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Titolo	Getting Started with Enterprise Architecture : A Practical and Pragmatic Approach to Learning the Basics of Enterprise Architecture / / by Eric Jager
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
ISBN	9781484298589 1484298586
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Descrizione fisica	1 online resource (280 pages)
Collana	Business and Management Series
Disciplina	658.4038011
Soggetti	Business Management science Business and Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1 Introduction -- Chapter 2 Architecture origin -- Chapter 3 Architecture definition -- Chapter 4 Architecture domains -- Chapter 5 Architecture roles -- Chapter 6 Architecture visualization -- Chapter 7 Architecture positioning -- Chapter 8 Architecture implementation -- Chapter 9 Next steps -- Chapter 10 Architecture application -- Chapter 11 Closing Remarks -- Appendix A - Example Information Map -- Appendix B - Example Maturity Model -- Appendix C - Example Work Package View.
Sommario/riassunto	Implement a basic enterprise architecture from start to finish using a four stage wheel-based approach. Aided by real-world examples, this book shows what elements are needed for the initial implementation of a fundamental enterprise architecture. The book's pragmatic approach keeps existing architecture frameworks and methodologies in mind while providing instructions that are readable and applicable to all. The Enterprise Architecture Implementation Wheel builds on the methodology of existing architecture frameworks and allows you to apply the theory more pragmatically and closer to the reality that an architect encounters in daily practice. While the main focus of the book is the actual steps taken to design an enterprise architecture, other

important topics include architecture origin, definition, domains, visualization, and roles. Getting Started with Enterprise Architecture is the ideal handbook for the architect who is asked to implement an Enterprise Architecture in an existing organization. You will: Implement measurable goals and objectives for a baseline architecture Create meaningful catalogues, diagrams, and maps to communicate the architecture to an organization Measure the progress of implementing the architecture Identify a company's needs and develop an appropriate strategy to satisfy those needs.

2. Record Nr.

Titolo

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Pubbl/distr/stampa

Machine Learning and Data Mining for Sports Analytics : 11th International Workshop, MLSA 2024, Vilnius, Lithuania, September 9, 2024, Revised Selected Papers / / edited by Ulf Brefeld, Jesse Davis, Jan Van Haaren, Albrecht Zimmermann

ISBN

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Edizione

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Descrizione fisica

1 online resource (X, 119 p. 43 illus., 38 illus. in color.)

Collana

Communications in Computer and Information Science, , 1865-0937 ; ; 2460

Disciplina

006.3

Soggetti

Artificial intelligence
Computer networks
Application software
Database management
Software engineering
Artificial Intelligence
Computer Communication Networks
Computer and Information Systems Applications
Database Management System
Software Engineering

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Nota di contenuto

-- Individual sports. -- Characterizing Serves in Table Tennis. -- Large Language Models on Race Commentary: Towards Granular Data in Cycling Analytics. -- Basketball. -- GraphEIV: A Framework for Estimating the Expected Immediate Value in Basketball Using Graph Neural Networks. -- Mathematical models for "off-ball" scoring prediction in basketball. -- Soccer. -- An Analysis of the Influence of Game Context on Team Playing Style. -- Augmented Intelligence for FIFA Predictions. -- Transformer-based Framework for Versatile Analysis of Events Data in Soccer. -- Other team sports/e-Sports. -- Automated Detection of Shot Events in Game Phases Using GNSS Data from a Single Team. -- Team Dynamics in DotA2 through Attention Mechanism.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th International Workshop on Machine Learning and Data Mining for Sports Analytics, MLSA 2024, held in Vilnius, Lithuania, on September 9, 2024. The 9 full papers presented in this volume were carefully reviewed and selected from 21 submissions. They are grouped into the following topics: Individual sports; Basketball; Soccer; Other team sports/e-Sports.