

1. Record Nr.	UNINA9910451635303321
Autore	Herod Roger <1944->
Titolo	Global compensation and benefits [[electronic resource]] : developing policies for local nationals / / Roger Herod
Pubbl/distr/stampa	Alexandria, Va., : Society for Human Resource Management, 2008
ISBN	1-58644-307-0
Descrizione fisica	1 online resource (37 p.)
Collana	Global HR management series
Disciplina	658.3/2
Soggetti	Compensation management International business enterprises - Personnel management Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover; About the Author; Copyright; Contents; Introduction; Establishing a Compensation and Benefits Philosophy and Strategy; Compensation Policies for Local Nationals; Variations in Local Practices; Assessment of Competitive Practice; Obtaining the Right Information about Pay Practices; Sources of Compensation Data; Comparative Salary Levels; Local Salary Policies; Variable Compensation; Trends in Compensation Practices; Benefits Policies for Local Nationals; Key Differences Among Countries; "Best Practice" in Managing Benefits Programs; Retirement Benefits; Health Care; Death and Disability Sources of Data Current Trends in Benefits Programs; Summary
Sommario/riassunto	A presentation of the critical issues in developing effective benefits and compensation policies for individuals working abroad under local terms and conditions, this guidebook addresses such topics as pay practices, short- and long-term incentive plans, health care, and retirement benefits. Armed with the attest research and data on this emerging corporate issue, this indispensable resource also features a full summary of the current trends in benefits programs.

2. Record Nr.	UNINA9910779063603321
Autore	Schwartz Ezra
Titolo	Axure RP 6 prototyping essentials [[electronic resource]] : creating highly compelling, interactive prototypes with Axure that will impress and excite decision makers / / Ezra Schwartz ; [foreword by James Hobart]
Pubbl/distr/stampa	Birmingham [England], : Packt Pub., 2012
ISBN	1-283-45349-5 9786613453495 1-84969-165-7
Edizione	[1st edition]
Descrizione fisica	1 online resource (446 p.)
Collana	Community experience distilled
Disciplina	005.1
Soggetti	Rapid prototyping
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Prototyping Fundamentals; The art of UX prototyping; Prototyping interaction; The prototyping checklist; The project; Simple websites; Web applications and portals; Mobile apps; Heuristic evaluation; User validation; Deliverables: Prototype and specifications; Balancing act: What stakeholders have to say; Business stakeholders; Management; Business process architects; Project management; Visual design; Development stakeholders The UX perspectiveThe UX practitioner; The UX team lead; The challenge; Team structure; Process; Extending the process; Axure: The Good; Axure: The Bad; Tips for using Axure on large design projects; Axure around the world; The Axure perspective; Summary; Chapter 2: Axure Basics-the User Interface; Getting started; Working with multiple project files; The Axure workspace; Customizing the workspace; The Sitemap pane; Wireframe pages; Flow pages; The Page Properties pane; Page notes; Managing notes; Page interactions; Page formatting; Sketch effects; The Widgets pane; Wireframe Widgets Flow widgetsCreating your own widget library; Third party widget libraries; The Widget Properties pane; Annotation tab; Annotation

fields; Annotation views; Interactions tab; Interactions; Events; Cases; Actions; Formatting tab; Location and size; Font; Alignment + Padding; Style; Ordering; Fills, Lines, + Borders; The Wireframe pane; Grid and Guides; The Masters pane; Master behavior; Normal; Place in Background; Custom Widget; Usage Report; The Dynamic Panel Manager; The toolbar and menu bar; Axure file formats; The .RP file format (stand-alone); The RPPRJ file format (shared project)

SummaryChapter 3: Prototype Construction Basics; Prototyping principles; Alexandria, the Digital Library Project; Getting started-productivity in 30 minutes; Initial requirements and use cases; Use case diagram page; Saving the project file; First wireframe pages; Task flow diagram page; Browse path flow diagram; Search path flow diagram; Link use cases to flow diagrams; Generating the HTML prototype; Getting started with masters and dynamic Panels; The first wireframe; The quick and dirty approach; The quick but structured approach; First masters: navigation systems; Global navigation bar

Secondary navigation systemThe first dynamic panel; Adding states to a dynamic panel; Adding visual effects; Adding sketch effects; Updating task flow diagrams; Practitioner's corner-Axure prototyping for mobile devices; Mobile friendly websites and mobile apps; Different device resolutions and aspect ratios; Using the Viewport Tag; Using a full screen browser; Landscape and portrait page versions; Event and gesture compatibility; Browser limitations; Using widget libraries; Loading prototypes onto the device; Summary; Chapter 4: Interactivity 101; Interaction design-brief history

The 1950-60s

Sommario/riassunto

Axure RP 6 Prototyping Essentials is a detailed, practical primer on the leading rapid prototyping tool. Short on jargon and high on concepts, real-life scenarios and step-by-step guidance through hands-on examples, this book will show you how to integrate Axure into your UX workflow. This book is written for UX practitioners, business analysts, product managers, and anyone else who is involved in UX projects. The book assumes that you have no or very little familiarity with Axure. It will help you if you are evaluating the tool for an upcoming project or are required to quickly get up to speed
