

Crowdsourcing (The MIT Press Essential Knowledge Series)

This book consists of peer-reviewed papers, presented at the International Conference on Sustainable Design and Manufacturing (SDM 2020). Leading-edge research into sustainable design and manufacturing aims to enable the manufacturing industry to grow by adopting more advanced technologies and at the same time improve its sustainability by reducing its environmental impact. Relevant themes and topics include sustainable design, innovation and services; sustainable manufacturing processes and technology; sustainable manufacturing systems and enterprises; and decision support for sustainability.

Application areas are wide and varied. The book provides an excellent overview of the latest developments in the sustainable design and manufacturing areas.

What beliefs are, what they do for us, how we come to hold them, and how to evaluate them. Our beliefs constitute a large part of our knowledge of the world. We have beliefs about objects, about culture, about the past, and about the future. We have beliefs about other people, and we believe that they have beliefs as well. We use beliefs to predict, to explain, to create, to console, to entertain. Some of our beliefs we call theories, and we are extraordinarily creative at constructing them. Theories of quantum mechanics, evolution, and relativity are examples. But so are theories about astrology, alien abduction, guardian angels, and reincarnation. All are products (with varying degrees of credibility) of fertile minds trying to find explanations for observed phenomena. In this book, Nils Nilsson examines beliefs: what they do for us, how we come to hold them, and how to evaluate them. We should evaluate our beliefs carefully, Nilsson points out, because they influence so many of our actions and decisions. Some of our beliefs are more strongly held than others, but all should be considered tentative and changeable. Nilsson shows that beliefs can be quantified by probability, and he describes networks of beliefs in which the probabilities of some beliefs affect the probabilities of others. He argues that we can evaluate our beliefs by adapting some of the practices of the scientific method and by consulting expert opinion. And he warns us about “belief traps”—holding onto beliefs that wouldn't survive critical evaluation. The best way to escape belief

traps, he writes, is to expose our beliefs to the reasoned criticism of others. How the structure of news, information, and knowledge is evolving and how news media can foster social connection. While the public believes that journalism remains crucial for democracy, there is a general sense that the news media are performing this role poorly. In *The Social Fact*, John Wihbey makes the case that journalism can better serve democracy by focusing on ways of fostering social connection. Wihbey explores how the structure of news, information, and knowledge and their flow through society are changing, and he considers ways in which news media can demonstrate the highest possible societal value in the context of these changes. Wihbey examines network science as well as the interplay between information and communications technologies (ICTs) and the structure of knowledge in society. He discusses the underlying patterns that characterize our increasingly networked world of information—with its viral phenomena and whiplash-inducing trends, its extremes and surprises. How can the traditional media world be reconciled with the world of social, peer-to-peer platforms, crowdsourcing, and user-generated content? Wihbey outlines a synthesis for news producers and advocates innovation in approach, form, and purpose. *The Social Fact* provides a valuable framework for doing audience-engaged media work of many kinds in our networked, hybrid media environment. It will be of interest to all those concerned about the future of news and public affairs.

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline. Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization. Brings together a global team of authors who are pioneers of innovative research in the digital humanities. Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities. Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and

application of the digital humanities

Strategic Imperatives and Core Competencies in the Era of Robotics and Artificial Intelligence

Crowd Design

Paradox

Intellectual Property Strategy

Multidisciplinary Approaches to Crowdfunding Platforms

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"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

This book reflects and expands on the current trend in the building industry to understand, simulate and ultimately design buildings by taking into consideration the interlinked elements and forces that act on them. Shifting away from the traditional focus, which was exclusively on building tasks, this approach presents new challenges in all areas of the industry, from material and structural to the urban scale. The book presents contributions including research papers and case studies, providing a comprehensive overview of the field as well as perspectives from related disciplines, such as computer science. The chapter authors were invited speakers at the 7th Symposium "Impact: Design With All Senses", which took place at the University of the Arts in Berlin in September 2019.

CrowdsourcingMIT Press

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an

invaluable addition to every academic and corporate library.

