

Kongregate Guides

Game design is changing. The emergence of service games on PC, mobile and console has created new expectations amongst consumers and requires new techniques from game makers. In *The Pyramid of Game Design*, Nicholas Lovell identifies and explains the frameworks and techniques you need to deliver fun, profitable games. Using examples of games ranging from modern free-to-play titles to the earliest arcade games, via PC strategy and traditional boxed titles, Lovell shows how game development has evolved, and provides game makers with the tools to evolve with it. Harness the Base, Retention and Superfan Layers to create a powerful Core Loop. Design the player Session to keep players playing while being respectful of their time. Accept that there are few fixed rules: just trade-offs with consequences. Adopt Agile and Lean techniques to "learn what you need you learn" quickly Use analytics, paired with design skills and player feedback, to improve the fun, engagement and profitability of your games. Adapt your marketing techniques to the reality of the service game era Consider the ethics of game design in a rapidly changing world. Lovell shows how service games require all the skills of product game development, and more. He provides a toolset for game makers of all varieties to create fun, profitable games. Filled with practical advice, memorable anecdotes and a wealth of game knowledge, the *Pyramid of Game Design* is a must-read for all game developers.

What do you need to know to teach computing in primary schools? How do you teach it? This book offers practical guidance on how to teach the computing curriculum in primary schools, coupled with the subject knowledge needed to teach it. This Seventh Edition is a guide to teaching the computing content of the new Primary National Curriculum. It includes many more case studies and practical examples to help you see what good practice in teaching computing looks like. It also explores the use of ICT in the primary classroom for teaching all curriculum subjects and for supporting learning in every day teaching. New chapters have been added on physical computing and coding and the importance of web literacy, bringing the text up-to-date. Computing is both a subject and a powerful teaching and learning tool throughout the school curriculum and beyond into many areas of children's learning lives. This book highlights the importance of supporting children to become discerning and creative users of digital technologies as opposed to passive consumers.

In the few decades since they first blipped their way onto television screens, videogames have become one of the most culturally, socially and economically significant media forms. Newman's volume considers how we might approach videogames as media texts to be read, experiences to be played and played with, systems and simulations to be decoded and interrogated, and performances to be captured, codified and preserved. The updated second edition examines the emergence of new platforms as well as changing patterns of production and consumption in its analysis of Wii, Xbox 360, PS3 and mobile gaming. The new final chapter explores recent developments in games scholarship with particular focus falling on the study of gameplay as socially situated, 'lived experience', and on strategies for game history, heritage and preservation. In drawing attention to the fragility and ephemerality of hardware, software and gameplay, this new edition encourages readers and players not only to consider how games might be studied but also what can, will and should be left behind for the next generation of games researchers.

A comprehensive book about the video game industry. The book discusses, in detail, the life cycle of a video game from conception to distribution, including analysis of how game production, marketing, and sales teams work together to launch a successful product. In addition, the book provides informative chapters on intellectual property, and contractual, regulatory, and other legal issues. Topics covered are: Genres and Platforms, Publishing and Industry Economics, Ancillary Opportunities, Industry Trade Organizations, Regulation, Legal Affairs, and Forming and Running a Games Company.

The most accurate, up-to-date market intelligence for superior investment decisions—from the world's premier financial index! The Standard & Poor's 500 Index is the most watched index in America—if not the world. Whether you're an individual investor purchasing stocks, an executive researching corporate competitors, or a job seeker looking for concise and up-to-the-minute overviews of potential employers, you'll find the critical, often hard-to-find information you need in Standard & Poor's® 500 Guide, 2012 Edition. Easy to use and packed with market intelligence on all 500 companies listed in the S&P 500 Index, this authoritative reference includes: Information on the bluest of blue chip stocks—from Abbott Labs and GE to Microsoft and Yahoo! Summaries of each company's business activity, sales history, and recent developments Earnings and dividends data, with four-year price charts Exclusive Standard & Poor's Quality Rankings (from A+ to D) New introduction by David M. Blitzer, Ph.D., Managing Director and Chairman of the Index Committee, Standard & Poor's In addition, you get unique at-a-glance details about: Stocks with A+ Quality Rankings Companies with five consecutive years of earnings increases—a key indicator of strong long-term performance Per share data, income statement analyses, and balance sheet overviews of each company covered Put the comprehensive, updated data and analysis expertise of the world's premier securities information firm at your fingertips with Standard & Poor's® 500 Guide, 2012 Edition.

