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Virtual Training Tools and Templates - Cindy Huggett 2017-06-27

Are your virtual training tools ready for a tune-up? You've discovered the best way to reach remote audiences without boarding a single plane. And you've learned that an effective virtual training program is relatively short, highly relevant, and extremely engaging. Now you need the tried-and-true tools that will make your next program an all-out success.

Virtual Training Tools and Templates: An Action Guide to Live Online Learning offers proven resources for delivering top-notch virtual training programs. Make expert trainer Cindy Huggett's professional array of virtual tools your own, and discover new perspectives from a range of training trailblazers. You'll find their real-world lessons learned and get full access to their secrets of the trade. Starting with a simple four-step process (get started, get ready, get buy-in, and get going), Huggett helps you select the right technology, then offers detailed sections on how to design content, develop activities, and work with both facilitators and producers. And if you're wondering how to prepare participants and evaluate program results, Huggett does not disappoint. Follow along as she guides you with new and relevant tips, tools, and templates every step of the way. A virtual training pioneer, Huggett wrote this book for you--instructional designers, facilitating trainers, learning coordinators, and training managers. And she continues to experiment with creative techniques and hone her skills so you can jump in with confidence. This complete guide builds on the author's popular *The Virtual Training Guidebook*--use them together or on their own to delve into Huggett's holistic approach to virtual training.

Level Up! - Scott Rogers 2010-09-29

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you.

Written by leading video game expert Scott Rogers, who has designed the hits *Pac Man World*, *Maxim vs. Army of Zin*, and *SpongeBob Squarepants*, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

Project Management Skills for Instructional Designers - M. T. Cox Dorcas M. T. Cox 2009-12

This book exposes the reader to a comprehensive overview of instructional design using the Instructional Systems Design (ISD or ADDIE) model and project management techniques based on the framework and standards of the Project Management Institute and the Project Management Body of Knowledge (PMBOK) Guide best practices. Throughout the book, ADDIE and project management are united in a "four-step combo." Readers are taught to groove two disciplines to one beat. *Project Management Skills for Instructional Designers* is intended to captivate the interest of the following audience: instructional designers, training managers and directors, training consultants, human resources managers, performance consultants, and project managers. This practical guide uses the creative approach of storytelling to present the content in a way that is realistic and sequential to the way an instructional designer may work. A case scenario where an instructional designer is given a mandate by the boss to design, develop, and deliver automated sales management training is the story line around which the two disciplines are applied in the "four-step combo."

Designing for Cisco Internetwork Solutions (DESGN) Foundation Learning Guide - Sean Wilkins 2011-07-25

Designing for Cisco Internetwork Solutions (DESGN) Foundation

Learning Guide Third Edition Sean Wilkins Foundation learning for the CCDA DESGN 640-864 exam Designing for Cisco Internetwork Solutions (DESGN) Foundation Learning Guide, Third Edition, is a Cisco®-authorized, self-paced learning tool for CCDA® foundation learning. This book provides you with the knowledge needed to design enterprise networks. By reading this book, you will gain a thorough understanding of designing routed and switched network infrastructures and services involving LAN, WAN, and broadband access for businesses and organizations. Designing for Cisco Internetwork Solutions (DESGN) Foundation Learning Guide, Third Edition teaches you how to gather internetworking requirements, identify solutions, and design the network infrastructure and services to ensure basic functionality using the principles of hierarchical network design to structure and modularize a converged enterprise network design. Specific topics include understanding the design methodology; structuring and modularizing the network design; designing the Enterprise Campus, Enterprise Data Center, Enterprise Edge, and remote modules as needed; designing an addressing plan and selecting suitable routing protocols; designing basic voice transport across the network; designing a basic wireless solution; and evaluating security solutions. Chapter-ending review questions illustrate and help solidify the concepts presented in the book. Whether you are preparing for CCDA certification or simply want to gain a better understanding of network design principles, you will benefit from the foundation information presented in this book. Designing for Cisco Internetwork Solutions (DESGN) Foundation Learning Guide, Third Edition, is part of a recommended learning path from Cisco that includes simulation and hands-on training from authorized Cisco Learning Partners and self-study products from Cisco Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered by authorized Cisco Learning Partners worldwide, please visit www.cisco.com/go/authorizedtraining.

