

1. Record Nr.	UNINA9910558484903321
Autore	Porksen Bernhard
Titolo	Digital Fever : Taming the Big Business of Disinformation // by Bernhard Poerksen
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2022
ISBN	9783030895228 303089522X
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (219 pages)
Disciplina	302.231
Soggetti	Digital media Social media Mass media Mass media - Political aspects Journalism Digital and New Media Social Media Media Sociology Media Policy and Politics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter One - The Crisis of Truth: or the suspicion of manipulation -- Chapter Two - The Crisis of Discourse: or the diminishing of the gatekeepers -- Chapter Three - The Crisis of Authority: or the pains of visibility -- Chapter Four - The Crisis of Cosiness: or the collapse of contexts -- Chapter Five - The Crisis of Reputation: or the omnipresence of scandals -- Chapter Six - The Tangible Utopia of an Editorial Society.
Sommario/riassunto	"Each person is now consumer, producer and distributor of stories - chosen for excitement rather than veracity. Bernhard Poerksen tells us that there is a way forward but only if schools utterly transform learning and prepare students to dissect and understand this brave new world of endless digital flow." - Jerry Brown, governor of California (1975-83; 2011-2019) "Bernhard Poerksen's heady description of the

communications world we are moving toward is unlike any I have read. It made me rebuild my understanding of what is going on. Try it against yours." - Jay Rosen, writer and professor of journalism at New York University

Terror warnings, fake news, spectacles and scandals in real time - the networked world has wound itself up into a nervous frenzy, where everything has become visible: the banal and the terrible, the uninhibited abuse and the anonymous attack. Translated for the first time into English, *Digital Fever* analyses the patterns of outrage and agitation that have come to define social media and the Internet, exposing their devastating impact on our notions of truth, debate, authority and power. In this endless cycle of outrage, Poerksen argues that the intelligent use of information must become part of the general education provided by schools: the digital society must be transformed into an editorial one. In order for democracy to survive, we must as a society achieve media maturity. A blazing tour of the contemporary landscape of fake-news, echo chambers, disinformation, manipulation, and the turbulence that democracy is undergoing, this book not only analyses this digital economy of outrage, but serves as a guiding light to overcome it.

2. Record Nr.	UNINA9910974050403321
Autore	Dyson Paul
Titolo	Architecting enterprise solutions : patterns for high-capability Internet-based systems / / Paul Dyson, Andy Longshaw
Pubbl/distr/stampa	Hoboken, N.J., : John Wiley & Sons, 2004
ISBN	9786610270347 9781280270345 1280270349 9780470855874 0470855878
Edizione	[1st ed.]
Descrizione fisica	1 online resource (384 p.)
Collana	Wiley Software Patterns Series
Altri autori (Persone)	LongshawAndy
Disciplina	005.2/76
Soggetti	Internet programming Computer architecture Computer systems
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 and index.
Nota di contenuto	Contents; Acknowledgements; An All-Too-Common Story; In the beginning ...; In the middle ...; In the end ...; Chapter 1 Introduction; What this Book is About; What this Book is Not About; Why Write this Book?; Who Should Read this Book?; Architects; Developers; Project Managers; Students and Trainees; The Structure of the Book; Part 1; Part 2; Part 3; Reading the Book; PART 1 Architecture, Patterns and Internet Technology; Chapter 2 System Architecture; Architecture, Design and 'Goodness of Fit'; How does this Relate to System Architecture? What are the Non-functional Characteristics we Care About?Balancing the Non-functional Characteristics; Defining System Architectures; Why do we Care About System Architecture?; Summary; Chapter 3 Internet Technology Systems; Types of Internet Technology System; Why do we Build Systems Using Internet Technology?; Building Blocks of Internet Technology Systems; Why is it Difficult?; Summary; Chapter 4 Architectural Patterns for Internet Technology Systems; Patterns, Languages and Internet Technology; Why do we use Patterns?; Patterns

vs Principles; Organization of the Patterns

Presentation of the Patterns Navigating the Language; Summary;
Chapter 5 The GlobalTech System; The Business Case; The System
Overview; Summary; PART 2 The Patterns; Chapter 6 Fundamental
Patterns; Getting the Shape Right; APPLICATION SERVER
ARCHITECTURE; PERIPHERAL SPECIALIST ELEMENTS; What makes these
Patterns Fundamental?; Summary; Chapter 7 System Performance
Patterns; I Feel the Need, the Need for Speed; Principles; ACTIVE-
REDUNDANT ELEMENTS; LOAD-BALANCED ELEMENTS; SESSION
FAILOVER; DEDICATED WEB AND APPLICATION SERVERS; COMMON
PERSISTENT STORE; Why Tiers are not a Catastrophe
DATA REPLICATION CONNECTION LIMITATION; RESOURCE POOLING;
LOCAL CACHE; OFFLINE REPORTING; Other Patterns; Chapter 8 System
Control Patterns; Dangerous (adj.): Speed Without Control;
Terminology; CONTINUAL STATUS REPORTING; OPERATIONAL
MONITORING AND ALERTING; 3-CATEGORY LOGGING; SYSTEM
OVERVIEW; DYNAMICALLY-ADJUSTABLE CONFIGURATION;
DEMILITARIZED ZONE; INFORMATION OBSCURITY; SECURE CHANNELS;
Secure Sockets Layer and SSL Acceleration; KNOWN PARTNERS; Other
Patterns; Chapter 9 System Evolution Patterns; Plus Ca Change;
Principles; DYNAMICALLY-DISCOVERABLE ELEMENTS; EXPANDABLE
HARDWARE
VIRTUAL PLATFORM SWAPPABLE STAGING ENVIRONMENT; SEPARATE
SYSTEM-MANAGED DATA; Other Patterns; PART 3 Application of the
Patterns; Chapter 10 GlobalTech Revisited; Reviewing the Architecture;
Architecting for System Performance; Architecting for System Control;
Architecting for System Evolution; Summary; Chapter 11 Applying the
Patterns; Not Quite the Simplest System that Could Work; Which
Patterns to Apply; A Process for Applying the Patterns?; Examples of
Applying the Patterns; Summary; Chapter 12 Moving on from Here;
Technology; Tool Support; Development Process
An Evolutionary Approach to Architecture

Sommario/riassunto

A practical, nuts-and-bolts guide to architectural solutions that
describes step-by-step how to design robustness and flexibility into an
Internet-based systemBased on real-world problems and systems, and
illustrated with a running case studyEnables software architects and
project managers to ensure that nonfunctional requirements are met so
that the system won't fall over, that it can be maintained and upgraded
without being switched off, and that it can deal with security,
scalability, and performance demandsPlatform and vendor
independence will empower architects to