The perfect primer for learning Adobe Flash, whether you're new to Flash or updating your skills You'll get quickly up to speed on the essentials of Adobe Flash with this clear, task-based book. From the fundamentals of rich media design to specific techniques, it's a thorough introduction. Using step-by-step instruction, this book clearly shows you how to draw shapes, use the Timeline, add video or audio, create complex animations, and much more. Moreover, if you're preparing for the Flash Professional Adobe Certified Associate (ACA) exam, this thorough guide is the perfect preparation. Covers Flash essentials for beginners and assists candidates preparing for the Adobe Certified Associate (ACA) for Rich Media Communication Using Flash Professional certification Introduces you to the principles and practices of rich media design as well as Flash basics and essential tools Delves into topics and techniques, including creating designs using Flash

shape tools, the essentials of layers and the Timeline, using text and symbols, and creating simple animations

Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? How to Play Video Games brings together forty original essays from today's leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts. Read about avatars in Grand Theft Auto V, or music in The Legend of Zelda: Ocarina of Time. See how Age of Empires taught a generation about postcolonialism, and how Borderlands exposes the seedy underbelly of capitalism. These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.

This is a practical and light-hearted guide to get to grips with creating your first games, with easy-to-follow, step-by-step tutorials using the award winning Unity engine. If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development, then this is the book for you. Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine, as will anyone who has never handled the Unity engine before.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at <http://gamesalad.com/manuals> and <http://cookbook.gamesalad.com>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The skills and tools for collecting, verifying and correlating information from different types of systems is an essential skill when tracking down hackers. This book explores Open Source Intelligence Gathering (OSINT) inside out from multiple perspectives, including those of hackers and seasoned intelligence experts. OSINT refers to the techniques and tools required to harvest publicly available data concerning a person or an organization. With several years of experience of tracking hackers with OSINT, the author whips up a classical plot-line involving a hunt for a threat actor. While taking the audience through the thrilling investigative drama, the author immerses the audience with in-depth knowledge of state-of-the-art OSINT tools and techniques. Technical users will want a basic understanding of the Linux command line in order to follow the examples. But a person with no Linux or programming experience can still gain a lot from this book through the commentaries. This book's unique digital investigation proposition is a combination of story-telling, tutorials, and case studies. The book explores digital investigation from multiple angles: Through the eyes of the author who has several years of experience in the subject. Through the mind of the hacker who collects massive amounts of data from multiple online sources to identify targets as well as ways to hit the targets. Through the eyes of industry leaders. This book is ideal for: Investigation professionals, forensic analysts, and CISO/CIO and other executives wanting to understand the mindset of a hacker and how seemingly harmless information can be used to target their organization. Security analysts, forensic investigators, and SOC teams looking for new approaches on digital investigations from the perspective of collecting and parsing publicly available information. CISOs and defense teams will find this book useful because it takes the perspective of infiltrating an organization from the mindset of a hacker. The commentary provided by outside experts will also provide them with ideas to further protect their organization's data.

