Android Developer Nanodegree By Google Udacity

The 'traditional' university model has been transformed globally, fueled by disruptive technologies, new learning platforms, increasing fiscal austerity, and the rise of knowledge economies. The Bologna Process, a European initiative intended to streamline higher education standards and qualifications, offers modernized, innovative pathways to learning including shortened degree timetables and a three-cycle system. Now comprised of 48 participating countries, the initiative has had a significant impact across global higher education. This volume examines the issues central to the Process as told from the viewpoints and experiences of stakeholders who have been involved with it at various stages of progression. This volume explores the significant successes and challenges the Bologna Process has faced over the last decade, where it is now, and where it is headed. It presents data on countries and individuals involved with the Process as well as students' growing connections and concerns about Bologna reforms. It also looks ahead to the Europe 2020 goals and what these may represent to differential policy actors, not only for the group of original signatories, but for those countries newer to the Process.

Dunia berubah selari dengan perkembangan dan kemajuan teknologi. Maka kita juga perlu berubah, untuk mengimbangi dan menyesuaikan dengan perubahan yang sedang berjalan dengan pantas sekali. Dalam konteks tersebut, buku ini ditulis berdasarkan kepada premis pendidikan jarak jauh dan pembelajaran dalam talian yang mengupas persoalan-persoalan yang berikut: ü Apakah konsep dan teori dalam pembelajaran terbuka dan jarak jauh (PTJJ)? ü Apakah pengalaman institusi pengajian tinggi terbuka dan jarak jauh dalam pembangunan kurikulum dan objek pembelajaran? ü Bagaimanakah proses pelaksanaannya? ü Apakah cabaran-cabaran yang menjadi faktor kejayaan kritikalnya? ü Adakah kualiti pelajarnya sama seperti pelajar penuh masa bertatap muka secara fizikal dalam kampus? Pelajar juga didedahkan kepada sejarah, kos dan jaminan kualiti, yang akan membantu mereka dalam pemilihan institusi pengajian tinggi (IPT) pemberi pendidikan tinggi, program yang diakreditasi dan kos yang terlibat. Selain itu, amalan baik sistem penyampaian pendidik jarak jauh membolehkan mereka mendidik pelajar jarak jauh mengikuti pengajian dengan selesa dan yang diharapkan, serta luwes dalam pengendaliannya sebagai pemudah cara yang baik dan disukai oleh pelajar. Buku ini ditulis sebagai panduan kepada mereka yang baru terlibat dengan PTJJ, khasnya untuk pelajar (dan calon pelajar); pendidik jarak jauh, iaitu pengurus kursus/pengajar; dan pengurus/pentadbir IPT. Diharapkan anda hanya mengambil iktibar, yang mana sesuai dengan perkembangan semasa untuk dijadikan panduan dalam pengurusan kursus dan program jarak jauh.

Welcome to this course on online freelancing. In this course, we're going to cover how to increase your revenue through freelance work. This course is divided into three modules. Module One covers choosing a service and developing skills, module two covers acquiring assets and tools, and module three covers using sites like Fiverr and Upwork. By the time this course is over, you'll know how to effectively offer freelance services. So without further ado, let's dive into the first module. Okay, guys, welcome to Module One. In this module, our expert will be teaching you about choosing freelance services to offer and how to gain the necessary skills. So get ready to take some notes. And let's jump right in.

Is your career all it could be? Henry David Thoreau famously said, "The mass of men lead lives of quiet desperation." Does this describe your current work situation? Whether you're just starting out, looking for a change, or experiencing unwanted change, there's a way forward. Love Your Work is about pivoting step-by-step to a more satisfying career. It will help you: Dream up bigger goals than you have now—and meet them Search out new careers or niches within your industry Pursue work and success in the holistic sense Maybe the new economy feels daunting to you. Maybe you're not sure how to break out of your industry. Maybe you're struggling to move up in rank. Wherever you are, if you don't find your work meaningful and engaging, it's time for a change, and Love Your Work will prepare you to make it. Robert Dickie III is a career advisor and CEO passionate about helping people find their best work. And it shows. He offers motivating stories, insights into today's market, and dozens of resources for growing in your career. By the end of Love Your Work, you won't just be equipped for the next move, you'll be inspired for it. You'll see work differently, and you'll want to pursue it like you never have before.

