roadmap Alignment – Achieving the Vision Together: A Grey Literature Review -- Exploring the Success Factors for a Launch of an Algorithmic Consulting Platform -- Eighth International Workshop on Large-Scale Agile Development -- Agile at Scale: A Summary of the 8th International Workshop on Large-Scale Agile Development --

Operationalizing Agile Methods: Examining Coherence in Large-Scale Agile Transformations -- Transitioning from a First Generation to Second Generation Large-Scale Agile Development Method: Towards understanding Implications for Coordination -- Exploring the Product Owner Role within SAFe Implementation in a Multinational Enterprise -- Evaluation of Agile Team Work Quality -- A systematic approach to agile development in highly regulated environment -- Second European Workshop on Serverless Computing and Applications -- Summary of 2nd European Symposium on Serverless Computing and Applications -- Diminuendo! Tactics in Support of FaaS Migrations -- Predictable performance for QoS-sensitive, scalable, multi-tenant Function-as-a-Service deployments -- On the use of Web Assembly in a Serverless Context -- Second International Workshop on Agile Transformations -- Agile Transformation (ATRANS) Workshop: A Summary and Research Agenda -- Agile Transformation: How Employees Experience and Cope with Transformative Change -- Strategy-focused agile transformation: a case study -- Shifting conceptualization of control in Agile Transformations -- It's not Easy Being Agile: Unpacking Paradoxes in Agile Environments -- First International Workshop on Agility with Microservices Programming -- Summary of the First International Workshop on Agility with Microservices Programming -- Improving agility by managing shared libraries in microservices -- Certification as a service -- Third International Workshop on Autonomous Agile Teams -- A decade of research on autonomous agile teams: A summary of the third international workshop at XP2020 -- Dependencies of Agile Teams – An Analysis of the Scaled Agile Framework -- Understanding Work Practices of Autonomous Agile Teams: A Social-Psychological Review -- Spotify Tailoring for Architectural Governance -- Enabling Team Autonomy in a Large Organization -- Defining TestOps: Collaborative Behaviors and Technology-driven Workflows Seen as Enablers of Effective Software Testing in DevOps -- Doctoral Symposium -- Investigating Agile Adoption in Saudi Arabian Mobile Application Development -- Crowd Agile Model for Effective Software Development -- Continuous Information Monitoring in Software Startups -- Agile Education and Training Track -- Is it Possible to Apply Agile Methods to Contribute to the Linux Kernel -- Forming and Assessing Student Teams in Software Engineering Courses -- Panel -- Covid-19's Influence on the Future of Agile.

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## Sommario/riassunto

This open access book constitutes the 6 research workshops, the Agile Education and Training Track, the Doctoral Symposium, as well as a panel presented at XP 2020, the 21st International Conference on Agile Software Development, which was held during June 8-12, 2020. The conference was planned to take place at the IT University of Copenhagen, Denmark. Due to the COVID 19 pandemic, the conference was held online. In 2020, the following six workshops took place: Third International Workshop on Software-Intensive Business Eighth International Workshop on Large-Scale Agile Development Second European Symposium on Serverless Computing and Applications Second International Workshop on Agile Transformation First International Workshop on Agility with Microservices Programming Third International Workshop on Autonomous Agile Teams XP is the premier agile software development conference combining research and practice. It is a unique forum where agile researchers, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. XP conferences provide an informal environment to learn and trigger discussions and welcome both people new to agile and seasoned agile practitioners. The 31

papers presented in this volume were carefully reviewed and selected from overall 79 submissions. In addition to the 26 workshop papers, this volume also includes 2 papers from the Agile Education and Training Track and 3 papers from the Doctoral Symposium. Furthermore, the book contains a summary of a panel discussion with the topic "Covid-19's Influence on the Future of Agile".

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3. Record Nr.	UNINA9910350205803321
Autore	Braun Alain
Titolo	Virtu@lité et sport : Écrans multiples, vidéo et cybersport // Jean-Paul Callède
Pubbl/distr/stampa	Pessac, : Maison des Sciences de l'Homme d'Aquitaine, 2019
ISBN	2-85892-512-7
Descrizione fisica	1 online resource (240 p.)
Altri autori (Persone)	CallèdeJean-Paul ChevalierÉric DenelRobert GhigoDenis GibertErnest HildweinYann La RochetteHélène de MartinJean-Michel MichelJean-Louis PinazoPhilippe
Soggetti	Library&#44; Information & Communication sciences Sociology & Anthropology Sociology Hospitality Leisure Sport & Tourism virtualité sport cyber sport vidéo saut technologique activité ludique
Lingua di pubblicazione	Francese
Formato	Materiale a stampa

La 28ème Université Sportive d'Été, qui s'est tenue au mois de septembre 2010 à Aix-en-Provence, a traité d'un thème d'actualité : Virtualité et Sport. Écrans multiples, vidéo et cybersport. La cyberculture apparaît comme le domaine de la virtualité. Comme tout changement reposant sur un saut technologique innovant, elle est porteuse de progrès, de potentialités et d'inquiétudes légitimes. Tels sont d'ailleurs les trois axes d'exploration retenus par les organisateurs de l'USE, membres de l'Union Nationale des Clubs Universitaires ou de l'Union des Journalistes de Sport en France, pour aborder la question volontairement limitée à la manière dont le sport y est décliné dans une large diversité d'expression. Des conférences, des interventions plus spécifiques, suivies de débats animés, ont permis de dresser un état des lieux qui manquait encore. Autant de regards croisés proposés par des spécialistes appartenant à différents champs disciplinaires, de la médecine aux sciences économiques et sociales en passant par les sciences de l'ingénieur et les techniques de commercialisation. Le lien entre virtualité et sport ne se limite pas à la sphère de l'activité ludique. Des applications sérieuses ouvrent des perspectives intéressantes et prometteuses, par exemple dans le domaine des apprentissages sportifs, de la rééducation ou de la communication à distance. Pour autant, le jeu excessif, de distraction, d'argent et de hasard, qui s'apparente à une addiction sans drogue, associe des traits déjà connus à des comportements émergents directement liés aux nouvelles technologies. Le dispositif Internet agit comme un catalyseur. Pour le meilleur et parfois pour le pire.

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