- Understand network design methodologies and the lifecycle of a network
- Learn how to structure and modularize network designs within the Cisco Network Architectures for the Enterprise
- Design basic campus and data center networks
- Build designs for remote connectivity with WAN technologies
- Examine IPv4 and IPv6 addressing schemes
- Select the appropriate routing protocols for various modules in the enterprise architecture
- Evaluate security solutions for the network
- Identify voice and video networking considerations
- Understand design technologies and considerations when implementing a controller-based wireless network

This book is in the Foundation Learning Guide Series. These guides are developed together with Cisco® as the only authorized, self-paced learning tools that help networking professionals build their understanding of networking concepts and prepare for Cisco certification exams.

Game Design: Theory and Practice, Second Edition - Richard Rouse III 2010-03-18

"Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read." — Computer Gaming World "Ultimately, in both theory and practice, Rouse's Game Design bible gets the job done. Let us pray." - Next Generation magazine In the second edition to the acclaimed *Game Design: Theory & Practice*, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

Managing Interactive Video/multimedia Projects - Robert E. Bergman 1990

System Engineering Analysis, Design, and Development - Charles S. Wasson 2015-11-16

Praise for the first edition: "This excellent text will be useful to

every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." -Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE & D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UML) / Systems Modeling Language (SysML), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Practical Human Resource Information Systems - SATISH K. BAGDI 2012-05-09

Practical Guide to Human Resource Information Systems (HRIS) is a comprehensive presentation on global HRIS implementations and the associated challenges faced in such global projects. It begins with the basic HR and IT concepts and guides the readers through the complete life cycle of HRIS applications, spanning from planning to execution. Both HR and IT play an equal role in the development of HRIS applications. This book will help students from both HR and IT streams in assimilating the intricacies of implementation of HRIS projects. HR is one of the most popular ERP product implementation topics in today's business world. Its implementation needs a practical discussion using examples from real world. The examples, the case study and discussions in the book follow an international approach rather than discussing only a single country HRIS implementations. A real-life case study that flows through various chapters of the book brings out challenges in the implementation of HR specific projects. In today's global economy, HR is changing fast and dives into areas such as strategy outsourcing, mergers and acquisitions (M & A). This book covers all these areas and other topics that are relevant to today's HR world, providing more value to the readers. It provides illustrations to assist readers in visualizing the topics discussed and in developing a sound understanding of the integration and data aspects of HRIS systems. This book will be useful as a text for a course in HRIS wherever prescribed for the MBA (HR) and MBA (IT) students. The book encourages self-directed study and thought process, based on references provided at the end of each chapter, and hence will also be useful to consultants, HR professionals, and IT professionals working with HR departments.

Digital Storytelling - Carolyn Handler Miller 2014-06-27

Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences. The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years.

Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves. This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

A Guide to Procurement of Trusted Systems - 1993

A guideline to help facilitate the acquisition of trusted computer systems in accordance with DoD 5200.28-STD, "Department of Defense Trusted Computer System Evaluation Criteria." Also includes information being developed for certification and accreditation guidance. Addresses the regulations and standards to be satisfied in providing a secure system. Tables.

Documenting Software Architectures - Paul Clements 2010-10-05

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

Designing Games for Children - Carla Fisher 2014-12-03

When making games for kids, it's tempting to simply wing-it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children, helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children is the definitive, comprehensive guide to making great games for kids, featuring: Guidelines and recommendations divided by the most common target audiences - babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12). Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design Game design insights and guidelines for all aspects of game production, from ideation to marketing

Developing Performance Support for Computer Systems - James R. Williams 2019-07-17

Developing Performance Support for Computer Systems: A Strategy for Maximizing Usability and Learnability provides detailed planning, design, and development guidance for generating performance support for new or upgraded computer systems. Performance support includes documentation, online help, coaches and wizards, training, and other

reality experiences for a range of AR devices and platforms using Unity. What you will learn Build and run AR applications for specific headsets, including HoloLens and Daydream Create 3D scenes with Unity and other 3D tools while learning about world space and scale Move around your AR scenes using locomotion and teleportation Create filters or overlays that work in tandem with facial recognition software Use GPS, geolocation services, and the camera feed to create a fitness application Integrate AR and VR concepts together in a single application Who this book is for Unity 2018 Augmented Reality Projects is for you if you're a game developer familiar with 3D computer graphics and interested in building your own AR games or applications. Any experience in Unity and C# is an advantage.