A fun way to create interesting and cool apps for your Wearable device using Android programming. About This Book Create real-time Android Wear apps from scratch and become a pro Android Wear Developer Learn to create apps specially dedicated to the Android Wear platform Design custom Wear UIs and create interactive Watch faces Who This Book Is For The book is for Android developers with a good understanding of programming and developing applications on Android, but they need not have any experience of creating Wear apps. What You Will Learn Design and build Wear apps. Learn how to use offline storage in Wear apps. Understand sensors and how to work with them Work with standalone applications of the wear 2.0 API. Create a map application for Android Wear devices Write a watch face and understand more about Wear 2.0 Work with firebase realtime database and firebase functions Create a chatting application that has wear companion app In Detail Android Wear Projects is your opportunity to step into the exciting new world of Android Wear app development. This book will help you to master the skills in Android Wear programming and give you a complete insight on wear app development. You will create five different Android Wear apps just like the most popular Android Wear apps. You will create a To-do list, a city maps app, a Wear messenger, Wear fitness tracker and Watch face. While you create these apps you will learn to create custom notifications, receive voice inputs in notifications, add pages to notifications and stack notifications. You will see how to create custom wear app layouts, the custom UIs specially designed for Wear. You will learn to handle and manage data and syncing data with other devices, create interactive Watch faces and also ensure the safety and security of your Wear apps by testing and securing your apps before you deploy them on the app store. Style and approach This book will take a project based tutorial style approach where every chapter will create a separate android Wear app and highlight different features of android Wear apps.

This book chronicles the revolution in STEM teaching and learning that has arisen from a convergence of educational research, emerging technologies, and innovative ways of structuring both the physical space and classroom activities in STEM higher education. Beginning with a historical overview of US higher education and an overview of diversity in STEM in the US, the book sets a context in which our present-day innovation in science and technology urgently needs to provide more diversity and inclusion within STEM fields. Research-validated pedagogies using active learning and new types of research-based curriculum is transforming how physics, biology and other fields are taught in leading universities, and the book gives profiles of leading innovators in science education and examples of exciting new research-based courses taking root in US institutions. The book includes interviews with leading scientists and educators, case studies of new courses and new institutions, and descriptions of site visits where new trends in 21st STEM education are being developed. The book also takes the reader into innovative learning environments in engineering where students are empowered by emerging technologies to develop new creative capacity in their STEM education, through new centers for design thinking and liberal arts-based engineering. Equally innovative are new conceptual frameworks for course design and learning, and the book explores the concepts of Scientific Teaching, Backward Course Design, Threshold Concepts and Learning Taxonomies in a systematic way with examples from diverse scientific fields. Finally, the book takes the reader inside the leading centers for online education, including Udacity, Coursera and EdX, interviews the leaders and founders of MOOC technology, and gives a sense of how online education is evolving and what this means for STEM education. This book provides a broad and deep exploration into the historical context of science education and into some of the cutting-edge innovations that are reshaping how leading universities teach science and engineering. The emergence of exponentially advancing technologies such as synthetic biology, artificial intelligence and materials sciences has been described as the Fourth Industrial Revolution, and the book explores how these technologies will shape our future will bring a transformation of STEM curriculum that can help students solve many the most urgent problems

facing our world and society.