Nuevos Programas de Estudios

E-Learning and the Academic Library

Crowdsourcing

Encyclopedia of Information Science and Technology, Third Edition

Open Design and Innovation

AI-Driven Volunteer Selection

Focusing on academic libraries and librarians who are extending the boundaries of e-learning, this collection of essays presents new ways of using information and communication technologies to create learning experiences for a variety of user communities. Essays feature e-learning projects involving MOOCs (massive open online courses), augmented reality, chatbots and other innovative applications. Contributors describe the process of project development, from determination of need, to exploration of tools, project design and user assessment.

A guided tour of the rapidly evolving networked world of connected devices, objects, and people that is changing the way we live and work. Since the publication of the original edition of this volume in the MIT Press Essential Knowledge series, the Internet of Things (IoT) has evolved from a novelty (look! my phone connects to my lamp!) to a mainstream technology framework that we rely on every day to accomplish many tasks. This revised and updated edition reports on the latest developments in this rapidly evolving networked world of connected devices, objects, and people that is changing the way we live and work. Business and technology writer Samuel Greengard takes us on a guided tour of the IoT, describing smart lightbulbs, sensors in phones that trigger earthquake warnings, 3D headsets that connect users to business expos through completely immersive virtual reality environments, and more. He offers a clear explanation of the technology that builds and manages the IoT and examines the growing array of consumer devices now available, from smart door locks to augmented reality fitting rooms. Greengard also shows how the IoT is part of the Fourth Industrial Revolution, which is transforming business through smart manufacturing, end-to-end supply chain visibility, integrated artificial intelligence, and much more. He considers risks associated with the IoT, including threats to free speech, growing inequality, and an increase in cybercrime. Finally, he takes a look at the future of a hyperconnected world and what it means to people and human interaction.

Modern technology has enhanced many aspects of life, including classroom education. By offering virtual

learning experiences, educational systems can become more efficient and effective at teaching the student population. Multilingual Writing and Pedagogical Cooperation in Virtual Learning Environments is a critical scholarly resource that examines experiences with virtual networks and their advantages for universities and students in the domains of writing, translation, and usability testing. Featuring coverage on a broad range of topics such as collaborative writing, project-based learning, and writing and translation practices, this book is geared towards administrators, teachers, professors, academicians, practitioners, and researchers seeking current research on multilingual writing and pedagogical cooperation in virtual learning environments.

How networked technology enables the emergence of a new collaborative society. Humans are hard-wired for collaboration, and new technologies of communication act as a super-amplifier of our natural collaborative mindset. This volume in the MIT Press Essential Knowledge series examines the emergence of a new kind of social collaboration enabled by networked technologies. This new collaborative society might be characterized as a series of services and startups that enable peer-to-peer exchanges and interactions through technology. Some believe that the economic aspects of the new collaboration have the potential to make society more equitable; others see collaborative communities based on sharing as a cover for social injustice and user exploitation. The book covers the “sharing economy,” and the hijacking of the term by corporations; different models of peer production, and motivations to participate; collaborative media production and consumption, the definitions of “amateur” and “professional,” and the power of memes; hactivism and social movements, including Anonymous and anti-ACTA protest; collaborative knowledge creation, including citizen science; collaborative self-tracking; and internet-mediated social relations, as seen in the use of Instagram, Snapchat, and Tinder. Finally, the book considers the future of these collaborative tendencies and the disruptions caused by fake news, bots, and other challenges.

Proceedings of the 7th International Conference on Sustainable Design and Manufacturing (KES-SDM 2020)

Commercialization of Research-Based Products

Encyclopedia of Information Science and Technology, Fourth Edition

CrowdRising

The Routledge Companion to Digital Journalism Studies

Cultivating Creativity through Projects, Passion, Peers, and Play

The use of machines has changed the workplaces of today. While machinery is still not able to perform certain jobs that require creative or non-routine functions, their continuous advancements have shifted the dynamic between organizations and manual laborers. Strategic Imperatives and Core Competencies in the Era of Robotics and Artificial Intelligence focuses on contemporary organizations and their use of new competencies. Featuring coverage on new skill identification and best practices for management, this book is essential for professionals, administrators, researchers, and students seeking current research on the latest developments in technological applications in the workplace. Businesses consistently work on new projects, products, and workflows to remain competitive and successful in the modern business environment. To remain zealous, businesses must employ the most effective methods and tools in human resources, project management, and overall business plan execution as competitors work to succeed as well. Advanced Methodologies and Technologies in Business Operations and Management provides emerging research on business tools such as employee engagement, payout policies, and financial investing to promote operational success. While highlighting the challenges facing modern organizations, readers will learn how corporate social responsibility and utilizing artificial intelligence improve a company's culture and management. This book is an ideal resource for executives and managers, researchers, accountants, and financial investors seeking current research on business operations and management.