Beginning CouchDB - Joe Lennon 2010-02-25

The new world of cloud computing needs data storage. CouchDB is the scalable, portable, simple database engine that is helping open source cloud architects put their data stores onto a firm foundation. Beginning CouchDB provides the tools to begin using this very powerful database engine without having to pay license fees for the software, or worry about administrator's certifications or vast hardware requirements. This book teaches the fundamentals of one of the most powerful database engines ever created for the price of a good lunch. After reading this book and working through the examples, you'll be able to write your own applications for CouchDB quickly and easily. In-depth, non-intimidating guide to CouchDB and how it differs from similar offerings such as SimpleDB and BigTable, and also how it differs from traditional relational and object-oriented databases such as Oracle, SQL Server, and MySQL. Detailed explanation of how CouchDB works, its suitability for use in distributed environments, the role of Erlang, and other technical topics in a manner that does not obfuscate methods or results. JavaScript is extremely popular as a development language for CouchDB. No Erlang is required, but a little bit can't hurt either. A tutorial-oriented approach to teaching readers how to use CouchDB, featuring many code examples and listings, as well as screenshots where relevant.

Designing Effective Instruction - Gary R. Morrison 2010-02-15

Updated and revised, the sixth edition equips educators with practical skills for successful instructional design. Two new chapters have been added to offer the most current information in the field. One addresses the unique design challenges and opportunities when working with different technologies. It also illustrates how to apply and adapt the design model when working with these technologies. The other presents a combination of information on the ID proposal and project management. A new section also discusses the alternatives to the traditional design process. In addition, educators will find more information about the role of the designer, which they'll be able to apply in the classroom.

Getting Started with CouchDB - MC Brown 2012-01-31

CouchDB is a new breed of database for the Internet, geared to meet the needs of today's dynamic web applications. With this concise introduction, you'll learn how CouchDB's simple model for storing, processing, and accessing data makes it ideal for the type of data and rapid response users now demand from your applications—and how easy CouchDB is to set up, deploy, maintain, and scale. The code-packed examples in this book will help you learn how to work with documents, populate a simple database, replicate data from one database to another, and a host of other tasks. Install CouchDB on Linux, Mac OS X, Windows, or (if you must) from the source code Interact with data through CouchDB's RESTful API, and use standard HTTP operations, such as PUT, GET, POST, and DELETE Use Futon—CouchDB's web-based interface— to manage databases and documents, and to configure replications Learn how to create, update, and delete documents in JSON format, and how to create and delete databases Work with design documents to get the formatting and indexing your application requires

Designing Secure Software - Loren Kohnfelder 2021-12-21

What every software professional should know about security. Designing Secure Software consolidates Loren Kohnfelder's more than twenty years of experience into a concise, elegant guide to improving the security of technology products. Written for a wide range of software professionals, it emphasizes building security into software design early and involving the entire team in the process. The book begins with a discussion of core concepts like trust, threats, mitigation, secure design patterns, and cryptography. The second part, perhaps this book's most unique and important contribution to the field, covers the process of designing and reviewing a software design with security considerations in mind. The final section details the most common coding flaws that create vulnerabilities, making copious use of code snippets written in C

and Python to illustrate implementation vulnerabilities. You'll learn how to:

- Identify important assets, the attack surface, and the trust boundaries in a system
- Evaluate the effectiveness of various threat mitigation candidates
- Work with well-known secure coding patterns and libraries
- Understand and prevent vulnerabilities like XSS and CSRF, memory flaws, and more
- Use security testing to proactively identify vulnerabilities introduced into code
- Review a software design for security flaws effectively and without judgment

Kohnfelder's career, spanning decades at Microsoft and Google, introduced numerous software security initiatives, including the co-creation of the STRIDE threat modeling framework used widely today. This book is a modern, pragmatic consolidation of his best practices, insights, and ideas about the future of software.

Writing and Producing for Television and Film - Esta de Fossard 2005-11-01

Role models from the visual media often spark in viewers the will to emulate desired behavior. The Entertainment-Education method combines emotional appeal and relevant knowledge in order to promote such behavior change. This book—the second in a three-book series titled Communication for Behavior Change—is aimed at all producing or directing Entertainment-Education dramas for television and film. The authors—both leading practitioners in the field of Entertainment-Education—dwell in detail on the Design Approach for determining and then articulating effective messages to be contained in the drama, along with guidelines and examples at every step. Drawing on methods that have been tried and tested in various countries worldwide, the guidelines offered in the book will be invaluable for anyone wanting to create a successful Entertainment-Education television drama or film. In addition to a number of actual scripts that have been converted into dramas, the useful appendices provide sample documents of various procedural requirements mentioned in the course of the book.

