Design Sprint Kit

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Iowa Energy Bulletin - 1992

Hearings Before and Special Reports Made by Committee on Armed Services of the House of Representatives on Subjects Affecting the Naval and Military Establishments - 1972

Hearings on Military Posture and H.R. 12604 to Authorize Appropriations During the Fiscal Year 1973 for Procurement of Aircraft, Missiles, Naval Vessels, Tracked Combat Vehicles, Torpedoes - United States. Congress. House. Committee on Armed Services 1972

Health Design Thinking, second edition - Bon Ku 2022-04-05
A practice-based guide to applying the principles of human-centered design to real-world health challenges; updated and expanded with post–COVID-19 innovations. This book offers a practice-based guide to applying the principles of human-centered design to real-world health challenges that range from drug packaging to breast cancer detection. Written by pioneers in the field—Bon Ku, a physician leader in innovative health design, and Ellen Lupton, an award-winning graphic designer—the book outlines the fundamentals of design thinking and highlights important products, prototypes, and research in health design. This revised and expanded edition describes innovations developed in response to the COVID-19 crisis, including an intensive care unit in a shipping container, a rolling cart with intubation equipment, and a mask brace that gives a surgical mask a tighter seal. The book explores the special overlap of health care and the creative process, describing the development of such products and services as a credit card–sized device that allows patients to generate their own electrocardiograms; a mask designed to be worn with a hijab; improved emergency room signage; and a map of racial disparities and COVID-19. It will be an essential volume for health care providers, educators, patients, and designers who seek to create better experiences and improved health outcomes for individuals and communities.

Design Thinking in Consulting - Mohan Kancharla 2021-06-01
Consulting is an Art, not a Science – Design on the other hand is beyond Art; it's about pragmatic compromise, not perfection. Design Thinking in literal terms means thinking as a designer would. Design Thinking as a method is empirical in the sense that it is both experimental and experiential. However, like all methods, it's not what it is but what you do with it that counts! Design Thinking is an approach to innovation that is powerful, effective and broadly accessible, which can be integrated into all aspects of products, services, business and society. Design Thinking in Consulting is structured in three parts along the lines of Roger Martin's 'Knowledge Funnel' moving from Mystery to Heuristic to Algorithm. Part I | Consulting Overview of Consulting with a specific focus on Consulting Spectrum and Consulting Cycle for the purpose of this book – The Mystery. Part II | Design Thinking Introduction to Design Thinking, the various schools of thought, approaches, tools and techniques analyzed and articulated as a matrix of Principles vs Practices for the purpose of this book – The Heuristic. Part III | Design Thinking in Consulting In separate chapters for each of the Consulting Phases, the above Design Thinking Principles and Practices are evaluated to be fit for purpose and further extrapolated to relevant segments of the Consulting Spectrum for the purpose of this book – The Algorithm.

이노베이션 문화를 창조하는 법 - 2019-02-13
혁신은, 래리Larry와 세르게이Sergey가 처음 먼로 파크 Menlo Park의 차고에서 Google을 시작한 이래로 우리 문화의 중심에 있었습니다. 애초부터 우리는 혁신 문화를 창출하고 유지하는 데 많은 시간과 자원을 투자했습니다. 모든 조직은 자기 조직 문화의 DNA에 충실해야 하지만, 우리는 우리들의 원칙과 아이디어 중 일부가 자신의 문화에 혁신을 더 완벽하게 통합하고자 하는 학교 지도자들에게도 유용하게 적용되기를 바랍니다. GEG South Korea의 트레이너들이 번역을 하였습니다. Visit: www.gegsouthkorea.or.kr