This is a multidisciplinary textbook on social commerce by leading authors of e-commerce and e-marketing textbooks, with contributions by several industry experts. It is effectively the first true textbook on this topic and can be used in one of the following ways: Textbook for a standalone elective course at the undergraduate or graduate levels (including MBA and executive MBA programs) Supplementary text in marketing, management or Information Systems disciplines Training courses in industry Support resources for researchers and practitioners in the fields of marketing, management and information management The book examines the latest trends in e-commerce, including social businesses, social networking, social collaboration, innovations and mobility. Individual chapters cover tools and platforms for social commerce; supporting theories and concepts; marketing communications; customer engagement and metrics; social shopping; social customer service and CRM contents; the social enterprise; innovative applications; strategy and performance management; and implementing social commerce systems. Each chapter also includes a real-world example as an opening case; application cases and examples; exhibits; a chapter summary; review questions and end-of-chapter exercises. The book also includes a glossary and key terms, as well as supplementary materials that include PowerPoint lecture notes, an Instructor's Manual, a test bank and five online tutorials. This book attempts to link some of the recent advances in crowdsourcing with advances in innovation and management. It contributes to the literature in several ways. First, it provides a global definition, insights and examples of this managerial perspective resulting in a theoretical framework. Second, it explores the relationship between crowdsourcing and technological innovation, the development of social networks and new behaviors of Internet users. Third, it explores different crowdsourcing applications in various sectors such as medicine, tourism, information and communication technology (ICT), and marketing. Fourth, it observes the ways in which crowdsourcing can improve production, finance, management and overall managerial performance. Crowdsourcing, also known as "massive outsourcing" or "voluntary outsourcing," is the act of taking a job or a specific task usually performed by an employee of a company or contractors, and outsourcing it to a large group of people or a community (crowd or mass) via the Internet, through an open call. The term was coined by Jeff Howe in a 2006

issue of Wired magazine. It is being developed in different sciences (i.e., medicine, engineering, ICT, management) and is used in the most successful companies of the modern era (i.e., Apple, Facebook, Inditex, Starbucks). The developments in crowdsourcing has theoretical and practical implications, which will be explored in this book. Including contributions from international academics, scholars and professionals within the field, this book provides a global, multidimensional perspective on crowdsourcing.

Collaborative Society

Managing Diversity, Innovation, and Infrastructure in Digital Business

From Tools for Empowerment to Platform Capitalism

From Data to Insight

The Internet of Things, revised and updated edition

Provides comprehensive coverage of the current state of IoT, focusing on data processing infrastructure and techniques
Written by experts in the field, this book addresses the IoT technology stack, from connectivity through data platforms to end-user case studies, and considers the tradeoffs between business needs and data security and privacy throughout. There is a particular emphasis on data processing technologies that enable the extraction of actionable insights from data to inform improved decision making. These include artificial intelligence techniques such as stream processing, deep learning and knowledge graphs, as well as data interoperability and the key aspects of privacy, security and trust. Additional aspects covered include: creating and supporting IoT ecosystems; edge computing; data mining of sensor datasets; and crowd-sourcing, amongst others. The book also presents several sections featuring use cases across a range of application areas such as smart energy, transportation, smart factories, and more. The book concludes with a chapter on key considerations when deploying IoT technologies in the enterprise, followed by a brief review of future research directions and challenges. The Internet of Things: From Data to Insight Provides a comprehensive overview of the Internet of Things technology stack with focus on data driven aspects from data modelling and processing to presentation for decision making Explains how IoT technology is applied in practice and the benefits being delivered. Acquaints readers that are new to the area with concepts, components, technologies, and verticals related to and enabled by IoT Gives IoT specialists a deeper insight into data and decision-making aspects as well as novel technologies and application areas Analyzes and presents important emerging technologies for the IoT arena Shows how different objects and devices can be connected to decision making processes at various levels of abstraction The Internet of Things: From Data to Insight will appeal to a wide audience, including IT and network specialists seeking a broad and complete understanding of IoT, CIOs and CIO teams, researchers in IoT and related fields, final year undergraduates, graduate students, post-graduates, and IT and science media professionals.

