Crowdsourcing The Mit Press Essential Knowledge Series

A short history of cynicism, from the fearless speech of the ancient Greeks to the jaded negativity of the present. Everyone's a cynic, yet few will admit it. Today's cynics excuse themselves half-heartedly—"I hate to be a cynic, but..."—before making their pronouncements. Narrowly opportunistic, always on the take, contemporary cynicism has nothing positive to contribute. The Cynicism of the ancient Greeks, however, was very different. This Cynicism was a marginal philosophy practiced by a small band of eccentrics. Bold and shameless, it was committed to transforming the values on which civilization depends. In this volume of the MIT Press Essential Knowledge series, Ansgar Allen charts the long history of cynicism, from the “fearless speech” of Greek Cynics in the fourth century BCE to the contemporary cynic's lack of social and political convictions. Allen describes ancient Cynicism as an improvised philosophy and a way of life disposed to scandalize contemporaries, subjecting their cultural commitments to derision. He chronicles the subsequent “purification” of Cynicism by the Stoics; Renaissance and Enlightenment appropriations of Cynicism, drawing on the writings of Shakespeare, Rabelais, Rousseau, de Sade, and others; and the transition from Cynicism (the philosophy) to cynicism (the modern attitude),
exploring contemporary cynicism from the perspectives of its leftist, liberal, and conservative critics. Finally, he considers the possibility of a radical cynicism that admits and affirms the danger it poses to contemporary society.

Everything we need to know about metadata, the usually invisible infrastructure for information with which we interact every day. When “metadata” became breaking news, appearing in stories about surveillance by the National Security Agency, many members of the public encountered this once-obscure term from information science for the first time. Should people be reassured that the NSA was “only” collecting metadata about phone calls—information about the caller, the recipient, the time, the duration, the location—and not recordings of the conversations themselves? Or does phone call metadata reveal more than it seems? In this book, Jeffrey Pomerantz offers an accessible and concise introduction to metadata. In the era of ubiquitous computing, metadata has become infrastructural, like the electrical grid or the highway system. We interact with it or generate it every day. It is not, Pomerantz tell us, just “data about data.” It is a means by which the complexity of an object is represented in a simpler form. For example, the title, the author, and the cover art are metadata about a book. When metadata does its job well, it fades into the background; everyone (except perhaps the NSA) takes it for granted. Pomerantz explains
what metadata is, and why it exists. He distinguishes among different types of metadata—descriptive, administrative, structural, preservation, and use—and examines different users and uses of each type. He discusses the technologies that make modern metadata possible, and he speculates about metadata's future. By the end of the book, readers will see metadata everywhere. Because, Pomerantz warns us, it's metadata's world, and we are just living in it.

An accessible guide to the ideas and technologies underlying such applications as GPS, Google Maps, Pokémon Go, ride-sharing, driverless cars, and drone surveillance. Billions of people around the globe use various applications of spatial computing daily—by using a ride-sharing app, GPS, the e911 system, social media check-ins, even Pokémon Go. Scientists and researchers use spatial computing to track diseases, map the bottom of the oceans, chart the behavior of endangered species, and create election maps in real time. Drones and driverless cars use a variety of spatial computing technologies. Spatial computing works by understanding the physical world, knowing and communicating our relation to places in that world, and navigating through those places. It has changed our lives and infrastructures profoundly, marking a significant shift in how we make our way in the world. This volume in the MIT Essential Knowledge series explains the technologies and ideas behind spatial
computing. The book offers accessible descriptions of GPS and location-based services, including the use of Wi-Fi, Bluetooth, and RFID for position determination out of satellite range; remote sensing, which uses satellite and aerial platforms to monitor such varied phenomena as global food production, the effects of climate change, and subsurface natural resources on other planets; geographic information systems (GIS), which store, analyze, and visualize spatial data; spatial databases, which store multiple forms of spatial data; and spatial statistics and spatial data science, used to analyze location-related data.

Provides comprehensive coverage of the current state of IoT, focusing on data processing infrastructure and techniques. Written by experts in the field, this book addresses the IoT technology stack, from connectivity through data platforms to end-user case studies, and considers the tradeoffs between business needs and data security and privacy throughout. There is a particular emphasis on data processing technologies that enable the extraction of actionable insights from data to inform improved decision making. These include artificial intelligence techniques such as stream processing, deep learning and knowledge graphs, as well as data interoperability and the key aspects of privacy, security and trust.