Army Research and Development - 1974-05

Designing Better Services - Francesca Foglieni 2017-09-25
This book provides accessible, comprehensive guidance on service design and enables practitioners approaching the discipline for the first time to develop the strategic mindset needed to exploit its innovation potential. The opening chapters trace the origins of service design and examine its links with service innovation, as well as its strategic role in service organizations. It then offers step-by-step guidance on tackling a service design project, explaining the main design elements and indications of various useful design tools. It also introduces the topic of evaluation as a support practice in designing or redesigning better services, and providing evidence concerning the value of service design interventions. The third chapter explores how evaluation is currently approached in service design practice through the analysis of a number of case studies. Based on these experiences it extensively discusses evaluation, with a particular focus on service evaluation, and explains its importance in supporting service design and fostering innovation throughout the service design process. Further it describes pragmatic directions for setting up and conducting a service evaluation strategy. The concluding chapter uses an interpretive model to summarize the role evaluation could have in service design practice and focuses on interdisciplinary competences that need to be acquired by service designers in order to address the evolution of the discipline. The novel approach adopted in the book fosters the growing interest in design-driven service innovation and assists in realizing its full potential in both the private and the public sector.

Hearings, Reports and Prints of the House Committee on Armed Services - United States. Congress. House. Committee on Armed Services 1972

System Level Hardware/Software Co-Design - Joris van den Hurk 2013-04-17
Hierarchical design methods were originally introduced for the design of digital ICs, and they appeared to provide for significant advances in design productivity, Time-to-Market, and first-time right design. These concepts have gained increasing importance in the semiconductor industry in recent years. In the course of time, the supportive quality of hierarchical methods and their advantages were confirmed. System Level Hardware/Software Co-design: An Industrial Approach demonstrates the applicability of hierarchical methods to hardware / software codesign, and mixed analogue / digital design following a similar approach. Hierarchical design methods provide for high levels of design support, both in a qualitative and a quantitative sense. In the qualitative sense, the presented methods support all phases in the product life cycle of electronic products, ranging from requirements analysis to application support. Hierarchical methods furthermore allow for efficient digital hardware design, hardware / software codesign, and mixed analogue / digital design, on the basis of commercially available formalisms and design tools. In the quantitative sense, hierarchical methods have prompted a substantial increase in design productivity. System Level Hardware/Software Co-design: An Industrial Approach reports on a six year study during which time the number of square millimeters of normalized complexity an individual designer contributed every week rose by more than a factor of five. Hierarchical methods therefore enabled designers to keep track of the ever increasing design complexity, while effectively reducing the number of design iterations in the form of redesigns. System Level Hardware/Software Co-design: An Industrial Approach is the first book to provide a comprehensive, coherent system design methodology that has been proven to increase productivity in industrial practice. The book will be of interest to all managers, designers and researchers working in the semiconductor industry.

Collecting Muscle Car Model Kits - Tim Boyd 2018-05-15

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In the 1960s, model kit building was a huge hobby. Kids built plastic kits of planes, tanks, race cars, space ships, creatures from scary movies, you name it. Before baseball card collecting, Pokémon, and video games, model kit building was one of the most popular hobby activities. Car and airplane kits were the most popular, and among the car kits, muscle cars, as we know them today, were one of the most popular categories. Many owners of real muscle cars today were not old enough to buy them when the cars were new, of course. Yet kids of the 1960s and 1970s worshiped these cars to an extent completely foreign to kids today. If you couldn’t afford or were too young to buy a muscle car back then, what could you do? For many, the next best thing was to buy, collect, and build muscle car kits from a variety of kit companies. Hundreds were made. Many of these kits have become collectible today, especially in original, unassembled form. Although people still build kits today, there is a broad market for collectors of nostalgic model kits. People love the kits for the great box art, to rekindle fond memories of building them 40 years ago, or even as a companion to the full-scale cars they own today. Here, world-leading authority Tim Boyd takes you through the entire era of muscle car kits, covering the options, collectability, variety availability, and value of these wonderful kits today. Boyd also takes you through the differences between the original kits, the older reproduction kits, and the new reproduction kits that many people find at swap meets today. If you are looking to build a collection of muscle car kits, interested in getting the kits of your favorite manufacturer or even just of the cars you have owned, this book will be a valuable resource in your model kit search.