Open innovation, crowd sourcing, democratised innovation, vernacular design and brand fanaticism are amongst a handful of new approaches to design and innovation that have generated discussion and media coverage in recent

years. In practice, these ideas are often inspiring propositions rather than providing pragmatic strategies. Open Design and Innovation develops the argument for a more nuanced acknowledgement and facilitation of 'non-professional' forms of creativity; drawing on lessons from commercial design practice; theoretical analysis and a wider understanding of innovation. Specifically this book examines: innovation and design, the reality and myth of mass creativity and the future of the design profession, through a series of case studies of new approaches to open design practices. The text draws on academic research, practical experience of the author in delivering open design projects and first hand interviews with leaders in the fields. The author challenges the notion of the designer as 'fountain-head' of innovation and, equally, the idea of 'user creativity' as a replacement for traditional design and innovation. The book offers a critique of the hype surrounding some of the emerging phenomena and a framework to help understand the emerging relationship between citizens and designers. It goes on to propose a roadmap for the development of the design profession, welcoming and facilitating new modes of design activity where designers facilitate creative collaborations.

Open innovation enabled through crowdsourcing is one of the hottest topics in management strategy today. Particularly striking – and of vital importance to the world – are the pioneering efforts to apply crowdsourcing technology and open innovation to solve social, environmental, and economic sustainability challenges. CrowdRising sets out these challenges as context and then highlights the experiences of leaders and early adopters, identifies implementation guidelines, critical success factors and lessons learned, and finally projects where the field is going in the future. With a strong focus on the applications of crowdsourcing for innovation, engagement, and market intelligence, the book profiles the initiatives of companies, NGOs, and technology providers using crowdsourcing to develop these solutions to global problems. It addresses the key challenges impacting organizations: 1) identifying more sustainable ways to design, distribute, transport, recycle, and repurpose products; and 2) discovering and implementing the systems needed to transform global economic growth, drive human prosperity, and replenish the planet's resources.

An emerging area of study in today's society is the increasing number of crowdfunding platforms across the world. Crowdfunding plays an integral role in global economic development as they are continuing to multiply throughout various professional disciplines. Empirical research is needed that covers the recent growth of crowdfunding projects and assists researchers and experts in providing knowledge on the economic impact of this trend. Multidisciplinary Approaches to Crowdfunding Platforms is a pivotal reference source that provides vital research on the emerging programs of crowdfunding in the global digital economy and its numerous applications in professional industries. While highlighting topics such as digital entrepreneurship, business intelligence, and e-commerce, this publication explores the latest findings as well as the risks and limitations of crowdfunding. This book is ideally designed for researchers, managers, practitioners, economists, academicians, instructors, sociologists, developers, consultants, policymakers, and students seeking developing research on crowdfunding platforms and the latest trends in various disciplines.

Lifelong Kindergarten

new syllabi

Marketing, Technology and Management

The Internet of Things

Powerful Tools for Better Planning, Marketing, and Evaluation

Information Systems and Technology for Organizational Agility, Intelligence, and Resilience

A new way of thinking about data science and data ethics that is informed by the ideas of intersectional feminism. Today, data science is a form of power. It has been used to expose injustice, improve health outcomes, and topple governments. But it has also been used to discriminate, police, and surveil. This potential for good, on the one hand, and harm, on the other, makes it essential to ask: Data science by whom? Data science for whom? Data science with whose interests in mind? The narratives around big data and data science are overwhelmingly white, male, and techno-heroic. In *Data Feminism*, Catherine D'Ignazio and Lauren Klein present a new way of thinking about data science and data ethics—one that is informed by intersectional feminist thought. Illustrating data feminism in action, D'Ignazio and Klein show how challenges to the male/female binary can help challenge other hierarchical (and empirically wrong) classification systems. They explain how, for example, an understanding of emotion can expand our ideas about effective data visualization, and how the concept of invisible labor can expose the significant human efforts required by our automated systems. And they show why the data never, ever “speak for themselves.” *Data Feminism* offers strategies for data scientists seeking to learn how feminism can help them work toward justice, and for feminists who want to focus their efforts on the growing field of data science. But *Data Feminism* is about much more than gender. It is about power, about who has it and who doesn't, and about how those differentials of power can be challenged and changed.