The Rough Guide to Android Phones and Tablets Rough Guides UK

Tap into the power of the Social Web through connected networks and consumer-oriented media through connected networks and consumer-oriented media, and get this book filled with Tactics, Tools, and Strategies for Business Success. Want to (start) using Social Media as Powerful Business Tools? Do you want to learn how to use the Technology to share information better and make users More Powerful? This book is your guide on Social Media and Everything You Want to Know but Are Afraid to Ask. This book clarifies how to use Social Media for Online Collaboration and Leverage Social Media to Grow Your Business. In easy to read chapters, with extensive examples, references and links to get you started right away this book covers: Social media, User-generated content, Consumer generated media, Network Economy, Internet forum, Blog, Social blogging, Wiki, Podcast, Video blogging, E-mail, Instant messaging, Crowdsourcing, Voice over Internet Protocol, Social network aggregation, Communication, Blogger, (service) LiveJournal, Open Diary, TypePad, WordPress, EllisLab, Xanga, Microblogging, Twitter, Plurk, Jaiku, FmyLife, Social network service, Bebo, Facebook, LinkedIn, MySpace, Orkut, Skyrock, Hi (website), Ning, Elgg, NutshellMail, Plaxo, MyBlogLog, FriendFeed, Upcoming, Eventful, Meetup.com, Collaboration, Wikipedia, Pworks, Wetpaint, Social bookmarking, Delicious, StumbleUpon, Google Reader, CiteULike, Social news, Digg, Mixx, Reddit, NowPublic, Yelp, Multimedia, Flickr, Zoomr, Photobucket, SmugMug, YouTube, Vimeo, Sevenload, Ustream, Justin.tv, Stickam, Imeem, The Hype Machine, Last.fm, CcMixter, Reviews and Opinions, Epinions, MouthShut.com, Yahoo! Answers, WikiAnswers, Entertainment, Cisco Eos, Virtual world, Second Life, The Sims Online, Forterra Systems, Miniclip and Kongregate Topic relevant selected content from the highest rated Wiki entries, typeset, printed and shipped, combine the advantages of up-to-date and in-depth knowledge with the convenience of printed books. A portion of the proceeds of each book will be donated to the WikiMedia Foundation to support their mission.

Women in Gaming: 100 Professionals of Play is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: *100 Professionals of Play: Interviews and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. *Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. *Essays: Short essays covering various topics affecting women in gaming related careers, including "Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong," "NPC: On Being Unseen in the Game Dev Community," and "Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career." *"A Day in the Life of" Features: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more.

The Rough Guide to Android Phones™ is the ultimate guide for Android phone users. Showing you all the tips and tricks that ensure your phone performs to its full potential. There's even a complete lowdown on the hottest 100 Android apps. The slick Rough Guide reveals the secrets of this up-and-coming mobile operating system; covering models produced by Motorola, HTC, Samsung and many more. From the basic questions, like 'What is Android', to making the most of its functionality, this is the complete companion to your Android phone. Whether you already have an Android phone or are thinking of buying one, this is the gadget guide you need to make the most of your Android phone. Android Application Development For Dummies All-In-One, 3rd Edition gathers six Android For Dummies mini-books into one friendly guide. You'll go from Android newbie all the way to confident programmer and learn to develop apps for the world's largest smart phone market. Kotlin experts Barry Burd and John Paul Mueller introduce you to Android programming from start to finish! Like all For Dummies books, this guide is written with clear explanations and careful organization, so non-technical readers and experienced programmers alike can get up to speed quickly. This new edition covers the latest features and enhancements to the Android platform. Learn how to develop apps for all sorts of devices including: your smartphone, tablet, wearables, TV, auto, and Internet of Things (IoT) like your refrigerator Discover the new Kotlin programming language, which makes development easier Create apps even faster than before using the new techniques found in this book Develop apps for the largest smartphone market to reach the biggest possible audience This book focuses on Android 10, the newest and most flexible Android platform. Get started turning your app development dreams into reality today!

A seat-of-your-pants manual for building fun, groovy little games quickly with Unity 3.x.

