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IPad For Seniors For Dummies Mar 30 2024 Provides step-by-step instructions and advice for seniors on how to use the iPad, covering such topics as browsing the Internet, working with e-mail, exploring the iTunes store, organizing apps, and using the iPad as an e-reader.

Unity 2020 Mobile Game Development Jul 10 2022 A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset Key FeaturesCreate, deploy, and monetize captivating and immersive games on Android and iOS platformsTake your games into the real world by adding augmented reality features to your mobile projectsKick-start your mobile game development journey with step-by-step instructions and a demo game projectBook Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social

networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learnDesign responsive user interfaces for your mobile gamesDetect collisions, receive user input, and create player movements for your mobile gamesCreate interesting gameplay elements using inputs from your mobile deviceExplore the mobile notification package in Unity game engine to keep players engagedCreate interactive and visually appealing content for Android and iOS devicesMonetize your game projects using Unity Ads and in-app purchasesWho this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.

Flash IOS Apps Cookbook Dec 27 2023 The book is written in a cookbook style, presenting examples in the style of recipes, allowing you to go directly to your topic of interest, or follow topics throughout a chapter to gain in-depth knowledge. Flash developers or enthusiasts looking to build iOS apps using their existing Flash and ActionScript 3.0 skills.

Essential Mobile Interaction Design Jun 08 2022 Mobile apps should feel natural and intuitive. Users should quickly and easily understand them. This means effective interaction and interface design is crucial to the success of any mobile app. However, few mobile app developers (or even designers) have had adequate training in these areas.

iPad For Seniors For Dummies Feb 27 2024 Get caught up with the latest iPad features An iPad can be so many things: an entertainment hub, a way to stay in touch with the world, a productivity tool, and many other things. iPad For Seniors For Dummies focuses on helping iPad users who are experienced in life—but not in technology. In this friendly, easy-to-follow guide, you'll find out how to fire up any model of iPad, connect to the internet, and use applications to play games, watch movies, listen to music, chat via video, update your social accounts, read the news, or just about anything else you'd want to do. Teach your iPad to answer your commands Stay connected with email, social apps, and video chat Cue up music and movies Find endless ways to let your iPad entertain you If you're anywhere from 50 to 100 and want to find accessible guidance on making the most of your iPad, you're in good hands!

Advances in Physical Ergonomics and Human Factors May 08 2022 This book reports on the state of the art in physical ergonomics and is concerned with the design of products, process, services, and work systems to assure their productive, safe, and satisfying use by people. With focus on the human body's responses to physical and physiological work demands, repetitive strain injuries from repetition, vibration, force, and posture are the most common types of issues examined, along with their design implications. The book explores a wide range of topics in physical ergonomics, which includes the consequences of repetitive motion, materials handling, workplace safety, and usability in the use of portable devices, design, working postures, and the work environment. Mastering physical ergonomics and safety engineering

concepts is fundamental to the creation of products and systems that people are able to use, as well as the avoidance of stresses and minimization of the risk of accidents. Based on the AHFE 2017 Conference on Physical Ergonomics and Human Factors, July 17-21, 2017, in Los Angeles, California, USA, this book provides readers with a comprehensive view of the current challenges in Physical Ergonomics, which are a critical aspect in the design of any human-centered technological system, and factors influencing human performance.

 iOS Development with Flash Apr 26 2021 Use your Flash skills to create popular apps for Apple products The new version of Flash allows you to export your developed applications as iOS apps, which can then be uploaded to Apple?s app store. Written by an expert Flash and iOS developer, this visual guide takes your Flash skills to the next level so that you can begin developing applications for Apple?s unique platform. Loads of screen shots enhance your learning process as you go step by step through the process of creating apps that rate well in the app store. You?ll quickly get up to speed on the special considerations of developing for the iPhone, iPod touch, and iPad. Takes you visually through the process of creating apps designed for Apple?s unique platform using the latest version of Flash Points out pitfalls and shares best practices for using Flash to develop for the iPhone, iPod touch, and iPad Offers tips for developing applications that rate well in Apple?s app store Uses approximately 2,000 screen shots to drill home the step-by-step lessons on using Flash to develop mobile apps If you are a visual learner, then iOS Development with Flash: Your visual blueprint for developing Apple apps is essential reading for you to start creating successful Apple apps.

 IPad For Seniors For Dummies Nov 25 2023 Take full advantage of your iPad by learning to browse the Web, keep up with social media, FaceTime chat with your grandkids, challenge your brain with games and iBooks, set up your iCloud, share photos with friends, and more.