Merging the Instructional Design Process with Learner-Centered Theory - Charles M. Reigeluth 2020-10-20

Merging the Instructional Design Process with Learner-Centered Theory brings together the innovations of two previously divided processes — learning design strategies/theories and instructional systems development — into a new introductory textbook. Using a holistic rather than fragmented approach that includes top-level, mid-level, and lower-level design, this book provides guidance for major topics such as non-instructional interventions, just-in-time analysis, rapid-prototype approaches, and learner-centered, project-based, anytime-anywhere instruction. Informed by the authors' considerable experience and leadership throughout dramatic shifts in today's learning landscape, this book offers the next generation of instructional designers a fresh perspective that synthesizes and pushes beyond the basics of design and development.

Creating Games - Morgan McGuire 2008-12-23

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Web-Based Training - Margaret Driscoll 2010-04-15

This all-new edition of Web-Based Training is filled with practical charts, tables, and checklists that shows you how to design winning training programs for delivering instruction on the Web. Well grounded in the time-tested principles of great instructional design and adult education, Web-Based Training takes a step back from the whirlwind of technical guides and offers a extensively-researched handbook. For everyone seeking to learn more about the subject, Driscoll gives you illustrative examples from a wide range of organizations large and small. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Writing and Producing Radio Dramas - Esta de Fossard 2005-02-01

Throughout the world, the media is used in various ways to promote social awareness and initiate social development. Of all the available means of communication, radio is still the one with the maximum reach in most developing countries. This book, the first in a three-book series titled Communication for Behavior Change, offers extremely practical guidance on how to design, write, and produce radio dramas aimed at motivating social change. Written by a leading teacher and practitioner of Entertainment-Education, it is the only available book which provides complete and hands-on instructions for creating successful radio serial dramas for behavior change. The text is interspersed with examples

which show how entertainment and education have been woven together to create awareness programs that are both popular and effective.

Extracts from several successful scripts from many countries are also provided to demonstrate what has previously clicked with the audience.

TSG 23-2021: Translated English of Chinese Standard.

(TSG23-2021) - <https://www.chinesestandard.net> 2022-06-04

This Regulation is applicable to the seamless gas cylinders, welded gas cylinders, low temperature thermally insulated gas cylinders, wrapped fiber reinforced cylinder, gas cylinders with fillers, bundles of gas cylinders.

Top-down Network Design - Priscilla Oppenheimer 2004

A systems analysis approach to enterprise network design Master techniques for checking the health of an existing network to develop a baseline for measuring performance of a new network design Explore solutions for meeting QoS requirements, including ATM traffic management, IETF controlled-load and guaranteed services, IP multicast, and advanced switching, queuing, and routing algorithms Develop network designs that provide the high bandwidth and low delay required for real-time applications such as multimedia, distance learning, and videoconferencing Identify the advantages and disadvantages of various switching and routing protocols, including transparent bridging, Inter-Switch Link (ISL), IEEE 802.1Q, IGRP, EIGRP, OSPF, and BGP4 Effectively incorporate new technologies into enterprise network designs, including VPNs, wireless networking, and IP Telephony Top-Down Network Design, Second Edition, is a practical and comprehensive guide to designing enterprise networks that are reliable, secure, and manageable. Using illustrations and real-world examples, it teaches a systematic method for network design that can be applied to campus LANs, remote-access networks, WAN links, and large-scale internetworks. You will learn to analyze business and technical requirements, examine traffic flow and QoS requirements, and select protocols and technologies based on performance goals. You will also develop an understanding of network performance factors such as network utilization, throughput, accuracy, efficiency, delay, and jitter. Several charts and job aids will help you apply a top-down approach to network design. This Second Edition has been revised to include new and updated material on wireless networks, virtual private networks (VPNs), network security, network redundancy, modularity in network designs, dynamic addressing for IPv4 and IPv6, new network design and management tools, Ethernet scalability options (including 10-Gbps Ethernet, Metro Ethernet, and Long-Reach Ethernet), and networks that carry voice and data traffic. Top-Down Network Design, Second Edition, has a companion website at <http://www.topdownbook.com>, which includes updates to the book, links to white papers, and supplemental information about design resources. This book is part of the Networking Technology Series from Cisco Press which offers networking professionals valuable information for constructing efficient networks, understanding new technologies, and building successful careers.

