1.	Record Nr.	UNINA9910790386303321
	Autore	Holman Katherine
	Titolo	The northern conquest [[electronic resource]] : Vikings in Britain and Ireland / / Katherine Holman
	Pubbl/distr/stampa	[United Kingdom], : Andrews, 2012, c2007
	ISBN	1-283-68975-8
		1-908493-53-4
	Descrizione fisica	1 online resource (259 p.)
	Disciplina	941.01
	Soggetti	Vikings - Great Britain
		Vikings - Ireland
		Great Britain History Anglo-Saxon period, 449-1066
		Great Britain Civilization Scandinavian influences
		Great Britain History Invasions
		Scandinavia History
		Ireland History To 1172
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	"First published in 2007 by Signal Books Limited"--T.p. verso.
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	Cover; Contents; Front Matter; Title Page; Publisher Information; Introduction; The Northern Conquest; Uncovering The Viking Past; Suggested Further Reading; Raiders from the North; Further Reading; Colonists; Further Reading; Viking kings; Further Reading; Pagan Meets Christian; Further Reading; Photographs; Scandinavian Society; Further Reading; After The Norman Conquest; Further Reading; Legacy of the Vikings; Selected Bibliography; Key Dates; End Matter; Also Available
	Sommario/riassunto	Most historical accounts examine the Viking Age in one part rather than the whole region of the British Isles and Ireland. Very few pay attention to the continued contact between England and Scandinavia in the post-Norman Conquest period. This book aims to offer an alternative approach by presenting a history of the Viking Age which considers the whole area up to and beyond the Norman Conquest of 1066.The Vikings have been traditionally portrayed as brutal barbarians who sailed to Britain ...

2.	Record Nr.	UNINA9910806862003321
	Autore	Brueggemann Brenda Jo <1958->
	Titolo	Arts and humanities / / Brenda Jo Brueggemann
	Pubbl/distr/stampa	Thousand Oaks, Calif. : , : SAGE Publications, , 2012
	ISBN	1-4833-0592-9
		1-322-41391-6
		1-78034-997-1
		1-4522-1833-1
	Descrizione fisica	1 online resource (xxx, 269 pages) : illustrations
	Collana	The SAGE reference series on disability: key issues and future directions
	Disciplina	362.4
	Soggetti	Disability studies
		Humanities
		People with disabilities and the arts
		Sociology of disability
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based on print version record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	""Cover ""; ""Contents ""; ""Series Introduction ""; ""Preface ""; ""About the Author ""; ""About the Series Editor ""; ""Chapter 1: Introduction, Background, and History""; ""Chapter 2: Current Issues, Controversies, and Solutions""; ""Chapter 3: Chronology of Critical Events""; ""Chapter 4: Biographies of Key Contributors in the Field""; ""Chapter 5: Annotated Data, Statistics, Tables, and Graphs""; ""Chapter 6: Annotated List of Organizations and Associations""; ""Chapter 7: Selected Print and Electronic Resources""; ""Glossary of Key Terms""; ""Index""
	Sommario/riassunto	This volume in 'The SAGE Reference Series on Disability' explores the arts and humanities within the lives of people with disabilities. It is one of 8 volumes in the issue-based and cross-disciplinary series, which incorporates links from varied fields making up Disability Studies as volumes examine topics central to the lives of individuals with disabilities and their families.

3. Record Nr.	UNINA9910734822603321
Autore	Sidhu Amarinder
Titolo	Becoming a Software Company : Accelerating Business Success through Software / / by Amarinder Sidhu
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
ISBN	9781484291696
	1484291697
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (239 pages)
Disciplina	005.1068
Soggetti	Software engineering - Management
	Information technology - Management
	Business information services
	Software Management
	Business IT Infrastructure
	Enterprise Architecture
	Business Process Management
	IT in Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part 1 -- Chapter 1: 1. Don't Pursue Transformations, Make The Software Shift -- Chapter 2: 2. Create New Value through Customer Progress, Not by Meeting Requirements -- Chapter 3:To Multiply Value, Mitigate Complexity First -- Part 2 -- Chapter 4: Don't Procure Software, Create a Dynamic Stack Instead -- Chapter 5: Implement a Strategy of Business Agility, Before the Agile Methods -- Chapter 6: Manage Development Flow, Not Project or Product Timelines -- Part 3 -- Chapter 7: Teams build Good Software, Not Resources -- Chapter 8: To Become Great, Practice the Art of Creative Management -- Conclusion.
Sommario/riassunto	There is a call to action reverberating in company boardrooms, earnings calls, technology conferences, and IT departments: every company should be a software company. The call makes intuitive sense. Software, when done right, creates infinite business leverage. It is not a coincidence that 7 out of 10 largest companies in the world are

software companies. But how does a company become a software company? This book will help enterprises transform into a software company. The software-driven future that Marc Andreessen predicted in his now-famous 2011 essay is here but unevenly distributed. While enterprises, and teams within, grasp the software technologies, they lack the context to leverage them — much less understand the fundamental principles that drive the business value from software: What is the real essence of the software-based transformation? If every enterprise is implementing the same technologies, what is the source of differentiation? How do you manage the inherent complexity of software such that it doesn't destroy software's value? How do you build and nurture talent so that it is empowered to create the best solutions for your customers' problems? This book will answer all of that and more. The boundary between enterprise and consumer software is rapidly blurring. IEEE reports that 40% of the cost of a new car comes from software . Elsewhere, software is becoming synonymous with medical devices and therapeutics . FinTech and EdTech trends are primarily about personalization through software at an internet-scale. The struggling enterprises are up against it. They have no choice but to figure out how to ship consumer-grade software. It is an existential problem for them. This book compiles the timeless principles of building good software, yet often disregarded while building and deploying software products for enterprises.