The most up-to-date and accurate market intelligence for superior investment decisions—from the world's premier financial index! Standard & Poor's 500 Guide, 2013 Edition, contains hard-to-find data and analysis on the bluest of blue chip stocks—from Abbot Labs and GE to Microsoft and Yahoo! Comprehensive and fully updated information—from year-to-year stock values to overall company performance—make this the only resource you need to optimize your investment performance. Standard & Poor's provides the respected Standard & Poor's ratings and stock rankings, advisory services, data guides, and several closely watched and widely reported gauges of stock market activity. Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledegook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems – including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

When the old woman died, she left her grandchild Nancy with the extraordinary gift of magic. Nancy can read people's minds, know their thoughts, and make them do what she wants. Will she use her gift for good, or satisfy her own selfish desire? Lois Duncan presents a paranormal rollercoaster ride with goosebumps at every turn. This edition features updated text and an exclusive Q&A with author Lois Duncan!

Essential skills and strategies for managing your gameplay and creating a well-balanced life. Do you spend hours on end playing video games? Do marathon gaming sessions cause you to lose much-needed sleep? Have your grades suffered as a result of neglecting schoolwork in favor of more game time? Has your physical health declined due to extended periods of inactivity? Have you tried unsuccessfully to limit the time you spend playing? Gaming can be a fun, challenging, and rewarding activity, but when it begins to interfere with other essential aspects of life, it might be time to set some limits. The Gaming Overload Workbook will help you explore your use of video games in a thoughtful, nonjudgmental way. This isn't a workbook for giving up on gaming. This is a guide to help you set your own limits on screen time, and apply your interest and enthusiasm for gaming to a wider variety of activities, like connecting with friends and family, excelling in school or sports, and just spending more time outdoors. If you're ready for some healthy balance between gaming, school, family, physical activity, and social relationships, this book will provide the key to winning at the game of life!

The Essential Guide to Flash Games is a unique tool for Flash game developers. Rather than focusing on a bunch of low-level how-to material, this book dives straight into building games. The book is divided into specific game genre projects, covering everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through the book, and new tools are introduced along the way that can be reused for other games. The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. Ten full game projects are discussed in detail. Each solves a very different game development problem and builds on the knowledge gained from the previous project. Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence, blitting, scrolling, and more.

The Rough Guide to Android Phones and Tablets is a must-have introduction for anyone picking up a new Android device. Written for the new Android 4 platform, the book covers everything you need to know to make the most from your new device, from the basics right through to advanced techniques and tricks. We've tried and tested thousands of apps across a full range of categories and bring you 100 of the best, complete with codes you can scan into your Android device to grab the app straight from the book. Now available in ePub format.

Whether you're running an online business or looking to expand the web presence of your brick-and-mortar company, you'll need surefire marketing techniques if you want to attract more customers and make the kind of money you deserve. Following on the success of Internet Riches, top e-business entrepreneur and coach Scott Fox shares the powerful but simple marketing strategies that will propel your business to a whole new level of success. Combining inspiring stories with step-by-step instruction, e-Riches 2.0 reveals how to: • build a fan base

around yourself, your product, and your business • build your email list • use the latest e-marketing tools, including blogs, online video, email newsletters, search engine marketing, podcasting, keyword ads, autoresponders, affiliate programs, RSS feeds, Twitter, social bookmarking, and social networks like Facebook, LinkedIn, and MySpace • energize your online copywriting skills • pitch a news story...then be ready to convert visitors once it brings them to your site Packed with inspiring stories, insider secrets, and cutting-edge tools, this practical, money-making guide is your ticket to online success.

This book highlights the challenges and potential of educational learning or industry-based training using serious games and social media platforms. In particular, the book addresses applications used in businesses and education-related organizations in Asia, where the framework and experience of serious games have been used to address specific problems in the real world. The topics that will be present in this book includes future of serious games and immersive technologies and their impact on society; online and mobile games; achievement systems in serious games; persuasive technology and games for saving and money management; malware analytics for social networking; serious games for mental health interventions; educational implications of social network games; learning and acquiring subject knowledge using serious games in classrooms. The target audience for this book includes scientists, engineers and practitioners involved in the field of Serious Games. The major part of this book comprises of papers that have been presented at the Serious Games and Social Connect 2012 conference held in Singapore (October 4, 2012). All the contributions have been peer reviewed and by scientific committee members with report about quality, content and originality.