The Coupling of Safety and Security - Corinne Bieder 2020-08-21
This open access book explores the synergies and tensions between safety and security management from a variety of perspectives and by combining input from numerous disciplines. It defines the concepts of safety and security, and discusses the methodological, organizational and institutional implications that accompany approaching them as separate entities and combining them, respectively. The book explores the coupling of safety and security from different perspectives, especially: the concepts and methods of risk, safety and security; the managerial aspects; user experiences in connection with safety and security. Given its scope, the book will be of interest to researchers and practitioners in the fields of safety and security, and to anyone working at a business or in an industry concerned with how safety and security should be managed.

Design Thinking in Higher Education - Gavin Melles 2020-08-19
This book addresses the contributions of design thinking to higher education and explores the benefits and challenges of design thinking discourses and practices in interdisciplinary contexts. With a particular focus on Australia, the USA and UK, the book examines the value and drawbacks of employing design thinking in different disciplines and contexts, and also considers its future.

Understanding Artificial Intelligence - Ralf T. Kreutzer 2019-09-25
Artificial Intelligence (AI) will change the lives of people and businesses more fundamentally than many people can even imagine today. This book illustrates the importance of AI in an era of digitalization. It introduces the foundations of AI and explains its benefits and challenges for companies and entire industries. In this regard, AI is approached not just as yet another technology, but as a fundamental innovation, which will spread into all areas of the economy and life, and will disrupt business processes and business models in the years to come. In turn, the book assesses the potential that AI holds, and clarifies the framework that is necessary for pursuing a responsible approach to AI. In a series of best-practice cases, the book subsequently highlights a broad range of sectors and industries, from production to services; from customer service to marketing and sales; and in industries like retail, health care, energy, transportation and many more. In closing, a dedicated chapter outlines a roadmap for a specific corporate AI journey. No one can ignore intensive work with AI today - neither as a private person, let alone as a top performer in companies. This book offers a thorough, carefully crafted, and easy to understand entry into the field of AI. The central terms used in the AI context are given a very good explanation. In addition, a number of cases show what AI can do today and where the journey is heading. An important book that you should not miss! Professor Dr. Harley Krohmer University of Bern "Inspiring, thought provoking and comprehensive, this book is wittingly designed to be a catalyst for your individual and corporate AI journey.” Avo Schönbohm, Professor at the Berlin School of Economics and Law, Enterprise Game Designer at LUDEO and Business Punk

The Anti-boredom Book of Brilliant Things To Do - Andy Seed 2015-05-21
Warning: this ebook will cure all boredom! Pick which pet is worse: a vampire bat, a dead worm or Godzilla; decide what you would do if you were Prime Minister; discover some yucky things that people eat around the world... and much more! This witty and wacky ebook is bursting with laugh-out-loud facts, games, quizzes and things to do for hours of fun. Say goodbye to long journey blues!

Water Paper Paint: A Creative Card-Painting Kit - Heather Smith Jones 2013-10-01
DIVThis inspiring, everything-in-one card-painting kit blends traditional watercolor painting techniques with a fresh, contemporary sensibility. Learn unique techniques and design ideas for making beautiful, hand-painted greeting cards from the full-color 32 page book. Once youâ€™re ready to try the techniques out yourself, youâ€™ll be all set to go with the included 4 blank greeting cards, 6 postcards, 4 tubes of watercolor paint, and two paintbrushes./divDIV/divDIVThis kit is a wonderful launch point for making eye-catching greeting cards that will inspire all who receive them./div

Being Agile - Mario E. Moreira 2013-11-19
Being Agile is your roadmap to successfully transforming your organization to an Agile culture. Veteran agile coach Mario Moreira teaches new adopters how to implement a robust Agile framework to derive from it the maximum business benefit in terms of customer value, revenue, and employee engagement. Agile is a ubiquitous watchword in the corporate world, but only a minority of companies understand and practice what they pay lip service to. Too many content themselves with half-baked approximations such as Fragile (fragile Agile), ScrumBut (Scrum but not the practices), and Scrum Fall (mini-waterfalls in the sprints). Moreira shows maturing early adopters how to bridge the chasm between going through the motions of doing Agile and genuinely being Agile. After a high-level synopsis of Agile’s values and principles, methodologies (including Scrum, Kanban, DSDM, Leam, VFQ, and XP), and roles, Moreira plunges into the nitty-gritty of how to apply the ready, implement, coach, and hone (RICH) deployment model to all phases of a project in such a way as to embody and inculcate agile values and principles at the team level and promote agile transformation across your organization's culture.

