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global pandemic and about ways to integrate technology in emerging contexts      *Handbook of Research on Technology Integration in the Global World* Idemudia, Efosa C.,2018-07-27 Technology's presence in society continues to increase as new products and programs emerge. As such, it is vital for various industries to rapidly adapt and learn to incorporate the latest technology applications and tools. The Handbook of Research on Technology Integration in the Global World is an essential reference source that examines a variety of approaches to integrating technology through technology diffusion, e-collaboration, and e-adoption. The book explores topics such as information systems, agility, semantic web, and the digital divide. This publication is a valuable resource for academicians, practitioners, researchers, and upper-level graduate students.

**Advances in Computer Entertainment** Dennis Reidsma, Katayose Haruhiro, Anton Nijholt, 2013-11-08 This book constitutes the refereed conference proceedings of the 10th International Conference on Advances in Computer Entertainment (ACE 2013) held in Boekelo, The Netherlands, in November 2013. The 19 full papers and 16 short papers presented together with 42 extended abstracts were carefully reviewed and selected from a total of 133 submissions in all categories. The papers cover topics across a wide spectrum of disciplines, including new devices, evaluation, and user studies; games as interface to serious applications; creating immersion; interfaces; new experiences; procedural approaches; and AI and theory. Focusing on all areas related to interactive entertainment, they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.      *Rethinking Reference and Instruction with Tablets* Rebecca K. Miller, Carolyn Meier, Heather Moorfield-Lang, 2012 Tablet computer ownership on university campuses has tripled in the past year according to a Pearson Foundation survey in March 2012. At the threshold of the Post-PC era, as students' expectations change, reference and instruction librarians are responding with new services. In this issue of Library Technology Reports, Virginia Tech librarians Miller, Meier, and Moorfield-Lang offer a collection of first-hand accounts of academic library projects using tablets. Among the projects detailed: Subject matter librarians roving campus to increase access and usage of online resources; Librarians partnering with faculty of eight academic departments to use tablets in instruction; Industrial design students using library tablets in competitions and design lab work; Workshops that put mobile learning into information literacy instruction; Tablets as a curriculum component in a first-year undergraduate learning community; Cross-departmental library collaboration in planning new services.



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