

## Digital Principles And Design Solutions

This book focuses on the implementation of digital strategies in the public sectors in the US, Mexico, Brazil, India and Germany. The case studies presented examine different digital projects by looking at their impact as well as their alignment with their national governments' digital strategies. The contributors assess the current state of digital government, analyze the contribution of digital technologies in achieving outcomes for citizens, discuss ways to measure digitalization and address the question of how governments oversee the legal and regulatory obligations of information technology. The book argues that most countries formulate good strategies for digital government, but do not effectively prescribe and implement corresponding policies and programs. Showing specific programs that deliver results can help policy makers, knowledge specialists and public-sector researchers to develop best practices for future national strategies.

This book provides a comprehensive overview on the theories, processes, and solutions relevant to effectively creating, using, and managing digital media in a variety of instructional settings. In the first section of the book, the authors provide an overview of the theories, development models, and principles of learning with digital media. In the second section, the authors detail various digital media solutions, including: Instructional Videos, Instructional Simulations and Games, Online Learning, Mobile Learning, and Emerging Learning Technologies. Overall, this book emphasizes the theoretical principles for learning with digital media and processes to design digital media solutions in various instructional settings. The readers are also provided with multiple case studies from real world projects in various

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instructional settings.

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." –Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering &

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Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Adaptive hypermedia listening software enables materials writers to combine and deliver a wide range of digital elements on the same digital computer platform more efficiently. Such a combination and delivery provides a multidimensional, multi-sensory digital environment in which rich, efficient, instant, comprehensible, optimum, and meaningful input and feedback can be presented effectively and efficiently. Moreover, language learners' attention can be drawn to forms and meanings in input. Such aspects correspond with different theories and hypotheses of language learning and teaching. This presents users/learners with an environment that is easy to use, tension-free, and optimal during self-study. However, to be able to design and develop cost effective and professional adaptive hypermedia listening software, there are certain scientific educational findings and implications that need to be implemented at every single stage. To have access to such vital findings is not so easy, and research must address this area. Design Solutions for Adaptive Hypermedia Listening Software explores how to design and create technically and pedagogically sound and efficient

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interactive adaptive hypermedia listening software for language learners in any language. The chapters will cover learner strategy tools, the effectiveness of this technology, best practices in adaptive hypermedia listening software, and the benefits and challenges of this technology for language learning. It is ideal for companies, institutions, teachers, policymakers, academicians, researchers, advanced-level students, technology developers, and decision-making pertinent government officials interested in designing and developing multimedia listening environments for language learners.

This best-selling text remains the most comprehensive, how-to reference on graphic design and advertising for print and interactive media, intended to serve as a foundation for a graphic design and advertising design education. Theory and applications are stressed with an instructive approach. Known for its thorough treatment of theory and major graphic design applications, this text concentrates on the integration of design principles and elements, providing hundreds of meaningful examples of their interaction throughout. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Understanding the latest capabilities in the cyber threat landscape as well as the cyber forensic challenges and approaches is the best way users and organizations can prepare for potential negative events. Adopting an experiential learning approach, this book describes how cyber forensics researchers, educators and practitioners can keep pace with technological advances, and acquire the essential knowledge and skills, ranging from IoT forensics, malware analysis, and CCTV and cloud forensics to network forensics and financial investigations. Given the growing importance of incident response and cyber forensics in our digitalized society, this

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book will be of interest and relevance to researchers, educators and practitioners in the field, as well as students wanting to learn about cyber forensics.

This book takes an authoritative introduction to basic principles of digital design and practical requirements in both board-level and VLSI systems. Digital Design covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles. This easy-to-follow book uses a practical writing style. Includes low voltage and LVCMOS/LVTTL. Coverage of Complex Programmable Logic Devices (CPLDs) and Field-Programmable Gate Arrays (FPGAs). Introduction of HDL-based digital design Covers VHDL as well as ABEL. Including simulation and synthesis.

This book reports on research findings and practical lessons featuring advances in: digital and interaction design; graphic design and branding; design strategies and methodologies; design education; society and communication in design practice; and other related areas. Gathering the proceedings of the 4th International Conference on Digital Design and Communication, Digicom 2020, held virtually on November 5-6, 2020, the book describes cutting-edge perspectives on and analysis of and solutions to challenges digital communication is currently presenting to society, institutions and brands. It offers a timely guide and a source of inspiration for designers of all kinds, including graphic, digital and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and entrepreneurs, as well as brand or corporate communication managers.