Extending the Boundaries of Design Science Theory and Practice - Bengisu Tulu 2019-05-14
This book constitutes the thoroughly refereed proceedings of the 14th International Conference on Designing for a Digital and Globalized World, DESRIST 2019, held Worcester, MA, USA, June 2019. The 20 revised full papers included in the volume were carefully reviewed and selected from 54 submissions. They are organized in the following topical sections: Design Science Research Theory and Methodology; Design Science Research Applications in Healthcare; Design Science Research Applications in Data Science; and Design Science Research Applications in Emerging Topics.

Motor Sport - William Boddy 1972

Design Thinking - Kaushik Kumar 2022-08-23
Design thinking is a ground-breaking problem solving process which combines logic, intuition, and systematic reasoning to develop long-term solutions to common engineering challenges and to inspire innovation. Serving as an introduction to the concept as well as a reference point, the book is essential reading for all engineers. Following a design thinking approach itself to structure its contents, this book is a key introduction to the process, providing case studies to demonstrate the multiple practical uses of the method. Relevant to sectors such as software development, Mobile App Development, sustainability and Artificial Intelligence, the book has a wide range of applications. The inclusion of a tools section to focus in on popular apps and software aids the reader in practically using the design thinking method. It ends by looking forward to the future prospects of design thinking, and the innovations which it can inspire. The book will be of interest to engineers of all professions, including design and management.

Indianapolis Monthly - 1999-12
Indianapolis Monthly is the Circle City’s essential chronicle and guide, an indispensable authority on what’s new and what’s news. Through coverage of politics, crime, dining, style, business, sports, and arts and entertainment, each issue offers compelling narrative stories and lively, urbane coverage of Indy’s cultural landscape.

Designing Museum Experiences - Mark Walhimer 2021-12-19
Designing Museum Experiences is a “how-to” book for creating visitor-centered museums that emotionally and intellectually connect with museum visitors, stakeholders, and donors. Museums are changing from

static, monolithic, and encyclopedic institutions to institutions that are visitor-centric, with shared authority that allows museum and visitors to become co-creators in content creation. Museum content is also changing, from static content to dynamic, evolving content that is multi-cultural and transparent regarding the evolution of facts and histories, allowing multi-person interpretations of events. Designing Museum Experiences leads readers through the methods and tools of the three stages of a museum visit (Pre-visit, In-Person Visit, and Post-visit), with a goal of motivating visitors to return and revisit the museum in the future. This museum visitation loop creates meaningful intellectual, emotional, and experiential value for the visitor. Using the business-world-proven methodologies of user centered design, Museum Visitor Experience leads the reader through the process of creating value for the visitor. Providing consistent messaging at all touchpoints (website, social media, museum staff visitor services, museum signage, etc.) creates a trusted bond between visitor and museum. The tools used to increase understanding of and encourage empathy for the museum visitor, and understand visitor motivations include: Empathy Mapping, Personas, Audience segmentation, Visitor Journey Mapping, Service Design Blueprints, System Mapping, Content Mapping, Museum Context Mapping, Stakeholder Mapping, and the Visitor Value Proposition. In the end, the reason for using the tools is to empower visitors and meet their emotional and intellectual needs, with the goal of creating a lifelong bond between museum and visitor. This is especially important as museums face a new post COVID-19 reality; only the most nimble, visitor-centered museums are likely to survive. The companion website to Designing Museum Experiences features: Links to additional visitor-centered museum information Downloadable sample documents and templates Bibliography of sources for further reading Online glossary of museum visitor experience terms Daily checklists of “how-to” provide and receive visitor-centered experiences More than 50 associated Designing Museum Experiences documents

