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This volume features a collection of papers on emerging concepts, significant insights, novel approaches and ideas in information systems development (ISD). It examines and investigates up-and-coming trends in ISD in general, emphasizing the continuous collaboration between developers and operators to optimize the software delivery time. The book gathers selected papers from the 29th International Conference on Information Systems Development held at Universitat Politecnica de Valencia, Spain, September 8-10, 2021. The theme of ISD2021 was "Crossing Boundaries between Development and Operations (DevOps) in Information Systems." The revised and extended papers focus on the influences among information systems, organizational structures, processes and people from its conception to its operation. They examine methodological issues and ways in which the IS designers, developers and operators are transforming organisations and society through information systems.

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This comprehensive guide to Steampunk creations of all kinds offers inspiration and practical tips for bringing your own retro-futuristic visions to life. Whether you 're a newbie to the world of Steampunk, or a long-time enthusiast of airships, goggles, and mad scientists, The Steampunk User 's Manual is essential reading. The popular subgenre of science fiction has grown into a cultural movement; one that invites fans to let their imaginations go wild. In this volume, Jeff VanderMeer—the renowned expert in all things Steampunk—presents a practical and inspirational guidance for finding your own path into this realm. Including sections on art, fashion, architecture, crafts, music, performance, and storytelling, The Steampunk User's Manual provides a conceptual how-to guide on everything from the utterly doable to the completely over-the-top.

User-Driven Healthcare: Concepts, Methodologies, Tools, and Applications provides a global discussion on the practice of user-driven learning in healthcare and connected disciplines and its influence on learning through clinical problem solving. This book brings together different perspectives for researchers and practitioners to develop a comprehensive framework of user-driven healthcare.

Taking as its point of departure the fundamental observation that games are both technical and symbolic, this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing. Divided into five parts, Computer Games and Technical Communication engages with questions related to workplace communities and gamic simulations; industry documentation; manuals, gameplay, and ethics; training, testing, and number crunching; and the work of games and gamifying work. In that computer games rely on a complex combination of written, verbal, visual, algorithmic, audio, and kinesthetic means to convey information, technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex. The contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication, production, and consumption in this increasingly ubiquitous technical and symbolic medium.

This book updates the thesis I produced for my PhD at the Department of Artificial Intelligence of the University of Edinburgh, correcting errors, and improving some of the formatting and readability. Since the original work was completed (early 1996), research has progressed. Most notably, the public profile of AI and game-playing has reached new heights with the feats of the chess computer DEEPER BLUE (which surely uses AI, no matter what IBM would have us believe). Although less heralded, the ability of computers to play Bridge (the main example domain in this book) has also increased. In July of 1997 a world championship for computer Bridge programs was hosted by the American Contract Bridge League in Albuquerque, New Mexico. This contest was won by a program called Bridge Baron, produced by Great Game Products. Bridge Baron incorporates knowledge-based planning techniques developed by Stephen Smith and Dana Nau [1, 2]. Progress has also been made on the contrasting, more brute-force, approach of sampling the possible card distributions. In particular, Matt Ginsberg has developed a fast double-dummy solver based on partition search [3]. Ginsberg's program fared poorly in the 1997 Bridge championships, but Ginsberg himself reports very promising results [4] on a hard set of complete Bridge deals taken from the Bridge tutoring program Bridge Master.

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