Learn programming in Kotlin including data types, flow control, lambdas, object-oriented, and functional programming while building 3 Android Apps Key Features Experience the gentle learning curve of Kotlin as you develop your own applications Learn how to integrate Kotlin into Android Studio 3 and use it in your projects Build real-world applications such as Googly Eyes and games using Kotlin Book Description Today Kotlin is an official programming language for Android development and is widely adopted. Kotlin is expressive, concise, and powerful. It also ensures seamless interoperability with existing Android languages like JAVA and C++, which means that it's even easier for developers to use. This book adopts a project-style approach, where we focus on teaching Android development by building three different Android Application: a Tic-Tac-Toe application, a location- based alarm and a To-Do list application. The book begins by giving you a strong grasp of the Kotlin language and its APIs as a preliminary to building stunning applications for Android. You'll learn to set up an environment and as you progress through the chapters and the building of the different applications, the difficulty level will steadily grow. The book also introduces you to the Android Studio IDE, which plays an integral role in Android Development. It covers Kotlin's basic programming concepts such as functions, lambdas, properties, object-oriented code, safety aspects and type parameterization, testing, and concurrency, and helps you write Kotlin code to production. Finally, you'll be taken through the process of releasing your app on the Google Play Store. You will also be introduced to other app distribution channels such as Amazon App Store. As a bonus chapter, you will also learn how to use the Google Faces API to detect faces and add fun functionalities. What you will learn Learn the basics of using the Android Studio IDE and a number of basic programming concepts in Kotlin Discover Android development by building Android apps with Kotlin Uncover some amazing features of Kotlin that give it the upper hand over Java Learn about Kotlin interoperability with Java Integrate Crashlytics for crash reporting and beta testing. Use Google Location services and understand various APIs available for getting user location updates Understand the principles of networking and communication. Learn about the usage of third-party libraries for loading of data Automate your build process with continuous integration tools Who this book is for If you are completely new to Kotlin or the Android platform and need to publish Android applications for fun or for business purposes, but you have no clue where to start, then this book is for you. This book is also for advanced Android developers who want to learn to use Kotlin instead of/alongside Java for Android development, although having some programming experience would be helpful.

This book provides a framework for evaluating big data and cloud computing based on how they evolve to fit users' needs in developing countries in key areas, such as agriculture and education. The authors discuss how this framework can be utilized by businesses, governments, and consumers to accelerate economic growth and overcome information and communication barriers. By examining the ways in which cloud computing can drive social, economic, and environmental transformation, readers gain a nuanced understanding of the opportunities and challenges these technologies offer. The authors also provide an authoritative and up-to-date account of big data's diffusion into a wide range of developing economies, such as Brazil and China, illustrating key concepts through in-depth case studies. Special attention is paid to economic development in the context of the new Sustainable Development Goals formulated by the United Nations, introducing readers to the most modern standard of economic evaluation. Students of information management, entrepreneurship, and development, as well as policy makers, researchers, and practitioners, will find Big Data and Cloud Computing for Development an interesting read and a useful reference source.

With today's current problems, including forced migrations, inadequate education and healthcare systems, environmental threats, economic crises, poverty, etc., it has become evident that systemic social change is needed. Unfortunately, creating, maintaining, and fostering sustainable social value is not easy. In this respect, social entrepreneurs can act as change agents with their social missions. Yet, the role of social entrepreneurship in creating sustainable social value is still in an embryonic state. Creating Social Value Through Social Entrepreneurship contains expert research that links social entrepreneurship and social value in order to further understand the role of social entrepreneurship in creating social value and to highlight the importance of social entrepreneurs in emerging economies. While covering topics that include crowdfunding, social enterprise, social entrepreneurship ecosystems, and the triggers and challenges of social entrepreneurship, this book seeks to extend the social entrepreneurship contribution to social impact. The book is of value to entrepreneurs, managers, academicians, researchers, and students in various fields that include economics, management, and entrepreneurship.

