

1. Record Nr.	UNINA9910792063203321
Autore	Olson Marilyn Strasser
Titolo	Children's culture and the avant-garde : painting in Paris, 1890-1915 / Marilyn Strasser Olson
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Collana	Children's literature and culture
Disciplina	809/.89282
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Nota di contenuto	Cover; CHILDREN'S CULTURE AND THE AVANT-GARDE: Painting in Paris, 1890-1915; Copyright; CONTENTS; FIGURES; Series Editor's Foreword; Acknowledgments; Introduction: Higglety-Pigglety Modernism; Chapter One Turn-of-the-Century Grotesque: The Uptons' Golliwogg in Context; Chapter Two Henri Rousseau: Jungles Transformed; Chapter Three William Nicholson: A Swashbuckling Time; Chapter Four Paula Modersohn-Becker: Someone Who Has a Long Road in Front of Her Doesn't Run; Chapter Five Marc Chagall: I Was Not Born Simply to Seek Pleasure; Conclusion; Notes; Bibliography; Index
Sommario/riassunto	This volume explores the mutual influences between children's literature and the avant-garde. Olson places particular focus on fin-de-siecle Paris, where the Avant-garde was not unified in thought and there was room for modernism to overlap with children's literature and culture in the Golden Age. The ideas explored by artists such as Florence Upton, Henri Rousseau, Sir William Nicholson, Paula Modersohn-Becker, and Marc Chagall had been disseminated widely in

cultural productions for children; their work, in turn, influenced children's culture. These artists turned to children's culture as a

2. Record Nr.	UNINA9910810260203321
Autore	Edson John <1966->
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Descrizione fisica	1 online resource (210 p.)
Classificazione	BUS000000
Disciplina	658.5/752
Soggetti	Product design Customer services Marketing
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Nota di contenuto	Design Like Apple; Contents; Introduction; Design Makes All the Difference; The Siren Song of Technology; Beauty; Ingenuity; Charisma; Summary; The Building Blocks; Design Like Apple Agenda; Design the Organization; Taste; Talent; Culture; Summary; The Building Blocks; Design Like Apple Agenda; The Product Is the Marketing; Quality; Repetition; Summary; The Building Blocks; Design Like Apple Agenda; Design Is Systems Thinking; System Design; Creating Experiences; Perpetual Platforms; Summary; The Building Blocks; Design Like Apple Agenda; Design Out Loud; Let's Get Physical Prototype and the ObjectPrototype and the Workspace; Crowdsourced Prototyping; Near-Life Experiences; Summary; The Building Blocks;

Design Like Apple Agenda; Design Is for People; A Human Centered Ethos: Empathy; Design Research; Design for Someone, But Not for Everyone; Summary; The Building Blocks; Design Like Apple Agenda; Design with Conviction; Simply Beautiful; Create Your Own Voice; Conviction; Summary; The Building Blocks; Design Like Apple Agenda; Design Like Apple; Notes; Index

Sommario/riassunto

Implement the same principles that shaped Apple's approach to design. Apple sees design as a tool for creating beautiful experiences that convey a point of view down to the smallest detail--from the tactile feedback of keyboard to the out-of-the-box experience of an iPhone package. And all of these capabilities are founded in a deep and rich embrace of what it means to be a designer. Design Like Apple uncovers the lessons from Apple's unique approach to product creation, manufacturing, delivery, and customer experience. Offers behind-the-scenes stories fr
