

1. Record Nr.	UNISA996312639003316
Autore	Dickel Sascha
Titolo	Prototyping Society - Zur vorausseilenden Technologisierung der Zukunft / Sascha Dickel
Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2019
ISBN	3-8376-4736-6
Edizione	[1st ed.]
Descrizione fisica	1 online resource (174)
Collana	Science Studies
Disciplina	306.46
Soggetti	Zukunft; Prototypen; Technik; Design; Crowdfunding; Makerspace; Materialitat; Technologisierung; Soziale Praxis; Prototyping; Wissenschaft; Gesellschaft; Techniksoziologie; Wissenschaftssoziologie; Soziologische Theorie; Soziologie; Future; Prototypes; Technology; Materiality; Technologization; Social Practice; Science; Society; Sociology of Technology; Sociology of Science; Sociological Theory; Sociology
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter 1 Inhalt 5 Konturen eines technologischen Dispositivs 9 Prototyping als soziale Praxis 17 Technologisierte Kreativitat 61 Hacking als Breitensport 85 Artefakte feiern 109 Prototyping Society 121 Literatur 157
Sommario/riassunto	Prototypen wandern aus den Werkstätten in die Gesellschaft. Sie gelten nicht länger als defizitäre, weil unvollständige Objekte. Vielmehr wird gerade durch das Design des materiell Vorlaufigen das gesellschaftliche Übermorgen gestaltet und technologisiert. Die Produktion und Rezeption dieser Artefakte verwandelt sich dabei von einer exklusiven Expertentätigkeit zu einer öffentlichen sozialen Praxis: Prototypen werden in öffentlich zugänglichen Makerspaces hergestellt und in urbanen Eventformaten zelebriert. Sascha Dickel zeigt, dass damit auch eine neue Form der Kritik einhergehen kann, die nicht gegen die Technologisierung des Sozialen opponiert, sondern Wege erschließt, in einer technologisch verbauten Welt alternative Zukünfte zu entwerfen. »Das Buch der Stunde.« Maximilian Roßmann, TATup, 29/1 (2020) » Eine äußerst lesenswerte Publikation. Inhaltlich besticht nicht nur Dickels differenzierte Auseinandersetzung mit dem Phänomen

öffentlichen Prototypisierens; auch die geschickte und geradezu beiläufige Verflechtung seiner eigenen Analyse mit allgemeineren, vornehmlich technik- und wissenschaftssoziologischen Diskussionssträngen ist äußerst instruktiv.« Bianca Prietl, Soziopolis, 17.03.2020 Besprochen in: <https://openta.net>, Ansgar Skoda, 20.02.2020

2. Record Nr.	UNINA9910786439303321
Autore	Kennedy Robert III
Titolo	Articulate Studio cookbook [[electronic resource]] : create training courses with Articulate Studio's strong interactivity and rich content capabilities, all within the familiarity of Microsoft PowerPoint / / Robert Kennedy III
Pubbl/distr/stampa	Birmingham, UK : , : Packt Pub., , 2012
ISBN	1-283-96096-6 1-84969-309-9
Descrizione fisica	1 online resource (292 pages)
Collana	Quick answers to common problems.
Disciplina	004.16
Soggetti	Computer-assisted instruction - Authoring programs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com ; Table of Contents; Preface; Chapter 1: Getting Started with Articulate Suite; Introduction; Launching Articulate Presenter; Publishing a simple, slide-only course for a website; Adding a background theme; Modifying slide masters; Adding a learning game to your course; Chapter 2: Create Your Course with Presenter; Introduction; Animating images and objects; Adding audio narration to your slides; Editing audio; Adding background music to your presentation; Syncing the animations with narrations Adding video to your course Adding video from the Web; Highlighting specific slide information; Chapter 3: Preparing Your Player; Introduction; Adding your company's logo; Setting up a player template; Setting up course defaults; Attaching external resources to

your course; Previewing and publishing your course; Chapter 4: Creating Assessments and Courses with Quizmaker; Introduction; Setting up a quiz template; Adding a basic graded question; Adding a basic survey question; Creating a hotspot question; Customizing the question and answer; Adding images to a slide
Changing a slide's background color and theme
Creating slide masters; Adding audio to a slide; Adding video; Chapter 5: Taking Your Quiz to the Next Level; Introduction; Creating a simple storyline in Quizmaker; Animating images and objects; Creating a branched story; Creating a randomized question bank; What about the results?; Previewing and publishing your course or quiz; Chapter 6: Creating Interactive Content with Engage; Introduction; Setting up an Engage template; Step-by-step approach for a Process interaction; Adding images and video in Engage; Adding and editing audio
Using Engage to create a glossary
Creating a labeled graphic; Previewing and publishing your interaction; Chapter 7: Basic Video Editing with Video Encoder; Introduction; Creating an FLV video for using in your course; Cutting out a specific video segment; Branding your video; Editing audio in your video; Creating your own webcam video; Customizing your encoding settings; Chapter 8: Combining All Three; Introduction; Adding a quiz to Presenter; Adding an interaction to Presenter; Using hyperlinks and branching to create a story; Adding screencasts to your project
Placing a glossary in the tab area
Adding video to the logo and presenter panels; Creating consistency when combining everything; Getting a new wardrobe; Creating special images or video questions in Quizmaker; Index

Sommario/riassunto

The cookbook style is a series of practical recipes which represent solutions to problems and popular activities in a concise but detailed manner. If you are a beginning developer or just someone who has been asked to be the jack-of-all-design in your training department, then this book is a great starter. Having a working knowledge of PowerPoint is helpful but not essential. By simply following the steps, you will be able to create a clean, professional looking course.