Wie digital müssen Lernkonzepte heute sein, um modernen Aus- und Weiterbildungskonzepten zu entsprechen? Wie können alle Akteure aus Schule und Hochschule sowie Weiterbildungsverantwortliche in Unternehmen zusammenarbeiten, um zukunftsfähige und bedarfsgerechte Lösungen zu gestalten? Wie lassen sich die technologisch innovativsten Ansätze mit bewährten Lernkonzepten vereinen und wie können unterschiedliche Ansätze im Bereich des digitalen Lernens datengestützt evaluiert und kontinuierlich verbessert werden? Diese und weitere spannende Fragen sind Gegenstand des vorliegenden Sammelbandes. In diesem beleuchten Experten aus Wissenschaft, Wirtschaft und Bildungswesen das Thema „Digitale Bildung" auf hochaktuelle Weise und aus ganz unterschiedlichen Blickwinkeln und präsentieren neben interessanten Fragestellungen vielversprechende Ansätze für die Gestaltung der Weiterbildungslandschaft von morgen. In der erweiterten 2. Auflage bilden die Themen "Immersives Lernen" und "AR- und VR-Learning" ein neues Schwerpunktkapitel.

Dieses Buch gibt einen informativen Überblick über neuere Entwicklungen in den Themengebieten "Betriebswirtschaftliche Steuern" und "Banken und Finanzierung". Es wird beispielsweise beleuchtet, wie ideale steuerliche Beziehungen zwischen Staat und Bürger aussehen. Weiterhin werden die Besteuerung von Veräußerungsgewinnen, die Besteuerung von Investmentfonds, die Auswirkungen niedriger Marktzinsen sowie die Entwicklung europäischer Banken thematisiert. Auch die Frage, ob Banken die alleinigen Verursacher der Finanzkrise sind, wird diskutiert. Namhafte Hochschullehrer und Führungskräfte aus Banken und Unternehmensberatungen haben Beiträge für dieses Buch verfasst.

Current Affairs September 2015 eBookJagran JoshJagran Josh

Career Counseling, 3rd edition, provides a comprehensive, holistic overview of the foundations of career counseling, information on the most effective skills and techniques, and contextual perspectives on career and lifestyle planning, all by nationally and internationally recognized experts. Updated chapters introduce important material not often addressed in introductory texts, such as rehabilitation, addictive behaviors, counseling couples and families, and working with ethnic and gender/sexual minority clients. Included throughout the text are case studies, informational sidebars, and experiential activities that enhance the reading and encourage additional contemplation of chapter content. Readers can also turn to the book's companion website for chapter test questions, PowerPoints, and additional resources.

Current Affairs September 2015 eBook brought to you by Jagranjosh.com covers all the international and national current affairs that will help the candidates while preparing for different competitive exams like IAS/PCS, SSC, Bank, MBA and others. Current Affairs September 2015 eBook It provides the comprehensive coverage of the current affairs that happened in September 2015. It covers the current affairs of September 2015 with ample background and provides a detailed analysis of all the national and international events. The presentation of the current affairs is provided in very simple and easy-to-understand language. The September 2015 eBook will be of immense help for the candidates preparing for forthcoming exams. The eBook will be handy for the forthcoming exams like IBPS CWE PO/MT –V (Main) Exam, IBPS CWE RRB - IV, Combined Defence Services Exam (II) 2015, NDA & NA Exam (II) 2015, Indian Economic Services/Indian Statistical Services Exam 2015, Combined Geo-Scientist & Geologists Exam 2015, Engineering Services Exam 2015, Combined Medical Services Exam 2015, Civil Services (Mains) Exam 2015, Central Armed Police Forces (AC) Exam 2015 and others. The September 2015 eBook is the result of effort of experts in competitive exams and covers the current affairs from the field of national, international, economy, corporate,

sports, science & technology, environment & ecology, awards/honours, books/authors, committees/commissions, reports/surveys, and other important current affairs.

This edited volume provides insight into how digital badges may enhance formal, non-formal and informal education by focusing on technical design issues including organizational requirements, learning and instructional design, as well as deployment. It features current research exploring the theoretical foundation and empirical evidence of the utilization of digital badges as well as case studies that describe current practices and experiences in the use of digital badges for motivation, learning, and instruction in K-12, higher education, workplace learning, and further education settings.

Education:A field of study is an Academic book. It is useful for trainee teachers and teacher Educators .In this book various aspects include alike interdisciplinary nature of Education, SWOT analysis,and Emerging trends in Education.