Technical Training Basics - Sarah Wakefield 2011

Annotation With this book as your guide, you can understand and navigate the process of creating effective technical training programs in partnership with a subject matter expert.

Writing for Multimedia and the Web - Timothy Garrand 2020-10-14

Learning how to write for just one type of interactive media, such as web sites or games, is not enough! To be truly successful as an interactive writer or designer, you need to understand how to create content for all types of new media. *Writing for Multimedia and the Web* is the most comprehensive guide available for interactive writing. It covers web sites, computer games, e-learning courses, training programs, immersive exhibits, and much more. Earlier editions have garnered rave reviews as a writing handbook for multimedia and web professionals, as well as a classroom text for interactive writing and design. New Sections and Completely Updated Chapters: *Writing a corporate web site: T. Rowe Price *Creating blogs and podcasts *Web writing tips from usability

experts *Optimizing text for web search engines *Defining the user with use cases and user scenarios *Dealing with web editors *Software for organizing and writing interactive media content *Script formats for all types of multimedia and web projects *Writing careers

Easy Robot Game - Aaron Willhelm 2021-06-04

A game design document (GDD) is a software design document that serves as a blueprint from which your game is to be built. It helps you define the scope of your game and sets the general direction for the project, keeping the entire team on the same page. This is a companion piece, intended to accompany the Lazy Designer series. There are two sections -- a sample planning document followed by a "how it went" discussion on the actual implementation.

Couchbase Essentials - John Zablocki 2015-02-25

This book is for those application developers who want to achieve greater flexibility and scalability from their software. Whether you are familiar with other NoSQL databases or have only used relational systems, this book will provide you with enough background to move you along at your own pace. If you are new to NoSQL document databases, the design discussions and introductory material will give you the information you need to get started with Couchbase.

Communication for Behavior Change - Esta de Fossard 2015-08-04

The book demonstrates how to create RADIO DRAMAS that encourage people to make positive behavioral changes to improve their lives. It provides instructions, examples, and samples on the creation of serial or stand-alone radio dramas that will attract the attention of audiences. The book teaches people how to:

- Create RADIO DRAMAS that will appeal to a select audience
- Create characters that represent and attract the target audience
- Introduce subtle and convincing ways to improve the standard of living of the audience
- Conduct design workshops for preparing design documents that help script writers create 'convincing' dramas containing the behavior-change message accurately

Instructional Design for Technical Training - Wendy Combs 2006

This Infoline will provide an overview of how to identify and plan hard skills training solutions. What's more, this Infoline will help you: identify and leverage the expertise of important technical stakeholder groups; execute a standard instructional design life cycle; avoid common challenges inherent to hard skills training.

Building Integrated Websites with IBM Digital Experience - Bernd Beilke 2016-01-22

A digital experience is a personalized experience that provides employees, customers, business partners, and citizens with a single point of interaction with people, content, and applications anywhere, anytime, and from any device. The IBM® Digital Experience is a platform that is used to build powerful contextual websites. The strengths of the platform include the ability to mix applications and web content into a coherent user experience. Developers can build upon a prescriptive standard to build reusable building bricks, which can be used by line-of-business (LOB) users in a flexible way. LOB users can assemble pages from these building bricks and from rich web content. The page creation is performed inline by easy drag-and-drop operations without requiring sophisticated IT skills. This IBM Redbooks® publication describes how a team can build a website starting from a new installation of Digital Experience. The book provides examples of the basic tasks that are needed to get started with building a proof-of-concept (PoC) website example. The resulting example website illustrates the value and key capabilities of the Digital Experience suite, featuring IBM WebSphere® Portal and IBM Web Content Management. The target audiences for this book include the following groups: Decision makers and solution architects considering Digital Experience as a platform for their internal or external facing website. Developers who are tasked to implement a PoC and must be enabled to start quickly and efficiently, which includes the integration of existing back-end systems. A wide range of IBM services and sales professionals who are involved in selling IBM software and designing client solutions that include Digital Experience.