実践ソフトウェアエンジニアリング（第9版） - Roger S. Pressman 2021-12-01
ソフトウェアエンジニアリング・スタンダードの第9版「ソフトウェア技術者なら、この財産を活用しない手はない」とマイクロソフト榊原彰氏よりの推薦文にあるように、その通りに期待できる内容です。「本書は米国においての第1版が発行（1982年）されて以来、世界累積300万部を超えるベストセラーの最新刊である第9版の邦訳書です。ソフトウェア同様、改良が続けられているソフトウェアエンジニアリングの「最良の手法」を解説している書籍であり、現役のソフトウェアエンジニアならびに学生諸氏におすすめする1冊です。原書: Roger S. Pressman, Bruce R. Maxim, Software Engineering,McGraw-Hill, 2020 このような方におすすめ ソフトウェアエンジニア、大学院生、学生 主要目次 著者について／まえがき／訳者まえがき 第1章 ソフトウェアとソフトウェアエンジニアリング 第1部 ソフトウェアプロセス 第2章 プロセスモデル 第3章 アジャイルとプロセス 第4章 推奨のプロセスモデル 第5章 ソフトウェアエンジニアリングの人間的側面 第2部 モデリング 第6章 プラクティスの指針となる原則 第7章 要求エンジニアリング 第8章 要求モデリングの推奨手法 第9章 設計の概念 第10章 アーキテクチャ設計の推奨手法 第11章 コンポーネント設計 第12章 ユーザエクスペリエンス設計 第13章 移動体端末におけるソフトウェアの設計 第14章 パターンに基づく設計 第3部 品質とセキュリティ 第15章 品質の概念 第16章 レビューの推奨手法 第17章 ソフトウェア品質保証 第18章 ソフトウェアセキュリティエンジニアリング 第19章 ソフトウェアテスト──コンポーネントレベル 第20章 ソフトウェアテスト──統合レベル 第21章 ソフトウェアテスト──移動体端末と特定ドメインに対するテスト 第22章 ソフトウェア構成マネジメント 第23章 ソフトウェアメトリクスと分析 第4部 ソフトウェアプロジェクトのマネジメント 第24章 プロジェクトマネジメントの概念 第25章 実行可能で役立つソフトウェア計画 第26章 リスクマネジメント 第27章 ソフトウェアサポート戦略 第5部 先端的な話題 第28章 ソフトウェアプロセス改善 第29章 ソフトウェアエンジニアリングの新興トレンド 第30章 おわりに 付録／参考文献／索引／訳者プロフィール

B2B Marketing - Uwe G. Seebacher 2021-05-03
This unique book comprehensively presents the current state of knowledge, theoretical and practical alike, in the field of business-to-business (B2B) marketing. More than 30 of the best and most recognized B2B marketers address the most relevant theoretical foundations, concepts, tried and tested approaches and models from entrepreneurial practice. Many of those concepts are published for the first time ever in this book. The book not only builds on the existing classic literature for industrial goods marketing but also – and much more importantly – finally closes the gap towards the rapidly growing ecosystem of modern B2B marketing terms, instruments, products, and topics. Technical terms such as Account-Based Marketing, Buyer Journey, ChatBots, Content AI, Marketing Automation, Marketing Canvas, Social Selling, Touchpoint Sensitivity Analysis, and Predictive Intelligence are explained and examined in detail, especially in terms of their applicability and implementation. The book as a whole reflects the B2B marketing journey so that the readers can directly connect the content to their own experience and use the book as a guide in their day-to-day work for years to come.

Army RD & A Bulletin - 1974

Field Illustrated - 1916

Startup Tools - Dina Dellyana, Indra Purnama, M. Andy Zaky, Nina Arina, Wawan Dhewanto 2021-12-10
Buku ini merangkum berbagai jenis tools dari yang umum - dapat digunakan oleh praktisi diluar bisnis startup hingga khusus - yang dirancang untuk bisnis bertipe startup. Tools tersebut kemudian dikelompokkan kedalam tahapan startup antara lain: problem solution fit; Product launch fit; Product market fit; dan business model fit. Melalui pengelompokkan tools terhadap fase yang sedang dilalui masing-masing startup diharapkan dapat memberikan kemudahan bagi pengguna untuk menerapkan tools yang sesuai dengan tahapan usahanya.