Here is the first book to specifically and comprehensively address the rapid changes and advances in technology in the planning, management, and marketing of meetings and events. The multigenerational trio of authors, including Joe Goldblatt and two of his former students, Seungwon "Shawn" Lee and Dessislava Boshnakova, cover the most important aspects of using technology for today's meetings and events, such as How to harness the power of social media How to use crowdsourcing effectively How to choose appropriate room layout design software How to manage and use guest-generated content How to measure and evaluate your success How to choose meeting registration software How to promote your meeting with blogs, websites, podcasts, and more How to hold virtual meetings and events How to use search engine optimization to advantage The area of meeting and event technology is a fast-growing component of the meetings, incentives, conventions and exhibition (MICE) industry. With a foreword by Corbin Ball, an internationally

renowned speaker, consultant and writer in the meetings and events technology field, *The 21st Century Meeting and Event Technologies* will be an essential resource for hospitality students and business professionals. Faculty may request an examination copy from info@appleacademicpress.com. Please provide your name and title, course title, course start date, current text, number of students, and your institution address.

A concise introduction to crowdsourcing that goes beyond social media buzzwords to explain what crowdsourcing really is and how it works. Ever since the term “crowdsourcing” was coined in 2006 by Wired writer Jeff Howe, group activities ranging from the creation of the Oxford English Dictionary to the choosing of new colors for M&Ms have been labeled with this most buzz-generating of media buzzwords. In this accessible but authoritative account, grounded in the empirical literature, Daren Brabham explains what crowdsourcing is, what it is not, and how it works. Crowdsourcing, Brabham tells us, is an online, distributed problem solving and production model that leverages the collective intelligence of online communities for specific purposes set forth by a crowdsourcing organization—corporate, government, or volunteer. Uniquely, it combines a bottom-up, open, creative process with top-down organizational goals. Crowdsourcing is not open source production, which lacks the top-down component; it is not a market research survey that offers participants a short list of choices; and it is qualitatively different from predigital open innovation and collaborative production processes, which lacked the speed, reach, rich capability, and lowered barriers to entry enabled by the Internet. Brabham describes the intellectual roots of the idea of crowdsourcing in such concepts as collective intelligence, the wisdom of crowds, and distributed computing. He surveys the major issues in crowdsourcing, including crowd motivation, the misconception of the amateur participant, crowdfunding, and the danger of “crowdspoitation” of volunteer labor, citing real-world examples from Threadless, InnoCentive, and other organizations. And he considers the future of crowdsourcing in both theory and practice, describing its possible roles in journalism, governance, national security, and science and health.

How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today's society. In kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming more like the rest of school. In *Lifelong Kindergarten*, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today's fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing more on imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens. Drawing on experiences from more than thirty years at MIT's Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children

are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and large-scale group projects (such as a Halloween-themed game called Night at Dreary Castle, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