For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital

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design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

This book presents three aspects of digital circuits: digital principles, digital electronics, and digital design. The modern design methods of using electronic design automation (EDA) are also introduced, including the hardware description language (HDL), designs with programmable logic devices and large scale integrated circuit (LSI). The applications of digital devices and integrated circuits are discussed in detail as well.

This book is designed to facilitate a thorough understanding of fundamental principles without requiring readers to memorize an excess of confusing technological details. Rather than focusing on techniques for one particular phase of design, it covers the complete design process, from specification to manufacturing.

During the last decade, interoperability has emerged as a vivid research area in electronic business and electronic governance, promising a significant increase in productivity and efficiency of information systems, enterprises and administrations. Interoperability in Digital Public Services and Administration: Bridging E-Government and E-Business provides the latest research findings such as theoretical foundations, principles, methodologies, architectures, technical frameworks, international policy, standardization and case studies for the achievement of interoperability within the provision of digital services, from administration and businesses toward the user citizens and enterprises.

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers. Graphic Design Solutions is the most comprehensive, how-to reference on graphic design and

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typography. Covering print and interactive media, this book examines conceiving, visualizing and composing solutions to design problems, such as branding, logos, web design, posters, book covers, advertising, and more. Excellent illustrations of historical, modern and contemporary design are integrated throughout. The Fifth Edition includes expanded and updated coverage of screen media, including mobile, tablet, desktop web, and motion as well as new interviews, showcases, and case studies; new diagrams and illustrations; a broader investigation of creativity and concept generation; visualization and color; and an updated timeline. Accompanying this edition, CourseMate with eBook brings concepts to life with projects, videos of designers in the field, and portfolio-building tools. Additional online-only chapters—Chapters 14 through 16—are available in PDF format on the student and instructor resource sites for this title, accessed via CengageBrain.com; search for this book, then click on the “Free Materials” tab. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Digital Principles and Design Palgrave Macmillan Digital Principles & Logic Design Jones & Bartlett Learning

This important new book informs educational leaders about current developments in the use of digital technologies and presents a number of case studies demonstrating their value and complexity. It encourages leaders to engage in the process of successful change for their own school community by providing guidelines and advice drawn from emerging research. *Leading a Digital School* is a rich source of information and advice about joining the new 'education revolution.' It shows clearly and concisely how schools can integrate digital technologies creatively and wisely in order to enliven teaching and support student learning.

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Whether you're designing consumer electronics, medical devices, enterprise Web apps, or new ways to check out at the supermarket, today's digitally-enabled products and services provide both great opportunities to deliver compelling user experiences and great risks of driving your customers crazy with complicated, confusing technology. Designing successful products and services in the digital age requires a multi-disciplinary team with expertise in interaction design, visual design, industrial design, and other disciplines. It also takes the ability to come up with the big ideas that make a desirable product or service, as well as the skill and perseverance to execute on the thousand small ideas that get your design into the hands of users. It requires expertise in project management, user research, and consensus-building. This comprehensive, full-color volume addresses all of these and more with detailed how-to information, real-life examples, and exercises. Topics include assembling a design team, planning and conducting user research, analyzing your data and turning it into personas, using scenarios to drive requirements definition and design, collaborating in design meetings, evaluating and iterating your design, and documenting finished design in a way that works for engineers and stakeholders alike.

"This book offers a global perspective on the development and design of a digital library and highlights its benefits over a traditional library"--Provided by publisher.

This Book Digital Technology: Principles And Practice Has Been Designed To Provide Comprehensive And In-Depth Coverage Of All Important Aspects Of Digital Principles. It Is Primarily Intended For Students Who Wish To Pursue A Career In Digital Technology Systems And Applications. The Book Begins With A Discussion Of Various Number Systems And Their Application In Arithmetic Operations. Following Logic Gates, The Application Of Boolean