ECIE 2019 14th European Conference on Innovation and Entrepreneurship (2 vols) - 2019-09-19

Hot Rod - 1972

Hearings - United States. Congress. House. Committee on Armed Services 1972

Alfa Romeo Giulia GT & GTA - Johnny Tipler 2013-12-16
Here is a fact and picture-packed book dedicated solely to the Giulia GT in all its forms including the fabulous lightweight GTA racer. Now an updated, large format third edition which includes over 100 new images and which is limited to 1500 copies.

Collecting Drag Racing Model Kits - Tom Boyd 2020-08-15
Relive the golden age of drag racing through this exhaustive volume covering the best drag racing model kits of the era. Model expert Tim Boyd, author of Collecting Muscle Car Model Kits, turned his attention to the fantastic drag racing model kits available from the late 1950s through today. Some racing model kits were actually 3-in-1 kits, where the builder assembled the drag-race version of the car in lieu of the street or custom version. Boyd starts by covering the options, collectability, variety, availability, and value of these wonderful kits, and then concentrates on the highly detailed drag racing-only kits that became available starting in the mid-1960s through today. He also shows the differences between original kits, older reproduction kits, and new reproduction kits that many enthusiasts find at swap meets and online sources today. Many of these great kits were from the 1960s, an era when building model kits was a widely popular, serious hobby, similar to video games today. Not only was it fun to build the kits but it was also a great way to learn about all the different race classes and categories because there wasn’t regular TV or online coverage during that era. The artwork on those kits was fantastic, and many collectors today seek original kits largely because of it. The classes of racing covered are Gassers, Rail Dragsters, Stocks and Super Stocks, Funny Cars, Pro Stocks, Exhibition Racers, and more. Drag racing cars designed by model companies that never actually existed are also covered. Nostalgia drags are some of the most popular events around the country today. People can’t get enough of these old race cars that were built in an era when variety, innovation and home building ruled the day. This book is great for modelers in general, model-kit collectors, and drag-racing fans young and old alike.

Unlocking Creativity - Michael A. Roberto 2019-01-07
Tear down the obstacles to creative innovation in your organization Unlocking Creativity is an exploration of the creative process and how organizations can clear the way for innovation. In many organizations, creative individuals face stubborn resistance to new ideas. Managers and executives oftentimes reject innovation and unconventional approaches due to misplaced allegiance to the status quo. Questioning established practices or challenging prevailing sentiments is frequently met with stiff resistance. In this climate of stifled creativity and inflexible adherence to conventional wisdom, potentially game-changing ideas are dismissed outright. Senior leaders claim to value creativity, yet often lack the knowledge to provide a creative framework. Unlocking Creativity offers effective methods and real-world examples of how the most successful organizations create cultures of innovation and experimentation. Best-selling author and scholar Michael Roberto presents a thorough investigation of organizational obstacles to creative thought. Highly relevant to the growth crises many enterprises face in today’s economic landscape, this book examines how to break barriers to spark creativity and foster new ideas. This insightful and informative work allows business executives, senior managers, and organization leaders to: Recognize the six organizational mindsets that impede creativity and innovation Learn how to tear down the barriers that obstruct the creative process Create an environment that allows talented people to thrive Encourage creative collaboration in teams throughout an organization Leaders do not have to conceive innovative ideas, but rather open the path for curious and creative employees within their organization.

Unlocking Creativity: How to Solve Any Problem and Make the Best Decisions aids organizations in removing obstacles to the creative process and helps to form an atmosphere of imagination and innovation.