 Teach Yourself VISUALLY iPad Apr 30 2024 Learn the basics and beyond with this visual guide to the iPad, iPad mini, and iPad Pro Teach Yourself VISUALLY iPad is a clear, concise, image-rich guide to getting the most out of your iPad, iPad mini, or iPad Pro running iOS 11. Designed to quickly get you the answers you need, it cuts to the chase by skipping the long-winded explanations and breaking each task down into bite-sized pieces. You'll find step-by-step instruction for everything from the initial setup to working with key features, plus troubleshooting advice that can help you avoid a trip to the Apple Genius Bar. Helpful sidebars highlight tips and tricks that get things done faster, and plenty of full-color screenshots help you visualize the lesson at hand. Exploring your iPad on your own is fun, but you'll miss some of the lesser-known features that help make the iPad the superior device it is. This guide provides a visual tour that helps new users will learn how to take advantage of all the iPad has to offer, and experienced users will discover techniques to streamline everyday tasks. * Customize your iPad and connect via Wi-Fi and Bluetooth * Access music, videos, games, photos, books, and apps * Set up your e-mail, browse the Web, and manage social media * Troubleshoot and fix minor issues that arise Now that you have this coveted device in your hands, you want to use every feature and maximize every capability—and Teach Yourself VISUALLY iPad helps

you do just that, walking you through each step in the iPad experience.

Professional iPhone Programming with MonoTouch and .NET/C# Jan 21 2021 This book provides experienced .NET and C# developers with the knowledge necessary to become proficient, successful iPhone application developers without having to learn Objective-C, Cocoa, or Xcode. With a Foreword by the MonoTouch creators, this book covers several areas including MonoTouch and MonoDevelop, screen controls, meeting the iPhone UI guidelines, and Silverlight for the iPhone. The authors, one of whom wrote Wrox's immensely popular Wrox Blox, also delve into UI development, data controls, tables and layouts, maps and geolocation, and communication with other applications.

Educational Technology to Improve Quality and Access on a Global Scale Aug 30 2021 This is an edited volume based on expanded versions of the best 30 papers presented at ETWC 2016 in Bali. Included are contributions from the keynote speakers of ETWC 2016: Robert Branch, Tian Belawati, Steve Harmon, Johannes Cronjé, Marc Childress, Mike Spector, Chairul Tanjung, and Rudiantara. The work is organized into the following sections: (a) Effective Technology Integration in Teaching and Learning, (b) Quality Design, Development and Implementation, (c) Innovation and Creativity in Distance Education, and (d) Open Access, Courses and Resources.

Getting Started with SpriteKit Mar 18 2023 Develop fun and exciting games and create amazing animations for your existing apps with SpriteKit, Apple's 2D game development framework About This Book Learn the key concepts of game development in iOS Take advantage of SpriteKit to create your own games and improve your apps Follow the step-by-step chapters to create a complete product ready to submit to the App Store Who This Book Is For Getting Started with SpriteKit is for beginner-level iOS developers who want to add an extra edge to their apps and create amazing games using SpriteKit. It doesn't matter whether you have experience in iOS development or not as this book will show you the swift tricks you can use to create games. What You Will Learn Create and configure a SpriteKit project from scratch Load and manage the basic elements of games such as sprites, labels, and geometrical primitives Handle touch events, detect collisions, and play sound audio files Create complex elements, animate sprites, and run the parallax effect Complete your games with key components such as a main menu, transitions between scenes, a tutorial, and the ability to load and save data Increase the efficiency of your device using the accelerometer or by adding shaders, lights, and shadows Gain complementary techniques such as creating or finding audio resources, applying SpriteKit to apps, or using third-party tools In Detail SpriteKit is Apple's game engine to develop native iOS games. Strongly boosted by the Apple Inc., Cupertino, it has increased in popularity since its first release. This book shows you the solutions provided by SpriteKit to help you create any 2D game you can imagine and apply them to create animations that will highlight your existing apps. This book will give you the knowledge you need to apply SpriteKit to your existing apps or create your own games from scratch. Throughout the book, you will develop a complete game. The beautiful designs implemented in the game in this book will easily lead you to learn the basis of 2D game development, including creating and moving sprites, and adding them to a game scene. You will also discover how to apply advanced techniques such as collision detection, action execution, playing music, or running animations

to give a more professional aspect to the game. You will finish your first game by learning how to add a main menu and a tutorial, as well as saving and loading data from and to the player's device. Finally, you will find out how to apply some mobile games techniques such as accelerometer use or touch detection. Style and approach Written in an informal way with plenty of illustrative screenshots, this easy-to-follow and practical guide will help you get the most from SpriteKit. The main part of the book provides step-by-step instructions to develop of a complete product, while the last chapters give you some complementary techniques than can be used in mobile 2D game development.