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Algebra And Karnaugh Map Techniques In Solving Digital Problems And Designing Digital Systems Is Taken Up Next. As Multivibrators Form A Very Basic Device In Digital Systems, Bistables, Astables And Monostables (Retriggerable And Non-Retriggerable) Considerable Attention Has Been Paid To Their Operation Characteristics And Applications. The Chapter On Arithmetic Logic Circuits Deals With All Aspects Of Arithmetic Operations Including Their Design And Operation. An Arithmetic Logic Unit Has Also Been Considered. As Counters Are Invariably Required In Almost All Digital Systems, Considerable Attention Has Been Paid To The Design And Operation Of Several Types Of Counters, Including Ring And Johnson Counters. Since Registers Play An Equally Important Role They Have Also Been Discussed. Semiconductor Memories Are The Cornerstone Of Logic Systems And Have Been Discussed In Depth. Analog To Digital Converters And Digital To Analog Converters Being Of Equal Importance Particularly In Music Systems Are Also Discussed. Among The Many Combinational Devices, Too Numerous To Mention, Those That Have Received Special Attention Are Multiplexers, Encoders Decoders Demultiplexers And Display Devices. Interfacing Problems Which Are Encountered When Logic Devices Of Different Families Are Used In The Same Logic Systems Have Been Discussed In Detail.

Demographic trends and increasing support costs means that good design for older and disabled people is an economic necessity, as well as a moral imperative. Alan Newell has been described as "a visionary who stretches the imagination of all of us" and "truly ahead of his time." This monograph describes research ranging from developing communication systems for non-speaking and hearing-impaired people to technology to support older people, and addresses the particular challenges older people have with much modern technology. Alan

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recounts the insights gained from this research journey, and recommends a philosophy, and design practices, to reduce the "Digital Divide" between users of information technology and those who are excluded by the poor design of many current systems. How to create and lead interdisciplinary teams, and the practical and ethical challenges of working in clinically related fields are discussed. The concepts of "Ordinary and Extra-ordinary HCI," "User Sensitive Inclusive Design," and "Design for Dynamic Diversity," and the use of "Creative Design" techniques are suggested as extensions of "User Centered" and "Universal Design." Also described are the use of professional theatre and other methods for raising designers' awareness of the challenges faced by older and disabled people, ways of engaging with these groups, and of ascertaining what they "want" rather than just what they "need." This monograph will give all Human Computer Interaction (HCI) practitioners and designers of both mainstream and specialized IT equipment much food for thought. Table of Contents: 40 years--Highlights and a Brief Review / Communication Systems for Non-Speaking and Hearing-Impaired People / TV Subtitling for Hearing-Impaired People / Word Prediction for Non-Speaking People and Systems for those with Dyslexia / Providing Reusable Conversation for Non-Speaking People / Story Telling and Emotion in Synthetic Speech / Lessons Learned from Designing AAC Devices / IT Systems for Older People / Designing IT Systems for Older People / Ordinary and Extra-Ordinary Human Computer Interaction / User Sensitive Inclusive Design / The Use of Professional Theatre / Attacking the Digital Divide

This book constitutes the refereed proceedings of the 14th International Conference on Asia-Pacific Digital Libraries, ICADL 2012, held in Taipei, China, in November 2012. The 27 revised full papers, 17 revised short papers, and 13 poster papers were carefully reviewed and

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selected from 93 submissions. The papers are organized in topical sections on cultural heritage preservation, retrieval and browsing in digital libraries, bibliometrics, metadata and cataloguing, mobile and cloud computing, human factors in digital library, preservation systems and algorithms, social media, digital library algorithms and systems, recommendation applications and social networks.

This book constitutes the proceedings of the 18th IFIP WG 6.11 Conference on e-Business, e-Services, and e-Society, I3E 2019, held in Trondheim, Norway, in September 2019. The total of 61 full and 4 short papers presented in this volume were carefully reviewed and selected from 138 submissions. The papers were organized in topical sections named: e-business; big data analytics, open science and open data; artificial intelligence and internet of things; smart cities and smart homes, social media and analytics; digital governance; digital divide and social inclusion; learning and education; security in digital environments; modelling and managing the digital enterprise; digital innovation and business transformation; and online communities.