Find—and land—your first job! Finding a job can seem daunting, especially when it's a brand new experience. There's a lot to know, and often a lot of pressure. Written by the founder of AfterCollege.com, Getting Your First Job For Dummies is designed to take the stress out of the job search process and help you get an offer. In this book, you'll discover how to identify your talents and strengths, use your network to your advantage, interview with confidence, and evaluate an offer. Written in plain English and packed with step-by-step instructions, it'll have you writing customized resumes, conducting company research, and utilizing online job search sites, faster than you can say 'I got the job!' Determine what kind of job suits your interests and skills Write a compelling cover letter Know what to expect in an interview Effectively negotiate an offer Whether you're still in school or navigating the world as a recent graduate, Getting Your First Job For Dummies arms you with the skills and confidence to make getting your first job an exciting and enjoyable process.

Mit der zunehmenden Verbreitung von mobilen Devices (wie Smartphones und Tablet-PCs) und der parallel zunehmenden Bedeutung von Sozialen Netzwerken (wie Facebook und Twitter) ändern sich auch die Lerngewohnheiten sowie die Erwartungen der nachwachsenden Generationen an Bildungsangebote von Hochschulen und betrieblicher Aus- und Weiterbildung: Neben den inzwischen etablierten elektronischen Lehr- und Lernformen wie Computer-/Web-Based-Trainings und Virtuellen Seminaren gewinnen daher Mobile Learning mit Smart Devices und die Lernunterstützung und -begleitung in sozialen Netzwerken stetig an Bedeutung. Anhand zahlreicher konkreter Beispiele sowohl aus der betrieblichen Praxis weltweit operierender Unternehmen, als auch aus der Hochschullehre, zeigt dieses Buch grundsätzliche Einsatzszenarien und Erfolgsfaktoren des Lernens mit Mobile Devices sowie des Lernens in Sozialen Netzwerken auf. Dieses Buch richtet sich an alle, die an Fragen der Konzeption, Realisierung und Implementierung von zeitgemäßen eLearning-Formen interessiert sind: Projektleiter, Medienproduzenten und Mitarbeiter der Fort- und Weiterbildung ebenso, wie Studierende der Medieninformatik, Medienkonzeption und der Bildungswissenschaften. Prof. Dr. Ullrich Dittler ist Professor für Interaktive Medien an der Fakultät Digitale Medien der Hochschule Furtwangen. Er entwickelte zahlreiche – teilweise preisgekrönte – eLearning-Maßnahmen für Hochschule und Industrie.

Do you want to learn to code but don't know where to start? This book cuts through the noise and gives you a no-nonsense guide to learning and landing your first job as a software developer. Each chapter leaves you with actionable steps so you can get started right away. Here are the topics covered: * How to create a learning plan * How, when, and where to network as a software developer * How to market yourself to look professional * How to handle job applications and interviews * How to land your first job in the industry This is version 2 and has been completely updated and re-edited based off of feedback and changes in the tech industry.

Learn all the Java and Android skills you need to start making powerful mobile applications with practical and actionable steps Key Features Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build four real-world apps and dozens of mini-apps throughout the book Book Description Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that in order to learn Android, you must know Java. If so, then this book is for you. This new and expanded second edition of Android Programming for Beginners will be your companion to create Android Pie applications from scratch. We will introduce you to all the fundamental concepts of programming in an Android context, from the basics of Java to working with the Android API. All examples use the up-to-date API classes, and are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, draw to the screen with a finger, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. What you will learn Master the fundamentals of coding Java for Android Pie Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace Who this book is for This book is for you if you are completely new to Java, Android, or programming and want to make Android applications. This book also acts as a refresher for those who already have experience of using Java on Android to advance their knowledge and make fast progress through the early projects.

Higher Education at the Crossroads of Disruption: The University of the 21st Century looks at the various areas of higher education that will likely undergo radical changes. This books examines how teaching formats will vary, and how curricula and course content will evolve.

