

Digital Publishing User Guide

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10 Point Guide to Selecting the Best Digital Publishing ...

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John Battelle's definition of Digital Publishing is "Connecting a community through the art and science of communication." But just as this definition is vague, Adobe's PDF publisher is also not an adequate representation of what constitutes digital publishing. The Real Definition of Digital Publishing

The Real Definition of Digital Publishing

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Home to the New York Yankees, the Bronx Zoo, and the Grand Concourse, the Bronx was at one time a haven for upwardly mobile second-generation immigrants eager to leave the crowded tenements of Manhattan in pursuit of the American dream. Once hailed as a "wonder borough" of beautiful homes, parks, and universities, the Bronx became—during the 1960s and 1970s—a national symbol of urban deterioration. Thriving neighborhoods that had long been home to generations of families dissolved under waves of arson, crime, and housing abandonment, turning blocks of apartment buildings into gutted, graffiti-covered shells and empty, trash-filled lots. In this revealing history of the Bronx, Evelyn Gonzalez describes how the once-infamous New York City borough underwent one of the most successful and inspiring community revivals in American history. From its earliest beginnings as a loose cluster of commuter villages to its current status as a densely populated home for New York's growing and increasingly more diverse African American and Hispanic populations, this book shows how the Bronx interacted with and was affected by the rest of New York City as it grew from a small colony on the tip of Manhattan into a sprawling metropolis. This is the story of the clattering of elevated subways and the cacophony of crowded neighborhoods, the heady optimism of industrial progress and the despair of economic recession, and the vibrancy of ethnic cultures and the resilience of local grassroots coalitions crucial to the borough's rejuvenation. In recounting the varied and extreme transformations this remarkable community has undergone, Evelyn Gonzalez argues that it was not racial discrimination, rampant crime, postwar liberalism, or big government that was to blame for the urban crisis that assailed the Bronx during the late 1960s. Rather, the decline was inextricably connected to the same kinds of social initiatives, economic transactions, political decisions, and simple human choices that had once been central to the development and vitality of the borough. Although the history of the Bronx is unquestionably a success story, crime, poverty, and standard housing still afflict the community today. Yet the process of building and rebuilding carries on, and the revitalization of neighborhoods and a resurgence of economic growth continue to offer hope for the future.

Responding to the growth of digital products and the commercial imperative to build new digital businesses, The Business of Digital Publishing offers a comprehensive introduction to the development of digital products in the book and journal industries. This textbook provides background to the main technological development that have influenced the growth of digital publishing, introducing students to the key terms and concepts that make digital publishing possible. Exploring four key publishing sectors: professional reference, academic, education and consumer, this book explains the context for the digital developments in each area and looks at the growth of new business models and the future challenges faced by each sector. It also addresses the key issues that face the industry as a whole, outlining current debates, such as pricing and copyright, and exploring their impact on the industry through relevant case studies. The Business of Digital Publishing is an invaluable resource for any publishing student looking for a starting point from which to explore the world of digital publishing.

The first comprehensive guide to all aspects of digital publishing, from rights to eBooks, to accessibility, to content management.

Expand your skills for laying out and formatting documents and eBooks deployed for screen viewing on computers, tablets, and smart phones. The book covers how to add interactivity to reflowable and fixed layout eBooks, interactive PDF documents, and take advantage of Adobe ' s new Publish Online (Preview). Tips, techniques, and workarounds offer you a comprehensive view at adding interactivity to any kind of document and deploy them on social media and web sites. Learn essential skills for composing documents in Adobe InDesign, how to work with styles, format text and graphics, work with rich media, create multi-state objects, hyperlinks, and animations. What You'll Learn: Set up documents for interactive digital publishing Create Animations in InDesign Build and work with Multi-State Objects Construct video masks and work with rich mediabr /llilHost interactive documents on Facebook and other social media sites/ll/uldivWho This Book Is For/divdivbr/divdivGraphic designers, book designers, and publishersbr

How we can evade, protest, and sabotage today's pervasive digital surveillance by deploying more data, not less—and why we should. With Obfuscation, Finn Brunton and Helen Nissenbaum mean to start a revolution. They are calling us not to the barricades but to our computers, offering us ways to fight today's pervasive digital surveillance—the collection of our data by governments, corporations, advertisers, and hackers. To the toolkit of privacy protecting techniques and projects, they propose adding obfuscation: the deliberate use of ambiguous, confusing, or misleading information to interfere with surveillance and data collection projects. Brunton and Nissenbaum provide tools and a rationale for evasion, noncompliance, refusal, even sabotage—especially for average users, those of us not in a position to opt out or exert control over data about ourselves. Obfuscation will teach users to push back, software developers to keep their user data safe, and policy makers to gather data without misusing it. Brunton and Nissenbaum present a guide to the forms and formats that obfuscation has taken and explain how to craft its implementation to suit the goal and the adversary. They describe a series of historical and contemporary examples, including radar chaff deployed by World War II pilots, Twitter bots that hobbled the social media strategy of popular protest movements, and software that can camouflage users' search queries and stymie online advertising. They go on to consider obfuscation in more general terms, discussing why obfuscation is necessary, whether it is justified, how it works, and how it can be integrated with other privacy practices and technologies.

Producing New and Digital Media is your guide to understanding new media, diving deep into topics such as cultural and social impacts of the web, the importance of digital literacy, and creating in an online environment. It features an introductory, hands-on approach to creating user-generated content, coding, cultivating an online brand, and storytelling in new and digital media. This book is accompanied by a companion website—designed to aid students and professors alike—that features chapter-related questions, links to resources, and lecture slides. In showing you how to navigate the world of digital media and also complete digital tasks, this book not only teaches you how to use the web, but understand why you use it. KEY FEATURES For students- a companion site that features research resources and links for further investigation For instructors- a companion site that features lecture slides, a sample syllabus, and an Instructor ' s Manual. Features a unique approach that covers media studies aspects with production and design tutorials. Covers up-to-date forms of communication on the web such as memes, viral videos, social media, and more pervasive types of online languages.

Are you interested in digital publishing? Maybe you are a beginning writer, or maybe you are an experienced writer who now finds that your old skills need to be re-sharpened for digital environments. Whether you want to write engaging articles, edit a digital publication for your employer, or self-publish your own novel, this guide is for you. The Student's Guide to Digital Publishing aims to teach the complete layman or undergraduate. No special expertise is needed. Our presumption that readers come to this book with little knowledge beyond that of the consumer. Most people find themselves reading and writing in digital environments all day long, yet from elementary school through university have not had a single lesson on how writing for those environments is different than writing for print. Digital publishing went from being on the periphery to being the dominant form of publishing so quickly that most of the pioneers in the field are still alive. As early adopters of digital publishing experimented, they quickly found that most of the evergreen writing skills taught in school still apply. Some of those skills, however, need to be presented in new ways. Since digital publishing is the future for most forms of writing, beginners need guidance and formal training beyond the skills of traditional print writing. This book provides the starting point you need.

A fully revised and updated edition of the bible of the newspaper industry

Did you ever consider self-publishing your own book but were daunted by the complex process of actually doing it? Self-published author and expert Carla King gives a simple step-by-step guide to self-publishing your book as an e-book or print book. Plot your success by choosing the reputable tools and services recommended here, along with techniques that will help your book succeed in the market that you choose.

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