The Game Audio Strategy Guide is a comprehensive text designed to turn both novices and experienced audio designers into technical game audio pros. Providing both a theoretical foundation and practical insights, The Game Audio Strategy Guide offers a thorough look at the tools and methods needed to create industry-quality music and sound design for games. The text is supported by an extensive companion website, featuring numerous practical tutorials and exercises, which allows the reader to gain hands-on experience creating and implementing audio assets for games. The Game Audio Strategy Guide is the essential manual for anyone interested in creating audio for games, inside or outside the classroom.

If you already have even basic familiarity with HTML, CSS, and JavaScript, you're ready to learn how to build a browser-based game. In Build an HTML5 Game, you'll use your skills to create a truly cross-platform bubble-shooter game—playable in both desktop and mobile browsers. As you follow along with this in-depth, hands-on tutorial, you'll learn how to: Send sprites zooming around the screen with JavaScript animations Make things explode with a jQuery plug-in Use hitboxes and geometry to detect collisions Implement game logic to display levels and respond to player input Convey changes in game state with animation and sound Add flair to a game interface with CSS transitions and transformations Gain pixel-level control over your game display with the HTML canvas The programming starts right away in Chapter 1—no hemming and hawing, history, or throat clearing. Exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game. Go ahead. Take the plunge. Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega-popular, addictive game.

60 activities to learn and assess transversal attitudes, skills and knowledge! TASKs for democracy is a handbook of 60 activities, developed within the Council of Europe Pestalozzi Programme Community of Practice, for practitioners in formal and non-formal educational settings to learn and assess the attitudes, skills, values and knowledge needed to support democratic culture. Democratic culture is more than institutions, laws and procedures. While essential elements of democracy, they do not in themselves make societies democratic: they only work when rooted in what we call “democratic culture” or “a culture of democracy”, the set of attitudes and behaviours required to make democratic institutions and democratic laws function in practice. Competences for democratic culture are therefore essential for building the kind of society in which we would like to live. This 2nd edition of TASKs for democracy supports the Reference Framework of Competences for Democratic Culture endorsed by the Council of Europe Standing Conference of Ministers of Education in April 2016. This publication aims to help build European societies characterised by a culture of democracy and human rights. This is a formidable task and it can only be achieved if European teachers and trainers rise to the challenge with competence and enthusiasm. The collection of learning and “re-learning” activities will support them to promote the development of competences for a democratic culture in their day-to-day educational practice.

Presents practical instruction and theory for using the features of HTML5 to create a online gaming applications.

Were you a kid when Atari came along? were you a teen keeping up with the Commodore? Do you remember a time when every teacher got an Apple? Do you want to stop spending a fortune on video games and start saving money? If you answered yes to any of these questions Arcade in a Box is for you. This book will show you where to get the best free legal games on the internet. • Author's Contact information included to answer any questions • Book written in a step-by-step format. • Clear examples with screen shots. Types of Games Covered Include: • Flash Games: Including Let's Make a Deal, Press Your Luck and Kim Possible a Stitch in Time. • Freeware Games: Including Dink Small Wood ,Robocop 2D and 10 Days of a Stranger. • Massive Multiplayer Games including Dogs of War ,Bite Fight and Scarface. • remakes of Older Games: Including the King's Quest Series, Bruce Lee and Hero. • DOS and older PC games: Including Command and Conquer, God of Thunder and Railroad Tycoon. • Older computer systems covered such as the Apple II and the Commodore 64. • handheld games: Including Dungeons and Dragons, Simon, Masters of the Universe. • fan made games: Including The Last Starfighter and Babylon 5: I've found Her . Also covered video game reference guides and retailers specializing in older PC games. There are thousands of legally free games waiting to be played so put your quarter in and start playing.