Don't adapt to the future of higher education. TRANSFORM IT. The rise of online courses, growing costs, declining completion rates, increasingly diverse student populations, disruptions from outside innovators—as the leader of a higher education institution, you're facing unprecedented upheaval. Rather than simply managing this change, you can harness it to dramatically improve the future—for your students, for your institution, for society at large. It's about bringing together the complex array of stakeholders in higher education—including administrators, faculty, boards, regents, and directors—to engage in honest and creative conversations about where the system is and where it ought to be. Transforming Higher Education provides what you need to face the future head on. Through its proven "Three Horizons" framework, you will: * View today's disruption not with fear, but with curiosity and courage* Initiate and manage difficult strategic discussions among all stakeholders * Build the future into your planning, while respecting current governance* Create and implement a new strategy that makes the future part of the present Transforming Higher Education provides three plausible scenarios for the future of higher education. By exploring what the future might bring, you can better prepare for your role in creating it. Right now, you're looking at unparalleled opportunity. We all are. Whoever

seizes it with courage, wisdom, and an effective, inclusive strategy will be at the forefront of education innovation—and will shape the lives of generations to come.

?Winner of the Outstanding Book Award (Society for Professors of Education) This book offers a re-assessment of the educational and occupational value of MOOCs based on developments since 2013. When MOOCs appeared--amidst great fanfare in 2012, leaders proclaimed an educational "revolution." By 2013, however, dramatic failures, negative research findings, and sharp critiques ended the MOOC hype. This book examines both MOOCs and prior distance learning innovations, and offers a broad overview of their educational, economic and social effects. Chapters explore ties between MOOCs and emerging pedagogical models as well as exponentially rising tuition rates, student debt, and chronic underemployment of university graduates worldwide. It offers readers a comprehensive, up-to-the-moment guide to the MOOC phenomenon.

This comprehensive career guide helps readers take a close look at coding as a career path and gives them a long, actionable list for turning their interests into a career across a variety of fields. Whether a student is interested in games, engineering, design, or systems administration, each career path comes with a detailed list of resources and first-person accounts from professionals in the field. This guide is all a coding enthusiast needs to get started planning and building a career, all without having to worry about student loans.

Gain an in-depth knowledge in immersive web development to create augmented reality (AR) and virtual reality (VR) applications inside web browsers using WebXR API, WebGL, Three.js, and A-Frame. This project-based book will provide the practice and portfolio content to make the most of what the futures of spatial computing and immersive technology have to offer. Beginning with technical analysis of how web browsers function, the book covers programming languages such as WebGL, JavaScript, and HTML, with an eye on a complete understanding of the WebXR lifecycle. You'll then explore how contemporary web browsers work at the code level and see how to set up a local development server and use it with the Visual Studio Code IDE to create 3D animation in the WebGL programming language. With a familiarity of the web-rendering pipeline in place, you'll venture on to WebGL abstractions such as the Three.js JavaScript library and Mozilla's A-Frame XR Framework, which use WebXR to create high-end visual effects. In the final projects of the book, you'll create an augmented reality web session for an Android phone device, and create a VR scene in A-Frame (built on Three.js) to demo essential components of the WebXR API pertaining to user positioning and interaction. Game engines have become common-place for the creation of mixed reality content. However, developers not interested in learning entirely new workflows may be better suited to work within a medium almost universally open to all—the web; AR and VR Using the WebXR API will show you the way. What You'll Learn Master the creation of virtual reality and augmented reality features for web page Prepare to work as an immersive web developer with a portfolio of projects in sought-after technologies Review the fundamentals of writing shaders in WebGL Experience the unity between client, server, and cloud architecture as it applies to location-based AR Who This Book Is For Aspiring immersive web developers and developers already familiar with the fundamentals of web development who want to further explore topics such as spatial computing, computer vision, spatial anchors, and cloud-computing for multi-user social experiences.