Learn about the responsibilities of a .NET solution architect and explore solution architecture principles, DevOps solutions, and design techniques and standards with hands-on examples of design patterns  
Key Features Find out what are the essential personality traits and responsibilities of a solution architect  
Become well-versed with architecture principles and modern design patterns with hands-on examples  
Design modern web solutions and make the most of Azure DevOps to automate your development life cycle  
Book Description

Understanding solution architecture is a must to build and integrate robust systems to meet your client's needs. This makes it crucial for a professional .NET software engineer to learn the key skills of a .NET solution architect to create a unique digital journey and build solutions for a

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wide range of industries, from strategy and design to implementation. With this handbook, developers working with the .NET technology will be able to put their knowledge to work. The book takes a hands-on approach to help you become an effective solution architect. You'll start by learning the principles of the software development life cycle (SDLC), the roles and responsibilities of a .NET solution architect, and what makes a great .NET solution architect. As you make progress through the chapters, you'll understand the principles of solution architecture and how to design a solution, and explore designing layers and microservices. You'll complete your learning journey by uncovering modern design patterns and techniques for designing and building digital solutions. By the end of this book, you'll have learned how to architect your modern web solutions with ASP.NET Core and Microsoft Azure and be ready to automate your development life cycle with Azure DevOps. What you will learn Understand the role and core responsibilities of a .NET solution architect Study popular UML (Unified Modeling Language) diagrams for solution architecture Work with modern design patterns with the help of hands-on examples Become familiar with microservices and designing layers Discover how to design modern web solutions Automate your development life cycle with Azure DevOps Who this book is for This book is for intermediate and advanced .NET developers and software engineers who want to advance their careers and expand their knowledge of solution architecture and design principles. Beginner or intermediate-level solution architects looking for tips and tricks to build large-scale .NET solutions will find this book useful. Learn FileMaker® Pro 10 provides an excellent reference to FileMaker Inc.'s award-winning database program for both beginners and advanced developers. From converting files created with previous versions of FileMaker Pro and sharing data on the web to creating reports and

sorting data, this book offers a hands-on approach to getting the most out of your FileMaker Pro databases. Learn how to use the completely redesigned Status area, now known as the Status toolbar; send e-mail right from FileMaker with the SMTP-based Send Mail option; build reports quickly and easily with the Saved Finds feature; automate your database with scripts and activate those scripts with the new script trigger feature; integrate your Bento data into your FileMaker files; work with the enhanced Web viewer.

This book constitutes the refereed proceedings of the 13th European Conference on Research and Advanced Technology for Digital Libraries, ECDL 2009, held in Corfu, Greece, in September/October 2009. The 28 revised full papers and 6 revised short papers presented together with 2 panel description, the extended abstracts of 20 revised poster and 16 demo papers were carefully reviewed and selected from a total of 181 submissions. The papers are organized in topical sections on services, infrastructures, interaction, knowledge organization systems, interfaces, resource discovery, architectures, information retrieval, preservation, and evaluation.

This book covers a variety of topics in the field of mechatronics engineering, with a special focus on innovative control and automation concepts for applications in a wide range of field, including industrial production, medicine and rehabilitation, education and transport. Based on a set of papers presented at the 1st

International Conference "Innovation in Engineering", ICIE, held in Guimarães, Portugal, on June 28-30, 2021, the chapters report on cutting-edge control algorithms for mobile robots and robot manipulators, innovative industrial monitoring strategies for industrial process, improved production systems for smart manufacturing, and discusses important issues related to user experience, training and education, as well as national developments in the field of mechatronics . This volume, which belongs to a three-volume set, provides engineering researchers and professionals with a timely overview and extensive information on trends and technologies behind the future developments of mechatronics systems in the era of Industry 4.0. .

For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

This book presents innovative technology-enhanced learning solutions for STEM education proposed by the EU Horizon 2020-funded NEWTON project by first highlighting the benefits and limitations of existing research work, e- learning

systems and case studies that embedded technology in the teaching and learning process. NEWTON's proposed innovative technologies and pedagogies include adaptive multimedia and multiple sensorial media, virtual reality, fabrication and virtual labs, gamification, personalisation, game-based learning and self-directed learning pedagogies. The main objectives are to encourage STEM education among younger generations and to attract students to STEM subjects, making these subjects more appealing and interesting. Real life deployment of NEWTON technologies and developed educational materials in over 20 European educational institutions at primary, secondary and tertiary levels demonstrated statistical significant increases in terms of learner satisfaction, learner motivation and knowledge acquisition.