Additional aspects covered include: creating and supporting IoT ecosystems; edge computing; data mining of sensor datasets; and crowd-sourcing, amongst
others. The book also presents several sections featuring use cases across a range of application areas such as smart energy, transportation, smart factories, and more. The book concludes with a chapter on key considerations when deploying IoT technologies in the enterprise, followed by a brief review of future research directions and challenges. The Internet of Things: From Data to Insight Provides a comprehensive overview of the Internet of Things technology stack with focus on data driven aspects from data modelling and processing to presentation for decision making Explains how IoT technology is applied in practice and the benefits being delivered. Acquaints readers that are new to the area with concepts, components, technologies, and verticals related to and enabled by IoT Gives IoT specialists a deeper insight into data and decision-making aspects as well as novel technologies and application areas Analyzes and presents important emerging technologies for the IoT arena Shows how different objects and devices can be connected to decision making processes at various levels of abstraction The Internet of Things: From Data to Insight will appeal to a wide audience, including IT and network specialists seeking a broad and complete understanding of IoT, CIOs and CIO teams, researchers in IoT and related fields, final year undergraduates, graduate students, post-graduates, and IT and science media professionals.
An introduction to annotation as a genre--a synthesis of reading, thinking, writing, and communication--and its significance in scholarship and everyday life. Annotation--the addition of a note to a text--is an everyday and social activity that provides information, shares commentary, sparks conversation, expresses power, and aids learning. It helps mediate the relationship between reading and writing. This volume in the MIT Press Essential Knowledge series offers an introduction to annotation and its literary, scholarly, civic, and everyday significance across historical and contemporary contexts. It approaches annotation as a genre--a synthesis of reading, thinking, writing, and communication--and offer examples of annotation that range from medieval rubrication and early book culture to data labeling and online reviews.

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

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

In the tradition of Real World Algorithms: A Beginner's Guide, Panos Louridas is back to introduce algorithms in an accessible manner, utilizing various examples to explain not just what algorithms are but how they work. Digital technology runs on algorithms, sets of instructions that describe how to do something efficiently. Application areas range from search engines to tournament scheduling, DNA sequencing, and machine learning. Arguing that every educated person today
needs to have some understanding of algorithms and what they do, in this volume in the MIT Press Essential Knowledge series, Panos Louridas offers an introduction to algorithms that is accessible to the nonspecialist reader. Louridas explains not just what algorithms are but also how they work, offering a wide range of examples and keeping mathematics to a minimum.

“The amount of knowledge and talent dispersed among the human race has always outstripped our capacity to harness it. Crowdsourcing corrects that—but in doing so, it also unleashes the forces of creative destruction.” —From Crowdsourcing

First identified by journalist Jeff Howe in a June 2006 Wired article, “crowdsourcing” describes the process by which the power of the many can be leveraged to accomplish feats that were once the province of the specialized few. Howe reveals that the crowd is more than wise—it’s talented, creative, and stunningly productive. Crowdsourcing activates the transformative power of today’s technology, liberating the latent potential within us all. It’s a perfect meritocracy, where age, gender, race, education, and job history no longer matter; the quality of work is all that counts; and every field is open to people of every imaginable background. If you can perform the service, design the product, or solve the problem, you’ve got the job. But crowdsourcing has also triggered a dramatic shift in the way work is organized, talent is employed,
research is conducted, and products are made and marketed. As the crowd comes to supplant traditional forms of labor, pain and disruption are inevitable. Jeff Howe delves into both the positive and negative consequences of this intriguing phenomenon. Through extensive reporting from the front lines of this revolution, he employs a brilliant array of stories to look at the economic, cultural, business, and political implications of crowdsourcing. How were a bunch of part-time dabblers in finance able to help an investment company consistently beat the market? Why does Procter & Gamble repeatedly call on enthusiastic amateurs to solve scientific and technical challenges? How can companies as diverse as iStockphoto and Threadless employ just a handful of people, yet generate millions of dollars in revenue every year? The answers lie within these pages. The blueprint for crowdsourcing originated from a handful of computer programmers who showed that a community of like-minded peers could create better products than a corporate behemoth like Microsoft. Jeff Howe tracks the amazing migration of this new model of production, showing the potential of the Internet to create human networks that can divvy up and make quick work of otherwise overwhelming tasks. One of the most intriguing ideas of Crowdsourcing is that the knowledge to solve intractable problems—a cure for cancer, for instance—may already exist within the warp and weave of this infinite
and, as yet, largely untapped resource. But first, Howe proposes, we need to banish preconceived notions of how such problems are solved. The very concept of crowdsourcing stands at odds with centuries of practice. Yet, for the digital natives soon to enter the workforce, the technologies and principles behind crowdsourcing are perfectly intuitive. This generation collaborates, shares, remixes, and creates with a fluency and ease the rest of us can hardly understand. Crowdsourcing, just now starting to emerge, will in a short time simply be the way things are done.