Army R, D & A. - 1973

The Innovative Church - Scott Cormode 2020-09-15

The church as we know it is calibrated for a world that no longer exists. It needs to recalibrate in order to address the questions that animate today's congregants. Leading congregational researcher Scott Cormode explores the role of Christian practices in recalibrating the church for the twenty-first century, offering church leaders innovative ways to express the never-changing gospel to their ever-changing congregations. The book has been road-tested with over one hundred churches through the Fuller Youth Institute and includes five questions that guide Christian leaders who wish to innovate.

Design Sprint - Richard Banfield 2015-09-28

With more than 500 new apps entering the market every day, what does it take to build a successful digital product? You can greatly reduce your risk of failure with design sprints, a process that enables your team to prototype and test a digital product idea within a week. This practical guide shows you exactly what a design sprint involves and how you can incorporate the process into your organization. Design sprints not only let you test digital product ideas before you pour too many resources into a project, they also help everyone get on board—whether they're team members, decision makers, or potential users. You'll know within days whether a particular product idea is worth pursuing. Design sprints enable you to: Clarify the problem at hand, and identify the needs of potential users Explore solutions through brainstorming and sketching exercises Distill your ideas into one or two solutions that you can test Prototype your solution and bring it to life Test the prototype with people who would use it

Perspective On Holistic Engineering Management, A: Learning, Adapting And Creating Value - Robert J Aslett 2021-02-02

Today, a prosperous technology company can be disrupted and put out of business in a blink of an eye. The development of many different technologies that once took years can be done in months or weeks. There are also few examples where the engineering work is completely contained in one company or one engineering organization. Business strategies have evolved. The analysis of competitive forces in an industry has matured to include the concepts of disruptive innovation and coopetition.In an ecosystem characterized by rapid changes in technology and how it is developed, an engineering R&D organization will quickly become irrelevant if it fails to keep the pace of innovation needed to succeed. This book provides readers with a holistic approach to engineering management.We have seen that successful managers create a strong foundation of a common culture that enables learning, value creation, diversity and inclusion. They create organizations that tightly connect the core engineering functions of strategic planning, research and development and are able to comprehend and direct a broader R&D system that stretches well beyond their own organization's boundary. Doing all of this to extract the greatest value in the least amount of time is what we call holistic engineering management.The content for this book is based on over 105 years of combined experience working in a rapidly changing industry. In most chapters, practical examples and case studies of the concepts provided are given. As noted in the foreword by Pat Gelsinger (CEO, VMWare) and in comments from other technology leaders: Aart de Geus (Chairman and co-CEO, Synopsys, Inc.), Aicha Evans (CEO, Zoox, Inc.), William M Holt, (former Executive VP, GM, Intel, Corp.), and Amir Faintuch (Senior VP, GM, GlobalFoundries, Inc.), this book will be valuable for students of engineering management and current engineering managers.

Engenharia de software - 9.ed. - Roger S. Pressman 2021-07-07

A nova edição do livro-texto líder de mercado em engenharia de software traz uma série de novidades. O livro foi totalmente revisado e reestruturado para melhorar seu fluxo pedagógico.Traz novos e importantes processos e práticas da área, dentre eles o uso de inteligência artificial e machine learning para garantir velocidade e qualidade nas entregas. O autor enfatiza aspectos de qualidade de software, principalmente no uso de métodos ágeis. Segurança é outro item que ganhou destaque.

Foundations and Trends in Smart Learning - Maiga Chang 2019-03-14

This book focuses on the interplay between pedagogy and technology, and their fusion for the advancement of smart learning environments. It discusses various components of this interplay, including learning and assessment paradigms, social factors and policies, emerging technologies, innovative application of mature technologies, transformation of curriculum and teaching behavior, transformation of administration, best infusion practices, and piloting of new ideas. The book provides an archival forum for researchers, academics, practitioners and industry professionals interested and/or engaged in reforming teaching and learning methods by promoting smart learning environments. It also facilitates discussions and constructive dialogue among various stakeholders on the limitations of existing learning environments, the need for reform, innovative uses of emerging pedagogical approaches and technologies, and sharing and promoting best practices, leading to the evolution, design and implementation of smart learning environments.

The Autocar - 1975