Without proper training on the intricacies of race and culture, pre-service and in-service teachers may unwittingly continue outdated and ineffective pedagogies. As the demographics of student bodies shift to include more diverse backgrounds, fluency in the discourse of social justice becomes necessary. The Handbook of Research on Promoting Cross-Cultural Competence and Social Justice in Teacher Education elucidates the benefits, challenges, and strategies necessary to prepare teachers to meet the needs of a diverse student body.

Featuring the newest research and pedagogical tools written by diverse scholars

in the field of teacher training, this expertly crafted handbook is ideal for teachers, administrators, students of education, and policymakers.

PRINCIPLES OF ENGINEERING will help your students better understand the engineering concepts, mathematics, and scientific principles that form the foundation of the Project Lead the Way (PLTW) Principles Of Engineering course. Important concepts and processes are explained throughout using full-color photographs and illustrations. Appropriate for high school students, the mathematics covered includes algebra and trigonometry. The strong pedagogical features to aid comprehension include: Case Studies, boxed articles such as Fun Facts and Points of Interest, Your Turn activities, suggestions for Off-Road Exploration, connections to STEM concepts, Career Profiles, Design Briefs, and example pages from Engineers' Notebooks. Each chapter concludes with questions designed to test your students' knowledge of information presented in the chapter, along with a hands-on challenge or exercise that compliments the content and lends itself to exploration in the classroom. Key vocabulary terms that align with those contained in the PLTW POE course are highlighted throughout the book and emphasized in margin definitions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Some companies think that adopting devops means bringing in specialists or a host of new tools. With this practical guide, you'll learn why devops is a professional and cultural movement that calls for change from inside your organization. Authors Ryn Daniels and Jennifer Davis provide several approaches for improving collaboration within teams, creating affinity among teams, promoting efficient tool usage in your company, and scaling up what works throughout your organization's inflection points. Devops stresses iterative efforts to break down information silos, monitor relationships, and repair misunderstandings that arise between and within teams in your organization. By applying the actionable strategies in this book, you can make sustainable changes in your environment regardless of your level within your organization. Explore the foundations of devops and learn the four pillars of effective devops

- Encourage collaboration to help individuals work together and build durable and long-lasting relationships
- Create affinity among teams while balancing differing goals or metrics
- Accelerate cultural direction by selecting tools and workflows that complement your organization
- Troubleshoot common problems and misunderstandings that can arise throughout the organizational lifecycle

Learn from case studies from organizations and individuals to help inform your own devops journey

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The logics of digital processes in architecture have begun to structure the way that architects design, the way that builders build, and the way that industry is reorganizing. The process of architectural design has become a complex workflow. At the core of the shift toward more expansive forms of digital production within the design and construction industry is the integration of communication through digital networks. The goal is to develop a continuous, easily accessible and parametrically adaptable body of information that coordinates the process from design through a building's lifecycle. Organized around the key fields of Designing Design, Designing Assembly and Designing Industry, this book is a reference work on digital technologies as key factors in architectural design, fabrication and workflow organization. It presents essays and case studies from some of the leading voices on the topic.

Enhance learners' interest and understanding with visual design for instructional and information products. No matter what medium you use to deliver content, if the visual design fails, the experience falls flat. Meaningful graphics and a compelling visual design supercharge instruction, training, and presentations, but this isn't easy to accomplish. Now you can conquer your design fears and knowledge gaps with *Visual Design Solutions*: a resource for learning professionals seeking to raise the bar on their graphics and visual design skills. This informal and friendly book guides you through the

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process and principles used by professional graphic designers. It also presents creative solutions and examples that you can start using right away. Anyone who envisions, designs, or creates instructional or informational graphics will benefit from the design strategies laid out in this comprehensive resource. Written by Connie Malamed, an art educator and instructional designer, this book will help you tap into your creativity, design with intention, and produce polished work. Whereas most graphic design books focus on logos, packaging, and brochures, *Visual Design Solutions* focuses on eLearning, presentations, and performance support. *Visual Design Solutions* includes practical guidelines for making smart design choices, ways to create professional-looking products, and principles for successful graphics that facilitate learning. Ideal for instructional designers, trainers, presenters, and professors who want to advance from haphazard to intentional design, this book will help them realize their design potential. Gain the knowledge and confidence to design impressive, effective visuals for learning. Increase learner comprehension and retention with visual strategies offered by an expert author. Serves as a reference and a resource, with a wealth of examples for inspiration and ideas. Addresses an intimidating topic in an informal, friendly style. In four parts, the book provides a thorough overview of the design process and design concepts; explores space, image, and typography; and presents workable solutions for your most persistent and puzzling design problems. Get started and begin creating captivating graphics for your learners.