Free Will

Impact: Design With All Senses

Proceedings of the Design Modelling Symposium, Berlin 2019

Data Feminism

Advanced Methodologies and Technologies in Business Operations and Management

The 21st Century Meeting and Event Technologies

Taking "Gangnam Style" seriously: what Internet memes can tell us about digital culture. In December 2012, the exuberant video "Gangnam Style" became the first YouTube clip to be viewed more than one billion times. Thousands of its viewers responded by creating and posting their own variations of the video—"Mitt Romney Style," "NASA Johnson Style," "Egyptian Style," and many others. "Gangnam Style" (and its attendant parodies, imitations, and derivations) is one of the most famous examples of an Internet meme: a piece of digital content that spreads quickly around the web in various iterations and becomes a shared cultural experience. In this book, Limor Shifman investigates Internet memes and what they tell us about digital culture. Shifman discusses a series of well-known Internet memes—including "Leave Britney Alone," the spraying cop, LOLCats, Scumbag Steve, and Occupy Wall Street's "We Are the 99 Percent." She offers a novel definition of Internet memes as digital content units with common characteristics, created with awareness of each other, and circulated, imitated, and transformed via social media by many users. She differentiates memes from virals; analyzes what makes memes and virals successful; describes popular meme genres; examines memes as new modes of political participation in democratic and nondemocratic regimes; and examines memes as agents of globalization. Shifman argues, encapsulate some of the most fundamental aspects of the Internet in general and of the participatory Web 2.0 culture in particular. Internet memes may be entertaining, but in this book Limor Shifman makes a compelling argument for taking them seriously. A philosopher considers whether the scientific and philosophical arguments against free will are reason enough to give up our belief in it. In our daily life, it really seems as though we have free will, that what we do from moment to moment is determined by conscious decisions that we make. You get up from the couch, you go for a walk, you eat chocolate ice cream. It seems that we're in control of actions like these; if we have free will. But in recent years, some have argued that free will is an illusion. The neuroscientist (and best-selling author) Sam Harris and the late Harvard psychologist Daniel Wegner, for example, claim that certain scientific findings disprove free will. In this engaging and accessible volume in the Essential Knowledge series, the philosopher Mark Balaguer examines the various arguments and experiments that have been used to support the claim that human beings don't have free will. He finds them to be overstated and misguided. Balaguer discusses determinism from the view that every physical event is predetermined, or completely caused by prior events. He describes several philosophical and scientific arguments against free will, including one based on Benjamin Libet's famous neuroscientific experiments, which allegedly show that our conscious decisions

are caused by neural events that occur before we choose. He considers various religious and philosophical views, including the philosophical free-will view known as compatibilism. Balaguer concludes that the anti-free-will arguments put forward by philosophers, psychologists, neuroscientists simply don't work. They don't provide any good reason to doubt the existence of free will. But, he cautions, this doesn't mean that we have free will. The question of whether we have free will remains an open one; we simply don't know enough about the brain to answer it definitively.

The book presents a collection of 103 peer-reviewed articles from the Second International Conference on Intelligent Systems in Production Engineering and Maintenance (ISPEM 2018). The conference was organized by the Faculty of Mechanical Engineering and CAMT (Centre for Advanced Manufacturing Technologies), Wrocław University of Science and Technology and was held in Wrocław (Poland) on 17–18 September 2018. The conference topics included the possibility of using a wide range of intelligent methods in production engineering, presenting and discussing new solutions for innovative plants, research findings and case studies demonstrating advances in production and maintenance from the point of view of Industry 4.0 – particularly applications of intelligent systems, methods and tools in production engineering, maintenance, quality management, information systems and product development. The book is divided into two parts: the first includes papers related to intelligent systems in production engineering, while the second is dedicated to special sessions focusing on: 1. Computer Aided methods in Production Engineering 2. Mining 4.0 and Intelligent Mining Transportation 3. Modelling and Simulation of Production Processes 4. Multi-Faceted Modelling of Networks and Processes 5. Product Design and Product Manufacturing in Industry 4.0 This book is an excellent source of information for scientists in the field of manufacturing engineering and for top managers in production enterprises.

Workspaces and their design have a vast impact on the comfort and productivity of employees. Therefore, the structure of a workspace is used to determine the socio-economic characteristics and elements that will appear in the employees that utilize them. Co-Manufacturing and New Economic Paradigms provides innovative insights into shared workspaces as independent socio-economic environments. The content within this publication explores the ideas of knowledge sharing, work culture, and economic planning. It is a vital reference source for entrepreneurs, business professionals, and researchers, and it covers topics centered on the importance of workspace design and organization.

Co-Manufacturing and New Economic Paradigms

Teaching journalism for sustainable development

The Social Fact

Facilitating Creativity in Everyone

Building a Sustainable World through Mass Collaboration

Multilingual Writing and Pedagogical Cooperation in Virtual Learning Environments

Knowledge of scientific and technological developments, and the flexible communication and decision making, knowledge sharing, and collaboration that stem from them, can enable organizations and individuals to be successful and viable competitors in today's global economy. Information Systems and Technology for Organizational Agility, Intelligence, and Resilience aims to advise and support organizational agents who want to ensure success in terms of financial, social, and environmental aspects, as well as in the aspect of human development, in a more sustainable way. The premier reference work provides examples of conceptual research,

methodologies, empirical cases, and success cases for academics, researchers, intermediaries, and organizations looking to use information systems and technology to boost their agility, intelligence, and resilience.