Deploying iPads in the Classroom Feb 14 2023 Master the skills and knowledge to plan and execute a deployment of iPads that will suit your school and your classroom. This book helps you evaluate your various options for deploying iPads—from configuring the tablets manually, through using Apple Configurator for imaging tablets, to subscribing to the heavy-duty Apple School Manager web service—and then shows you how to put your chosen approach into practice. Step-by-step instructions and practical examples walk you through the key questions you need to answer to get the most from your IT investment and then show you how to turn your decisions into deeds. The iPad is a wonderful device for helping students to study more comfortably and learn more quickly. Apple's popular tablet enables you to put in each student's hands a full-power computer that enables her to access resources both on the school's network and on the Internet; communicate via email, instant messaging, and video chat; and create digital content that she can submit effortlessly to your online marking system. Students love using the iPad—perhaps even more than teachers do! What You'll Learn Plan your iPad deployment and choose the right iPad models, accessories, and apps Image, configure, and deploy iPads in your classroom Review tips, tricks, and techniques for managing iPads and keeping your digital classroom running smoothly Who This Book Is For Teachers and IT administrators at schools or colleges, and administrators and organizers in other bodies that need to deploy iPads en masse to conference attendees or hotel visitors

iPad in Education For Dummies Jan 28 2024 It's easy to bring the incredible iPad experience to your classroom today! The iPad is a natural fit for education in the 21st century, and this straightforward, full-color guide shows you just how to deploy it effectively in your educational institution. From understanding how iPads can be used for different learning styles to managing iPad content and classroom use, finding the apps to complement your curriculum, creating interactive lessons, and beyond, author Sam Gliksman, a sought-after consultant on integrating technology in schools, answers all your questions. Helps teachers and administrators see how to use iPads effectively in different grades, classroom settings, and curriculum levels Explains iPad's built-in media features and the importance of multimedia in modern education Explores iPad best practices, tools, and apps for a successful iPad program in your school Shows how the iPad can be used as a valuable tool for research, collaboration, communication, creativity, and discovery Provides tips and guidance on keeping information updated, managing content, and taking advantage of the iPad as a learning tool iPad in Education For Dummies is your guide to using the world's most popular tablet to inspire and educate your students in a whole new way.

Foundations of Digital Art and Design with the Adobe Creative Cloud Sep 23 2023 "Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe Creative Cloud"--Cover, page [4].

IPhone User Interface Cookbook Jul 30 2021 Written in a cookbook style, this book offers solutions using a recipe based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. The iPhone Interface Cookbook is written from the ground up for people who are new to iOS or application interface design in general. Each chapter discusses the reasoning and design strategy behind critical interface components, as well as how to best integrate each into any iPhone or iPad application. Detailed and straight-forward recipes help give guidance and build understanding far beyond what is offered through Apple's Human Interface Guidelines.

Flash Mobile: Deploying Mobile Apps with Flash CS5 Jun 28 2021 Get your app online and ready for purchase. Building your app for deployment using iTunes Connect Building your app for deployment on the Android Market Building for iPad devices Building for Android tablets and Google TV Adding advertising to your apps Tracking your app's success Marketing your app

The Business of ePublishing 2015 Oct 01 2021 The Business of ePublishing 2015 Edition explains in thorough detail what professional publishers, designers, and traditional, independent, and hybrid authors need to know about the world and business of digital publishing in 2015 and beyond. It goes beyond the rhetoric and paranoid proclamations rampant in social media, blogs, and news outlets to provide provable, unbiased insight into the users, devices, formats, and real world economics of ebooks, fixed-layout ebooks, digital textbooks, digital magazines, and more for all levels of publishing—enterprise, small- to medium-sized publishers, indies, and self-publishers. Whether you are an aspiring self-publisher or the CEO of a major publishing house, a freelance designer or sales person, this book provides you with the insight, background, statistics, figures, and examples to help you make sense of the business, economic, and marketing concerns of epublishing, and help you plot your future for a successful year in digital publishing. Whether your intent is to sell yourself, your boss, or your clients, or if you just want to educate yourself about the realities of the world of epublishing, you'll find in this book a cornucopia of important, relevant data.