Businesses consistently work on new projects, products, and workflows to remain competitive and successful in the modern business environment. To remain zealous, businesses must employ the most effective methods and tools in human resources, project management, and overall business plan execution as competitors work to succeed as well. Advanced Methodologies and Technologies in Business Operations and Management provides emerging research on business tools such as employee engagement, payout policies, and financial investing to promote operational success. While highlighting the challenges facing modern organizations, readers will learn how corporate social responsibility and utilizing artificial intelligence improve a company’s culture and management. This book is an ideal resource for executives and managers,
researchers, accountants, and financial investors seeking current research on business operations and management.

The definitive introduction to the behavioral insights approach, which applies evidence about human behavior to practical problems. Our behavior is strongly influenced by factors that lie outside our conscious awareness, although we tend to underestimate the power of this “automatic” side of our behavior. As a result, governments make ineffective policies, businesses create bad products, and individuals make unrealistic plans. In contrast, the behavioral insights approach applies evidence about actual human behavior—rather than assumptions about it—to practical problems. This volume in the MIT Press Essential Knowledge series, written by two leading experts in the field, offers an accessible introduction to behavioral insights, describing core features, origins, and practical examples. Since 2010, these insights have opened up new ways of addressing some of the biggest challenges faced by societies, changing the way that governments, businesses, and nonprofits work in the process. This book shows how the approach is grounded in a concern with practical problems, the use of evidence about human behavior to address those problems, and experimentation to evaluate the impact of the solutions. It gives an overview of the approach's origins in psychology and behavioral economics, its early adoption by the UK’s
pioneering “nudge unit,” and its recent expansion into new areas. The book also provides examples from across different policy areas and guidance on how to run a behavioral insights project. Finally, the book outlines the limitations and ethical implications of the approach, and what the future holds for this fast-moving area.

This book attempts to link some of the recent advances in crowdsourcing with advances in innovation and management. It contributes to the literature in several ways. First, it provides a global definition, insights and examples of this managerial perspective resulting in a theoretical framework. Second, it explores the relationship between crowdsourcing and technological innovation, the development of social networks and new behaviors of Internet users. Third, it explores different crowdsourcing applications in various sectors such as medicine, tourism, information and communication technology (ICT), and marketing. Fourth, it observes the ways in which crowdsourcing can improve production, finance, management and overall managerial performance.

Crowdsourcing, also known as “massive outsourcing” or “voluntary outsourcing,” is the act of taking a job or a specific task usually performed by an employee of a company or contractors, and outsourcing it to a large group of people or a community (crowd or mass) via the Internet, through an open call. The term was coined by Jeff Howe in a 2006 issue of Wired magazine. It is being
developed in different sciences (i.e., medicine, engineering, ICT, management) and is used in the most successful companies of the modern era (i.e., Apple, Facebook, Inditex, Starbucks). The developments in crowdsourcing has theoretical and practical implications, which will be explored in this book. Including contributions from international academics, scholars and professionals within the field, this book provides a global, multidimensional perspective on crowdsourcing.

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

Behind-the-scenes stories of how Internet research projects actually get done. Knowledge of scientific and technological developments, and the flexible communication and decision making, knowledge sharing, and collaboration that stem from them, can enable organizations and individuals to be successful and viable competitors in today’s global economy. Information Systems and Technology for Organizational Agility, Intelligence, and Resilience aims to advise and support organizational agents who want ensure success in terms of financial, social, and environmental aspects, as well as in the aspect of human
development, in a more sustainable way. The premier reference work provides examples of conceptual research, methodologies, empirical cases, and success cases for academics, researchers, intermediaries, and organizations looking to use information systems and technology to boost their agility, intelligence, and resilience.