An introduction to paradoxes showing that they are more than mere puzzles but can prompt new ways of thinking. Thinkers have been fascinated by paradox since long before Aristotle grappled with Zeno's. In this volume in The MIT Press Essential Knowledge series, Margaret Cuonzo explores paradoxes and the strategies used to solve them. She finds that paradoxes are more than mere puzzles but can prompt new ways of thinking. A paradox can be defined as a set of mutually inconsistent claims, each of which seems true. Paradoxes emerge not just in salons and ivory towers but in everyday life. (An Internet search for “paradox” brings forth a picture of an ashtray with a “no smoking” symbol inscribed on it.) Proposing solutions, Cuonzo writes, is a natural response to paradoxes. She invites us to rethink paradoxes by focusing on strategies for solving them, arguing that there is much to be learned from this, regardless of whether any of the more powerful paradoxes is even capable of solution. Cuonzo offers a catalog of paradox-solving strategies—including the Preemptive-Strike (questioning the paradox itself), the Odd-Guy-Out (calling one of the assumptions into question), and the You-Can't-Get-There-from-Here (denying the validity of the reasoning). She argues that certain types of solutions work better in some contexts than others, and that as paradoxicality increases, the success of certain strategies grows more unlikely. Cuonzo shows that the processes of paradox generation and solution proposal are interesting and important ones. Discovering a paradox leads to advances in knowledge: new science often stems from attempts to solve paradoxes, and the concepts used in the new sciences lead to new paradoxes. As Niels Bohr wrote, “How wonderful that we have met with a paradox. Now we have some hope of making progress.”

The Routledge Companion to Digital Journalism Studies offers an unprecedented collection of essays addressing the key issues and debates shaping the field of Digital Journalism Studies today. Across the last decade, journalism has undergone many changes, which have driven scholars to reassess its most fundamental questions, and in the face of digital change, to ask again: ‘Who is a journalist?’ and ‘What is journalism?’. This companion explores a developing scholarly agenda committed to understanding digital journalism and brings together the work of key scholars seeking to address key theoretical concerns and solve unique methodological riddles. Compiled of 58 original essays from distinguished academics across the globe, this Companion draws together the work of those making sense of this fundamental reconceptualization of journalism, and assesses its impacts on journalism’s products, its practices, resources, and its relationship with audiences. It also outlines the challenge presented by studying digital journalism and, more importantly, offers a first set of answers. This collection is the very first of its kind to attempt to distinguish this emerging field as a unique area of academic

inquiry. Through identifying its core questions and presenting its fundamental debates, this Companion sets the agenda for years to come in defining this new field of study as Digital Journalism Studies, making it an essential point of reference for students and scholars of journalism.

In recent years, the pace of technological growth—from the very first stages of research and development to full-scale industrial implementation—has quickened at an exponential rate. To better keep pace with rapidly-changing market demands, the gap between university research incubators and public-sector start-up companies has undergone a marked contraction. Competitive Strategies for Academic Entrepreneurship: Commercialization of Research-Based Products seeks to fill the gap in research between universities and the public, and offers cutting-edge insight into the current state of the field. Charting a course that moves from discussions of academic resistance and implications for knowledge-transfer theory to current case-studies of academic/industrial launch-pads like COTEC's Technology Commercialization Accelerator and the Maryland Industrial Partnerships program, this publication targets an audience of academicians, administrators, researchers, entrepreneurs, and established professionals, and seeks to provide insight into the mechanisms by which the research of today becomes the household names of tomorrow.

A New Companion to Digital Humanities

Essays on Innovative Initiatives

Understanding Beliefs

Advances in Crowdsourcing

La Enseñanza del Periodismo para el Desarrollo Sostenible

In the digital age, consumers have morphed from passive receivers of marketing messages to active suppliers of information about product through various digital media, creating a need for businesses to effectively manage a more diverse and creative range of consumers. *Managing Diversity, Innovation, and Infrastructure in Digital Business* is a collection of innovative research on new avenues in overall digital infrastructures, digital modern business infrastructures, business automation, and financial aspects of modern businesses. Featuring research on topics such as electronic word-of-mouth strategies, social media marketing, and digital communication, this book is ideally designed for business professionals, managers, and undergraduate and postgraduate business students seeking current research on business in the digital environment.