This book offers the latest research and new perspectives on Interactive Collaborative Learning and Engineering Pedagogy. We are currently witnessing a significant transformation in education, and in order to face today's real-world challenges, higher education has to find innovative ways to quickly respond to these new needs. Addressing these aspects was the chief aim of the 21st International Conference on Interactive Collaborative Learning (ICL2018), which was held on Kos Island, Greece from September 25 to 28, 2018. Since being founded in 1998, the conference has been devoted to new approaches in learning, with a special focus on collaborative learning. Today the ICL conferences offer a forum for exchanging information on relevant trends and research results, as well as sharing practical experiences in learning and engineering pedagogy. This book includes papers in the fields of: * New Learning Models and Applications * Pilot Projects: Applications * Project-based Learning * Real-world Experiences * Remote and Virtual Laboratories * Research in Engineering Pedagogy * Technical Teacher Training It will benefit a broad readership, including policymakers, educators, researchers in pedagogy and learning theory, school teachers, the learning industry, further education lecturers, etc.

Named a Best Book of the Year by Esquire Winner of the 800–CEO–READ Business Book Award in Current Events and Public Affairs In an era when faith in government and its institutions is quickly eroding, the businesses of Silicon Valley are stepping in to fill the gap. With outsize supplies of cash, talent, and ambition, a small group of corporations have been gradually seizing leadership—and consumer confidence—around the world. In Silicon States, renowned futurist and celebrated international think–tank leader Lucie Greene offers an unparalleled look at the players, promises, and potential problems of Big Tech. Through interviews with corporate leaders, influential venture capitalists, scholars, journalists, activists, and more, Greene explores the tension inherent in Silicon Valley's global influence. If these companies can invent a social network, how might they soon transform our political and health–care systems? If they can revolutionize the cell phone, what might they do for space travel, education, or the housing market? As Silicon Valley faces increased scrutiny over its mistreatment of women, cultural shortcomings, and its role in widespread Russian election interference, we are learning where its interests truly lie, and about the great power these companies wield over an unsuspecting citizenry. While the promise of technology is seductive, it is important to understand these corporations' possible impacts on our political and socioeconomic institutions. Greene emphasizes that before we hand our future over to a rarefied group of companies, we should examine the world they might build and confront its benefits, prejudices, and inherent flaws. Silicon States pushes us to ask if, ultimately, this is the future we really want.

»Open Education«, also das bildungspolitische Ziel, Bildung frei verfügbar zu machen, ist Gegenstand eines lebendigen Diskurses. Markus Deimann gibt einen systematischen Überblick zum Thema »Offene Bildung/Open Education« aus historischer, theoretischer und philosophischer Sicht und zeichnet nach, wie sich die Argumente pro und contra offener Bildung über die Zeit verschoben haben. Als Fazit skizziert er eine vorläufige Architektur offener Bildung im Kontext der Hochschule.

Jetzt in der 2. komplett aktualisierten und überarbeiteten Auflage. Alphabet, Apple und Facebook gehören zu den größten und wertvollsten Unternehmen der Welt. Wer sein Geld frühzeitig in diese Unternehmen investiert hat, konnte es oft mehr als verzehnfachen. Doch die größten Gewinne machten Investoren, die vor dem Börsengang eingestiegen waren. Diese Chance können Sie auch als Privatanleger nutzen. Thomas Rappold ist ein profunder Kenner des Silicon Valley und selbst als Investor aktiv. Er erklärt die wichtigsten Bewertungskennzahlen sowie Newsquellen für Investments in Start-ups und wie Sie als Anleger schon heute – lange vor dem Börsengang – in die Facebooks von morgen investieren können. Im Gegensatz zur Dotcom-Blase sind Innovationen wie BigData, CloudComputing, Mobile Apps und Internet of Things oder selbstfahrende Autos keine reinen

"Modewörter", sondern konkrete und wichtige Bausteine der realen Wirtschaft. Mit einem Vorwort von Andreas von Bechtolsheim, Co-Gründer von Arista Networks und Sun Microsystems und der erste Investor bei Alphabet.

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