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

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline. Includes new articles addressing topical and provocative issues
and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization
Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities
How science fiction has been a tool for understanding and living through rapid technological change. The world today seems to be slipping into a science fiction future. We have phones that speak to us, cars that drive themselves, and connected devices that communicate with each other in languages we don't understand. Depending the news of the day, we inhabit either a technological utopia or Brave New World nightmare. This volume in the MIT Press Essential Knowledge surveys the uses of science fiction. It focuses on what is at the core of all definitions of science fiction: a vision of the world made otherwise and what possibilities might flow from such otherness.
In case of medical emergency situations, a Volunteer Notification System aims to alarm potential helpers who can arrive at the victim fast enough to provide cardiopulmonary resuscitation until the professional EMS arrive on scene. A simplistic solution for selecting the corresponding volunteers is described by a so called notification radius, i.e., alarming any volunteer with a geographic location that is within a maximum distance from the victim. Whilst the actual geographical distance is an important parameter to be considered, this work will illustrate that various additional decision parameters are of importance, and elaborate an AI-driven volunteer selection system to increase the reliability and efficiency of occurring
The emergence of ketamine—previously known as a combat anesthetic and club drug—as a treatment for depression. Ketamine, approved in 2019 by the Food and Drug Administration for the treatment of depression, has been touted by scientists and media reports as something approaching a miracle cure. This volume in the MIT Press Essential Knowledge series chronicles the ascent of a drug that has been around for fifty years—in previous incarnations, a Vietnam-era combat anesthetic and a popular club drug—that has now been reinvented as a treatment for depression. Bita Moghaddam, a leading researcher in neuropharmacology, explains the scientific history and the biology of ketamine, its clinical use, and its recently discovered antidepressant effects, for the nonspecialist reader.

A concise and accessible introduction to phenomenology, which investigates the experience of experience. This volume in the MIT Press Essential Knowledge series offers a concise and accessible introduction to phenomenology, a philosophical movement that investigates the experience of experience. Founded by Edmund Husserl (1859–1938) and expounded by Max Scheler, Martin Heidegger, Maurice Merleau-Ponty, and others, phenomenology ventures forth into the field of experience so that truth might be met in the flesh. It investigates everything as experienced. It does not study mere appearance but the true appearances of things, holding that the unfolding of experience allows us to sort true appearances from mere appearance. The book unpacks a series of terms—world, flesh, speech, life, truth, love, and wonder—all of which are bound up with each other in experience. For example, world is where experience takes place; flesh names the way our experiential exploration is inscribed into the bearings of our bodily being; speech is instituted in bodily presence; truth concerns the way our claims
about things are confirmed by our experience. A chapter on the phenomenological method describes it as a means of clarifying the modality of experience that is written into its very fabric; and a chapter on the phenomenological movement bridges its divisions while responding to criticisms from analytic philosophy and postmodernism.

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

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

This is a multidisciplinary textbook on social commerce by leading authors of e-commerce and e-marketing textbooks, with contributions by several industry experts. It is effectively the first true textbook on this topic and can be used in one of the following ways: Textbook for a standalone elective course at the undergraduate or graduate levels (including MBA and executive MBA programs) Supplementary text in marketing, management or Information Systems disciplines Training courses in industry Support resources for researchers and practitioners in the fields of marketing, management and information management The book examines the latest trends in e-commerce, including social businesses, social networking, social collaboration, innovations and mobility. Individual chapters cover tools and platforms for social commerce; supporting theories and concepts; marketing communications; customer
engagement and metrics; social shopping; social customer service and CRM contents; the
social enterprise; innovative applications; strategy and performance management; and
implementing social commerce systems. Each chapter also includes a real-world example as
an opening case; application cases and examples; exhibits; a chapter summary; review
questions and end-of-chapter exercises. The book also includes a glossary and key terms, as
well as supplementary materials that include PowerPoint lecture notes, an Instructor’s Manual,
a test bank and five online tutorials.

