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AIDAN JANELLE

Popular Science Penguin

Robert M. Grant combines a highly accessible writing style with a concentration on the fundamentals of value creation and an emphasis on practicality in this leading strategy text. In this new edition several topics have increased emphasis including: platform-based competition and 'ecosystems' of related industries; the role of strategy making processes/practices; mergers, acquisitions and alliances; and additional emphasis on strategy implementation.

HWM Routledge

Presents the results of the third biennial National Critical Technologies Review. Includes information about the state of development in each technology area and about the U.S. competitive position relative to the worldwide leading edge technology developments.

HWM Lulu.com

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Defying Reality "O'Reilly Media, Inc."

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Assistive Technology Conceptual Kings

Assistive Technology (AT) is the term used to describe products or technology-based services which support those with disabilities or other limitations to their daily activities, enabling them to enjoy a better quality of life. This book presents the proceedings of the 13th European Conference on the Advancement of Assistive Technology (AAATE 2015), held in Budapest, Hungary in September 2015. This biennial conference has established itself as a leading forum in the transdisciplinary area of Assistive Technology, providing a unique platform for the gathering of experts from around the world to review progress and challenges in the interdisciplinary fields which contribute to AT, such as research, development, manufacturing, supply, provision and policy. The theme of the 2015 conference is 'Attracting new areas and building bridges', and this book contains 138 reviewed papers and 28 poster presentations delivered at the conference, covering AT themes as diverse as aging, blindness, mobility, assisted living and accessibility for people with dementia and cognitive impairment. Offering a current overview of many aspects of AT, this book will be of interest to all those - from researchers and manufacturers to healthcare professionals and end-users - whose work or daily life involves the relationship between technology and disability.

Popular Photography John Wiley & Sons

The S6 has been named as Samsung's most powerful smartphone ever. Samsung also boasts that the phone has the best display and camera capabilities in the market. The S6 includes significant enhancements compared to its S5 predecessor and is overall a stylish and powerful phone to have. Partnerships with Microsoft and Ikea have also added to the phone's range of features. You can now charge your phone wirelessly through your furniture, thanks to Ikea, and Microsoft provides additional cloud storage and the ability to sync your notes with your PC. The phone comes with many useful features and apps that are everything you'd expect from a new generation smartphone and more.

InfoWorld Information Gatekeepers Inc

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Contemporary Strategy Analysis Text Only IOS Press

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National Critical Technologies Report 1995 "O'Reilly Media, Inc."

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InfoWorld

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Galaxy S II: The Missing Manual

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Beyond 3D TV

Unlock the potential of Samsung's Galaxy S II with this jargon-free guide from technology guru Preston Gralla. You'll quickly learn how to shoot high-res photos and HD video, keep your schedule, stay in touch, and enjoy your favorite media. Every page is packed with illustrations and valuable advice to help you get the most from the smartest phone in town. (Note: This book does not cover the Galaxy S3, Galaxy S4, and later models.) The important stuff you need to know: Get dialed in. Learn your way around the Galaxy S II's calling and texting features. Go online. Browse the Web, manage email, and download apps with Galaxy S II's 3G/4G network (or create your own hotspot). Master your media. Shoot and share pictures and video, organize and play your music library—and send it wirelessly to your TV or stereo. Be entertained now. Start watching movies and TV shows while they're still loading. Explore the world. Get news and weather, find a location, and navigate by GPS. Check your schedule. Use the convenient calendar app, and sync it with your Google and Outlook calendars. Preston Gralla is the author of more than 40 books, including Missing Manuals on Droid X2, Xoom, and Galaxy Tab. He's the editor of WindowsDevCenter.com and OnDotNet, and a contributing editor to Computerworld.

DevOps Tools for Java Developers

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PC Mag

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

InfoWorld

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New Scientist

A fascinating exploration of the history, development, and future of virtual reality, a technology with world-changing potential, written by award-winning journalist and author David Ewalt, stemming from his 2015 Forbes cover story about the Oculus Rift and its creator Palmer Luckey. You've heard about virtual reality, seen the new gadgets, and read about how VR will be the next big thing. But you probably haven't yet realized the extent to which this technology will change the way we live. We used to be bound to a physical reality, but new immersive computer simulations allow us to escape our homes and bodies. Suddenly anyone can see what it's like to stand on the peak of Mount Everest. A person who can't walk can experience a marathon from the perspective of an Olympic champion. And why stop there? Become a dragon and fly through the universe. But it's not only about spectacle. Virtual and augmented reality will impact nearly every aspect of our lives—commerce, medicine, politics—the applications are infinite. It may sound like science fiction, but this vision of the future drives billions of dollars in business and is a top priority for such companies as Facebook, Google, and Sony. Yet little is known about the history of these technologies. In Defying Reality, David M. Ewalt traces the story from ancient amphitheaters to Cold War military laboratories, through decades of hype and failure, to a nineteen-year-old video game aficionado who made the impossible possible. Ewalt looks at how businesses are already using this tech to revolutionize the world around us, and what we can expect in the future. Writing for a mainstream audience as well as for technology enthusiasts, Ewalt offers a unique perspective on VR. With firsthand accounts and on-the-ground reporting, Defying Reality shows how virtual reality will change our work, our play, and the way we relate to one another.