This concise volume covers major fandom and program themes, as well as real-world event, club, and program ideas to help librarians provide this type of programming to their communities. Use the tips and how-to knowledge in this practical guide to get more teens into your library!

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

The editors of the HIMSS Books' best-seller mHealth: From Smartphones to Smart Systems (603) have returned to deliver an expansive survey of the initiatives, innovators, and technologies driving the patient-centered mobile healthcare revolution. mHealth Innovation: Best Practices from the Mobile Frontier explores the promise of mHealth as a balance between emerging technologies and process innovations leading to improved outcomes-with the ultimate aim of creating a patient-centered and consumer-driven healthcare ecosystem. Examining the rapidly changing mobile healthcare environment from myriad perspectives, the book includes a comprehensive survey of the current-state ecosystem-app development, interoperability, security, standards,

organizational and governmental policy, innovation, next-generation solutions, and mBusiness-and 20 results-driven, world-spanning case studies covering behavior change, patient engagement, patient-provider decision making, mobile gaming, mobile prescription therapy, home monitoring, mobile-to-mobile online delivery, access to care, app certification and quality evaluations, mixed media campaigns, and much more.

Now available in ePub format. So many apps and so little time. How do you get to the best with a minimum of fuss? The Rough Guide to the Best Android Apps solves the problem. It reveals the 400 best free and paid for applications for smartphones and tablets in all categories. Whether its navigation or news, photography or productivity, games or utilities this book highlights the best Android apps available from the marquee names to the hidden gems. Discover now the 400 apps your Android device should be using.

As a retailer, how can you leverage mobile technology to increase sales? Fast Shopper, Slow Store will show you how. From Best Buy to Borders, retail stores are closing their doors forever. More and more, consumers are looking to their mobile devices for the best products and the cheapest deals, and they all want to buy it faster—at the touch of a button. The shop has lost its connection to this shopper. Gary Schwartz has been at the frontlines of the mobile industry for over a decade, and this book is about what companies can do to build the mobile tools necessary to reestablish a relationship with their mobile shoppers. Rich with examples—from Amazon to Barnes and Noble to Google—Schwartz gives a step-by-step approach to harnessing and executing the strategies necessary for companies to move into the mobile sphere...and see lasting, lucrative results.

Ever heard of an internal entrepreneur? You might know the type. They're kind of employee who pushes mercilessly towards the trends of the future. Often looked at as a little bit outside the mainstream, more often than not the decisions this internal entrepreneur makes on behalf of an organization pay off in spades. So what makes an internal entrepreneur? How can you, as a nonprofit, create a culture that rewards futuring, internal entrepreneurs and innovation and doesn't shut it down? The book "The Future of Nonprofits: Thrive and Innovate in the Digital Age" helps organizations do those very things. Better predicting future trends helps to reshape culture, creating the kind of environment ripe for positive growth in this fast changing world we work in today. Designed for nonprofit employees on all levels, the book will become a go to handbook for those interested in adapting in the modern world, not looking to be left behind. The Future of Nonprofits helps organizations capitalize on internal innovation. Innovative nonprofits are able to better predict future trends to remake and reshape their culture, structure, and staff to be a more nimble and lean. By applying the strategies laid out in this book, nonprofit professionals of all levels can prepare their organizations to take advantage of future trends and develop innovative "internal entrepreneurs" that will grow revenue and drive their mission. Provides nonprofits with a comprehensive playbook on how to create a new, more flexible, innovative organization Provides nonprofits a look at the future of fundraising and communications trends into 2016 Case studies highlight successes and failures Highlights the power and strength of Social Media Highlights how to hire, train, manage and inspire "internal entrepreneurial" employees Features actionable advice on creating an organization that is primed to grow and thrive in the immediate and long-term future This game-changing book reveals how every nonprofit can put technology, innovation and future trends to work to reach their mission and grow revenue.

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