How networked technology enables the emergence of a new collaborative society. Humans
are hard-wired for collaboration, and new technologies of communication act as a super-
amplifier of our natural collaborative mindset. This volume in the MIT Press Essential
Knowledge series examines the emergence of a new kind of social collaboration enabled by
networked technologies. This new collaborative society might be characterized as a series of
services and startups that enable peer-to-peer exchanges and interactions though technology.
Some believe that the economic aspects of the new collaboration have the potential to make
society more equitable; others see collaborative communities based on sharing as a cover for
social injustice and user exploitation. The book covers the “sharing economy,” and the
hijacking of the term by corporations; different models of peer production, and motivations to
participate; collaborative media production and consumption, the definitions of “amateur” and
“professional,” and the power of memes; hactivism and social movements, including
Anonymous and anti-ACTA protest; collaborative knowledge creation, including citizen
science; collaborative self-tracking; and internet-mediated social relations, as seen in the use
of Instagram, Snapchat, and Tinder. Finally, the book considers the future of these
collaborative tendencies and the disruptions caused by fake news, bots, and other challenges. How the concept of critical thinking emerged, how it has been defined, and how critical thinking skills can be taught. Critical thinking is regularly cited as an essential twenty-first century skill, the key to success in school and work. Given our propensity to believe fake news, draw incorrect conclusions, and make decisions based on emotion rather than reason, it might even be said that critical thinking is vital to the survival of a democratic society. But what, exactly, is critical thinking? In this volume in the MIT Press Essential Knowledge series, Jonathan Haber explains how the concept of critical thinking emerged, how it has been defined, and how critical thinking skills can be taught and assessed. Haber describes the term's origins in such disciplines as philosophy, psychology, and science. He examines the components of critical thinking, including structured thinking, language skills, background knowledge, and information literacy, along with such necessary intellectual traits as intellectual humility, empathy, and open-mindedness. He discusses how research has defined critical thinking, how elements of critical thinking have been taught for centuries, and how educators can teach critical thinking skills now. Haber argues that the most important critical thinking issue today is that not enough people are doing enough of it. Fortunately, critical thinking can be taught, practiced, and evaluated. This book offers a guide for teachers, students, and aspiring critical thinkers everywhere, including advice for educational leaders and policy makers on how to make the teaching and learning of critical thinking an educational priority and practical reality. How the structure of news, information, and knowledge is evolving and how news media can foster social connection. While the public believes that journalism remains crucial for democracy, there is a general sense that the news media are performing this role poorly. In
The Social Fact, John Wihbey makes the case that journalism can better serve democracy by focusing on ways of fostering social connection. Wihbey explores how the structure of news, information, and knowledge and their flow through society are changing, and he considers ways in which news media can demonstrate the highest possible societal value in the context of these changes. Wihbey examines network science as well as the interplay between information and communications technologies (ICTs) and the structure of knowledge in society. He discusses the underlying patterns that characterize our increasingly networked world of information—with its viral phenomena and whiplash-inducing trends, its extremes and surprises.

How can the traditional media world be reconciled with the world of social, peer-to-peer platforms, crowdsourcing, and user-generated content? Wihbey outlines a synthesis for news producers and advocates innovation in approach, form, and purpose. The Social Fact provides a valuable framework for doing audience-engaged media work of many kinds in our networked, hybrid media environment. It will be of interest to all those concerned about the future of news and public affairs.