The digital revolution is interwoven with the promise to empower the user. Yet, the rise of centralized, commercial platforms for crowdsourced work questions the validity of this narrative. In *Crowd-Design*, Florian Alexander Schmidt analyses the workings and the rhetoric of crowdsourced work platforms by comparing the way they address the masses today with historic notions of the crowd. The utopian concepts of early online collaboration are taken as a vantage point from which to view and critique current and, at times, dystopian applications of crowdsourced work. The study is focused on the crowdsourcing of design tasks, but these specific applications are used to examine the design of the more general mechanisms employed by the

platform providers to motivate and control the crowds. Crowd-Design is as much about the crowdsourcing of design as it is about the design of crowdsourcing.

How a flexible and creative approach to intellectual property can help an organization accomplish goals ranging from building market share to expanding an industry. Most managers leave intellectual property issues to the legal department, unaware that an organization's intellectual property can help accomplish a range of management goals, from accessing new markets to improving existing products to generating new revenue streams. In this book, intellectual property expert and Harvard Law School professor John Palfrey offers a short briefing on intellectual property strategy for corporate managers and nonprofit administrators. Palfrey argues for strategies that go beyond the traditional highly restrictive “ sword and shield ” approach, suggesting that flexibility and creativity are essential to a profitable long-term intellectual property strategy—especially in an era of changing attitudes about media. Intellectual property, writes Palfrey, should be considered a key strategic asset class. Almost every organization has an intellectual property portfolio of some value and therefore the need for an intellectual property strategy. A brand, for example, is an important form of intellectual property, as is any information managed and produced by an organization. Palfrey identifies the essential areas of intellectual property—patent, copyright, trademark, and trade secret—and describes strategic approaches to each in a variety of organizational contexts, based on four basic steps. The most innovative organizations employ multiple intellectual property approaches, depending on the situation, asking hard, context-specific questions. By doing so, they achieve both short- and long-term benefits while positioning themselves for success in the global information economy.

In case of medical emergency situations, a Volunteer Notification System aims to alarm potential helpers who can arrive at the victim fast enough to provide cardiopulmonary resuscitation until the professional EMS arrive on scene. A simplistic solution for selecting the corresponding volunteers is described by a so called notification radius, i.e., alarming any volunteer with a geographic location that is within a maximum distance from the victim. Whilst the actual geographical distance is an important parameter to be considered, this work will illustrate that various additional decision parameters are of importance, and elaborate an AI-driven volunteer selection system to increase the reliability and efficiency of occurring notifications.

News and Knowledge in a Networked World

Social Commerce

Competitive Strategies for Academic Entrepreneurship: Commercialization of Research-Based Products

Memes in Digital Culture

Intelligent Systems in Production Engineering and Maintenance

Sustainable Design and Manufacturing 2020

A guided tour through the Internet of Things, a networked world of connected devices, objects, and people that is changing the way we live and work. We turn on the lights in our house from a desk in an office miles away. Our refrigerator alerts us to buy milk on the way home. A package of cookies on the supermarket shelf suggests that we buy it, based on past purchases. The cookies themselves are on the shelf because of a “smart” supply chain. When we get home, the thermostat has already adjusted the temperature so that it's toasty or bracing, whichever we prefer. This is the Internet of Things—a networked world of connect

devices, objects, and people. In this book, Samuel Greengard offers a guided tour through this emerging world and how it will change the way we live and work. Greengard explains that the Internet of Things (IoT) is still in its early stages. Smart phones, cloud computing, RFID (radio-frequency identification) technology, sensors, and miniaturization are converging to make possible a new generation of embedded and immersive technology. Greengard traces the origins of the IoT from the early days of personal computers and the Internet and examines how it creates the conceptual and practical framework for a connected world. He explores the industrial Internet and machine-to-machine communication, the basis for smart manufacturing and end-to-end supply chain visibility; the growing array of smart consumer devices and services—from Fitbit fitness wristbands to mobile apps for banking; the practical and technical challenges of building the IoT; and the risks of a connected world, including a widening digital divide and threats to privacy and security. Finally, he considers the long-term impact of the IoT on society, narrating an eye-opening “Day in the Life” of IoT connections circa 2025.