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Provides modern enterprises with the tools to create a robust digital platform utilizing proven best practices, practical models, and time-tested techniques Contemporary business organizations can either embrace the digital revolution or be left behind. Enterprise Content and Search Management for Building Digital Platforms provides modern enterprises with the necessary tools to create a robust digital platform utilizing proven best practices, practical models, and time-tested techniques to compete in today's digital world. Features include: Comprehensive discussions on content strategy, content key performance indicators (KPIs), mobile--first strategy, content assessment models, various practical techniques and methodologies successfully used in real-world digital programs, relevant case studies, and more. Initial chapters cover core concepts of a content management system (CMS), including content strategy, CMS architecture, templates, work flow, reference architectures, information architecture, taxonomy, and content metadata. Advanced CMS topics are then covered with chapters on integration, content standards, digital asset management (DAM), document management, content migration, evaluation, validation, maintenance, analytics, search engine optimization (SEO), security, infrastructure, and performance. The basics of enterprise search technologies are explored next, including enterprise search features, advanced search methods, and other enterprise search concepts. An accompanying book support website provides additional material such as various content templates, checklists, and content case studies; along with an illuminating end-

to-end digital program case study. Enterprise Content and Search Management for Building Digital Platforms: Offers a comprehensive guide to understanding and learning new methodologies, techniques, and models for the creation of an end-to-end digital system Addresses a wide variety of proven best practices, reference architecture, and deployed techniques in content management and enterprise search space which can be readily used for digital programs Covers the latest digital trends such as mobile-first strategy, responsive design, adaptive content design, micro services architecture, and semantic search; and also utilizes sample reference architecture for implementing solutions Features numerous case studies to enhance comprehension, including a complete end-to-end digital program case study Provides readily usable content management checklists and reusable templates for defining content strategy, CMS evaluation, search evaluation, and DAM evaluation that can be found on the book support website Comprehensive and cutting-edge, this book is an invaluable reference resource for creating an optimal enterprise digital eco-system to meet the challenges of today's hyper-connected world.

As the Internet has evolved to become an integral part of modern society, the need for better quality assurance practices in web engineering has heightened. Adherence to and improvement of current standards ensures that overall web usability and accessibility are at optimum efficiency. Design Solutions for Improving Website Quality and Effectiveness is an authoritative reference source for the latest breakthroughs,

techniques, and research-based solutions for the overall improvement of the web designing process. Featuring relevant coverage on the analytics, metrics, usage, and security aspects of web environments, this publication is ideally designed for reference use by engineers, researchers, graduate students, and web designers interested in the enhancement of various types of websites.

This open access book attends to the co-creation of digital public services for ageing societies. Increasingly public services are provided in digital form; their uptake however remains well below expectations. In particular, amongst older adults the need for public services is high, while at the same time the uptake of digital services is lower than the population average. One of the reasons is that many digital public services (or e-services) do not respond well to the life worlds, use contexts and use practices of its target audiences. This book argues that when older adults are involved in the process of identifying, conceptualising, and designing digital public services, these services become more relevant and meaningful. The book describes and compares three co-creation projects that were conducted in two European cities, Bremen and Zaragoza, as part of a larger EU-funded innovation project. The first part of the book traces the origins of co-creation to three distinct domains, in which co-creation has become an equally important approach with different understandings of what it is and entails: (1) the co-production of public services, (2) the co-design of information systems and (3) the civic use of open data. The second part of the book analyses how decisions about a

co-creation project's governance structure, its scope of action, its choice of methods, its alignment with strategic policies and its embedding in existing public information infrastructures impact on the process and its results. The final part of the book identifies key challenges to co-creation and provides a more general assessment of what co-creation may achieve, where the most promising areas of application may be and where it probably does not match with the contingent requirements of digital public services. Contributing to current discourses on digital citizenship in ageing societies and user-centric design, this book is useful for researchers and practitioners interested in co-creation, public sector innovation, open government, ageing and digital technologies, citizen engagement and civic participation in socio-technical innovation.

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