The digital revolution is interwoven with the promise to empower the user. Yet, the rise of centralized, commercial platforms for crowdsourced work questions the validity of this narrative. In Crowd-Design, Florian Alexander Schmidt analyses the workings and the rhetoric of crowdsourced work platforms by comparing the way they address the masses today with historic notions of the crowd. The utopian concepts of early online collaboration are taken as a vantage point from which to view and critique current and, at times, dystopian applications of crowdsourced work. The study is focused on the crowdsourcing of design tasks, but these specific applications are used to examine the design of the more general mechanisms
employed by the platform providers to motivate and control the crowds. Crowd-Design is as much about the crowdsourcing of design as it is about the design of crowdsourcing. An introduction to computational thinking that traces a genealogy beginning centuries before the digital computer. A few decades into the digital era, scientists discovered that thinking in terms of computation made possible an entirely new way of organizing scientific investigation; eventually, every field had a computational branch: computational physics, computational biology, computational sociology. More recently, “computational thinking” has become part of the K–12 curriculum. But what is computational thinking? This volume in the MIT Press Essential Knowledge series offers an accessible overview, tracing a genealogy that begins centuries before digital computers and portraying computational thinking as pioneers of computing have described it. The authors explain that computational thinking (CT) is not a set of concepts for programming; it is a way of thinking that is honed through practice: the mental skills for designing computations to do jobs for us, and for explaining and interpreting the world as a complex of information processes. Mathematically trained experts (known as “computers”) who performed complex calculations as teams engaged in CT long before electronic computers. The authors identify six dimensions of today's highly developed CT—methods, machines, computing education, software engineering, computational science, and design—and cover each in a chapter. Along the way, they debunk inflated claims for CT and computation while making clear the power of CT in all its complexity and multiplicity. Here is the first book to specifically and comprehensively address the rapid changes and advances in technology in the planning, management, and marketing of meetings and events. The multigenerational trio of authors, including Joe Goldblatt and two of his former students,
Seungwon "Shawn" Lee and Dessislava Boshnakova, cover the most important aspects of using technology for today’s meetings and events, such as How to harness the power of social media How to use crowdsourcing effectively How to choose appropriate room layout design software How to manage and use guest-generated content How to measure and evaluate your success How to choose meeting registration software How to promote your meeting with blogs, websites, podcasts, and more How to hold virtual meetings and events How to use search engine optimization to advantage The area of meeting and event technology is a fast-growing component of the meetings, incentives, conventions and exhibition (MICE) industry. With a foreword by Corbin Ball, an internationally renowned speaker, consultant and writer in the meetings and events technology field, The 21st Century Meeting and Event Technologies will be an essential resource for hospitality students and business professionals. Faculty may request an examination copy from info@appleacademicpress.com. Please provide your name and title, course title, course start date, current text, number of students, and your institution address.

How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today's society. In kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming more like the rest of school. In Lifelong Kindergarten, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today's fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing more on imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens.
Drawing on experiences from more than thirty years at MIT's Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and large-scale group projects (such as a Halloween-themed game called Night at Dreary Castle, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

An accessible synthesis of ethical issues raised by artificial intelligence that moves beyond hype and nightmare scenarios to address concrete questions. Artificial intelligence powers Google's search engine, enables Facebook to target advertising, and allows Alexa and Siri to do their jobs. AI is also behind self-driving cars, predictive policing, and autonomous weapons that can kill without human intervention. These and other AI applications raise complex ethical issues that are the subject of ongoing debate. This volume in the MIT Press Essential Knowledge series offers an accessible synthesis of these issues. Written by a philosopher of technology, AI Ethics goes beyond the usual hype and nightmare scenarios to address concrete questions. Mark Coeckelbergh describes influential AI narratives, ranging from Frankenstein's monster to transhumanism and the technological singularity. He surveys relevant philosophical discussions: questions about the fundamental differences between humans and machines and debates over the moral status of AI. He explains the technology of AI, describing different approaches and focusing on machine learning and data science. He
offers an overview of important ethical issues, including privacy concerns, responsibility and the delegation of decision making, transparency, and bias as it arises at all stages of data science processes. He also considers the future of work in an AI economy. Finally, he analyzes a range of policy proposals and discusses challenges for policymakers. He argues for ethical practices that embed values in design, translate democratic values into practices and include a vision of the good life and the good society.

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

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

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

A concise and accessible examination of sustainability in a range of contemporary contexts, from economic development to government policy. The word “sustainability” has been connected to everything from a certain kind of economic development to corporate promises about improved supply sourcing. But despite the apparent ubiquity of the term, the concept of sustainability has come to mean a number of specific things. In this accessible guide to the meanings of sustainability, Kent Portney describes the evolution of the idea and examines its application in a variety of contemporary contexts—from economic growth and consumption to government policy and urban planning. Portney takes as his starting point the 1987 definition by the World Commission on Environment and Development of sustainability as economic development activity that “meets the needs of the present without compromising the ability of future generations to meet their own needs.” At its heart, Portney explains, sustainability focuses on the use and depletion of natural resources. It is not the same as environmental
protection or natural resource conservation; it is more about finding some sort of steady state so that the earth can support both human population and economic growth. Portney looks at political opposition to the promotion of sustainability, which usually questions the need for sustainability or calls its costs unacceptable; collective and individual consumption of material goods and resources and to what extent they must be curtailed to achieve sustainability; the role of the private sector, and the co-opting of sustainability by corporations; government policy on sustainability at the international, national, and subnational levels; and how cities could become models for sustainability action.

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

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