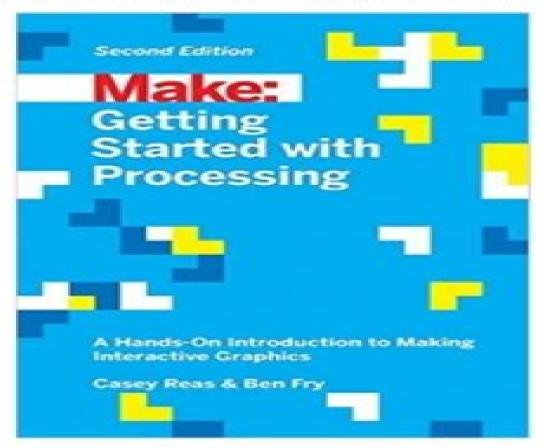
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software development environment Create interactive graphics with easy to follow projects Use the Arduino open source prototyping platform to control your Processing graphics **Graphical Thinking for Science and Technology Through Knowledge Visualization** Ursyn, Anna, 2019-11-22 With the advancement of technology in the modern world the constant influx of data information and computing can become droning and one dimensional Re examining these methods through a different approach helps highlight broader perspectives and further understanding Applying abstract and holistic methods such as nature and visualization to computing technologies is a developing area of study but has yet to be empirically researched Graphical Thinking for Science and Technology Through Knowledge Visualization provides emerging research exploring the theoretical and practical aspects of implementing visuals and images within data and information The text contains projects examples of students solutions and invites the reader to apply graphical thinking Featuring coverage on a broad range of topics such as nanoscale structures computer graphics and data visualization this book is ideally designed for software engineers instructional designers researchers scientists artists marketers media professionals and students seeking current research on applying artistic solutions within information and computing Decoding Digital Culture with Science Fiction Alan N. Shapiro, 2024-06-04 How do digital media technologies affect society and our lives Through the cultural theory hypotheses of hyper modernism hyperreality and posthumanism Alan N Shapiro investigates the social impact of Virtual Augmented Reality AI social media platforms robots and the Brain Computer Interface His examination of concepts of Jean Baudrillard and Katherine Hayles as well as films such as Blade Runner 2049 Ghost in the Shell Ex Machina and the TV series Black Mirror suggests that the boundary between science fiction narratives and the real world has become indistinct Science fictional thinking should be advanced as a principal mode of knowledge for grasping the world and digitalization

Different Engines Andrés Burbano, 2023-03-31 Different Engines investigates the emergence of technologies in Latin America to create images sounds video games and physical interactions The book contributes to the construction of a historiographical and theoretical framework for understanding the work of creators who have been geographically and historically marginalized through the study of five exemplary and yet relatively unknown artifacts built by engineers scientists artists and innovators It offers a broad and detailed view of the complex and sometimes unlikely conditions under which technological innovation is possible and of the problematic logics under which these innovations may come to be devalued as historically irrelevant Through its focus on media technologies the book presents the interactions between technological and artistic creativity working towards a wider understanding of the shifts in both fields that have shaped current perceptions practices and design principles while bringing into view the personal social and geopolitical singularities embodied by particular devices It will be an engaging and insightful read for scholars researchers and students across a wide range of disciplines such as media studies art and design architecture cultural history and the digital humanities Getting Started with Processing.py Allison Parrish, Ben Fry, Casey Reas, 2016 Processing opened up the world of programming to

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