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Autore	Rathbone Andy
Titolo	Surface for dummies / / by Andy Rathbone
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Descrizione fisica	1 online resource (xiv, 240 pages) : color illustrations
Collana	--For dummies. Surface for dummies
Disciplina	004 004.1675 005.30245
Soggetti	Tablet computers User interfaces (Computer systems) Computer software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	SurfaceTM For Dummies®; Contents at a Glance; Table of Contents; Introduction; About This Book; How to Use this Book; Foolish Assumptions; How This Book Is Organized; Icons Used in This Book; Where to Go from Here; Chapter 1: Which Microsoft Surface Do You Need?; Why Buy a Microsoft Surface?; Understanding the Unique Features of a Surface; Deciding Between the Two Microsoft Surface Tablets; Summing Up the Differences Between the Versions; Chapter 2: Getting Started with Your Surface; The Grand Unboxing; Charging the Battery; Figuring Out What's Included and What's Missing; Identifying the Parts of Your Surface Tablet; Attaching the Keyboard; Positioning the Surface; Finding Microsoft Website Support for the Surface; Chapter 3: Setting Up Your Surface; Turning On Your Surface for the First Time; Downloading Updates; Setting Up User Accounts; Turning Off Your Surface; Chapter 4: The First Walkthrough of Surface; Unlocking and Signing In; Windows 8's New Start Screen; Opening, Closing, and Switching between Apps; Understanding the Charms Bar; Organizing the Start Screen; Choosing Files with the File Picker; Using

the Start Screen with a Mouse and Keyboard

Chapter 5: Typing, Touching, and Drawing on the Surface
Controlling a Touchscreen with Your Fingers; Typing with the Touch and Type
Covers; Typing on the Onscreen Keyboard; Editing Text; Drawing and
Writing with a Stylus; Chapter 6: Connecting to the Internet, Printers,
Monitors, Storage, and More; Connecting to the Internet; Connecting to
Networked PCs; Connecting to a Printer; Connecting to Portable
Accessories; Connecting to a Monitor, HDTV, or Digital Projector;
Adding Portable Storage; Connecting to the Cloud with SkyDrive;
Chapter 7: All About Apps; Making the Most of Apps

Installing Desktop Programs
Chapter 8: Browsing the Web; Opening the
Start Screen's Internet Explorer App; The Desktop's Browser; Chapter 9:
Reaching Out with Mail, People, Calendar, and Messaging Apps; Adding
Your Social Accounts to Windows 8; Sending and Receiving E-Mail;
Managing Your Contacts in the People App; Managing Appointments in
Calendar; Sending Messages with the Messaging App; Chapter 10:
Photos and Movies; Snapping Photos or Videos; Viewing Photos;
Sharing or Printing Photos; Watching Movies; Chapter 11: Listening to
Music; Listening to Music through the Xbox Music Pass

Listening to Your Own Music
Chapter 12: Visiting the Windows Desktop;
Making the Desktop Finger-Friendly; Managing Files and Folders by
Touch with File Explorer; Launching Desktop Programs; Mastering Basic
Window Mechanics; Snapping an App Alongside the Desktop; Chapter
13: Working in Microsoft Office; Opening, Saving, and Printing in Office
2013 RT; Taking Notes with OneNote; Chapter 14: Settings and
Troubleshooting; Customizing Your Surface through PC Settings;
Troubleshooting; Servicing Your Surface through Microsoft; Chapter 15:
Ten Essential Tips 'n' Tricks

When Lost, Swipe in from the Screen's Left Edge

Sommario/riassunto

Clear the surface and make way for the new tablet from Microsoft! As
Microsoft's first foray into the tablet market, the Surface is packed with
all the features you're looking for to stay entertained and get things
done wherever you go. Written by bestselling veteran author Andy
Rathbone, this full-color, easy-to-understand book is packed with
information on how to use the new interface, figure out the operating
system, navigate the new app environment, and take full advantage of
this exciting new tablet device. Explains how Windows 8 Pro and
Windows RT differ, and h

2. Record Nr.	UNINA9910734851403321
Autore	Coman Adela
Titolo	Social Computing and Social Media : 15th International Conference, SCSM 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part II // edited by Adela Coman, Simona Vasilache
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ISBN	3-031-35927-5
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (579 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14026
Altri autori (Persone)	VasilacheSimona
Disciplina	302.231
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Developments in Online Communities and Social Media -- Social Computing and Social Media in Multi-Cultural Contexts -- Digital Transformation in Business and Industry 4.0 through Social Computing -- Consumer Behavior in Social Computing and Social Media -- Social Computing in Learning in Education -- Social Computing for Well-being and Inclusion -- Social Computing in the Pandemic and Post-pandemic Era -- Advancements in the Design and Evaluation of Social Computing Platforms.
Sommario/riassunto	This two-volume set LNCS 14025 and 14026 constitutes the refereed proceedings of the 15th International Conference on Social Computing and Social Media, SCSM 2023, held as part of the 25th International Conference, HCI International 2023, held in Copenhagen, Denmark in July 2023. The total of 1578 papers and 396 posters included in the HCII 2023 proceedings was carefully reviewed and selected from 7472 submissions. The SCSM 2023 conference offers a wide range of topics related to the design, development, assessment, use, and impact of social media.