the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the cloud. Updated content featuring tablets, computers, cloud infrastructure, and the still cloud computing and ARM include computing devices and architectures is included. An online companion Web site provides advanced material for further study, approaches, glossaries, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

Mary Scannell
2010-05-28
Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization’s bottom line. Let The Big Book of Conflict-Resolution Games help you to:

- Build trust
- Foster morale
- Improve processes
- Overcome diversity issues
- And much more! Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Intergroup, easy to implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict Resolution Games deliver everything you need to make your workplace more efficient, effective, and engaged.

Human Dimension & Interior Space

Julius Panero
1979
Standards for the design of interior spaces should be based on the measurement of human beings and their perception of space, with special consideration for disabled, elderly, and children.

Handbook of Conversation Design for Instructional Applications

Luppicini, Rocci
2008-01-31
Given the rapid growth of computer-mediated communication, there is a new broadening range of social interactions. With interaction as the bedrock on which social interaction are built, there is growing recognition of the important role conversation has in instruction, particularly in the design and development of technologically advanced educational environments. The Handbook of Conversation Design for Instructional Applications presents key perspectives on the evolving role of conversation design, bringing together a multidisciplinary body of work focused on the study of conversation and conversation design practices to inform instructional applications. Offering multimedia instructional designers and developers authoritative content on the cutting-edge issues and challenges in conversational design, this book is a must-have for reference library collections worldwide.

Design of Man-computer Dialogues

James Martin
1973
A guide to the design of dialogues created for typewriter machines, visual display units, graphics terminals, and voice Woodward.

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