Flash Mobile May 27 2021 Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented

in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Basic Sensors in IOS Nov 13 2022 "Programming the accelerometer, gyroscope, camera, and magnetometer"--Cover.

Beginning iOS 7 Development Dec 03 2021 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. There's coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 7 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 7 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

iOS 4 Developer's Cookbook, The: Core Concepts and Essential Recipes for iOS Programmers Mar 06 2022 Want to get started building applications for iPhone or iPad with Apple's newest iOS 4 development tools? Erica Sadun's The iOS 4 Developer's Cookbook brings together all the expert guidance and proven code you'll need. Completely updated through iOS 4.3, it covers the tools (Xcode 4 and Interface Builder), the language (Objective-C 2.0), and all elements common to typical iOS apps. Sadun presents single-task recipes for common iOS development tasks, including designing and organizing effective user interfaces, responding to users, supporting gestures and multitouch, working with images, accessing local data with Core Data, managing table views, and connecting to the Internet. You get cut-and-paste convenience: freely reuse any of her source code in your own applications and tweak as needed--everything's fully documented to make it easy. Each chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. You'll find everything you need to jumpstart any iOS 4 project--and create high-value apps fast!

iPad mini For Dummies Jun 01 2024 Find out why the iPad mini has never been bigger This new edition of iPad mini For Dummies covers all the latest tips and tricks for getting an even bigger bang out of your iPad mini. Presented in full-color and written in the straightforward but fun language that has

defined the For Dummies brand for more than twenty years, this friendly guide walks you through the multitouch interface, going online, getting connected, packing your iPad mini with apps, games, e-books, photos, music, and movies, synchronizing your data, texting with iMessage, working with Siri, importing pictures and launching slideshows, getting organized with Reminders, finding your way with Maps, working with the Calendar, protecting your information, accessorizing your iPad mini, and much more. Updated and revised throughout to cover Apple's newest iPad mini hardware and iOS software, iPad mini For Dummies is the ideal companion to help you make the most out of your device. Plus, if you run into any problems along the way, you'll find easy-to-follow, expert troubleshooting and maintenance tips. Richly illustrated in full color and updated to reflect the latest iPad mini hardware and iOS software Shows you how to turn your iPad mini into an entertainment hub Covers the key features and tools readers need to become iPad mini mavericks Written by Edward C. Baig, the Personal Tech columnist for USA Today, and Bob LeVitus, often referred to as "Dr. Mac" Your iPad mini may be small, but it packs a big punch. In this full-color guide, you'll unlock all of its incredible capabilities—and have a blast while you're at it!

Mobile ASP.NET MVC 5 Mar 25 2021 Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites.

The Principles and Processes of Interactive Design Oct 13 2022 The Principles & Processes of Interactive Design is aimed at new designers from across the design and media disciplines who want to learn the fundamentals of designing for interactive media. This book is intended both as a primer and companion guide on how to research, plan and design for increasingly prevalent interactive projects. With clear and practical guidance on how to successfully present your ideas and concepts, Jamie Steane introduces you to user-based design, research and development, digital image and typography, interactive formats, and screen-based grids and layout. Using a raft of inspirational examples from a diverse range of leading international

creatives and award-winning agencies, this is required reading for budding digital designers. In addition, industry perspectives from key design professionals provide fascinating insights into this exciting creative field, and each chapter concludes with workshop tutorials to help you put what you've learnt into practice in your own interactive designs. Featured contributors include: AKQA, BBC, Dare, Edenspiekermann, Electronic Arts, e-Types, Komodo Digital, Moving Brands, Nordkapp, Onedotzero, Onformative, Preloaded and Razorfish.

Programming the Mobile Web Feb 02 2022 With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

Creating 3D Game Art for the IPhone with Unity Aug 23 2023 With iPhone and Unity, game developers are empowered to create compelling games but they must be careful to specifically address the unique challenges of the iPhone hardware cpu and gpu requirements. This book teaches artists how to circumvent the potential pitfalls.

Learning iOS Programming Aug 11 2022 Get a rapid introduction to iPhone, iPad, and iPod touch programming. With this easy-to-follow guide, you'll learn the steps necessary for developing your first marketable iOS application, from opening Xcode to submitting your product to the App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle iOS, this is your book. You'll learn about Objective-C and the core frameworks hands-on by writing iOS applications that use them, giving you the basic skills for building your own applications independently. Packed with code samples, this book is refreshed and updated for iOS 5 and Xcode 4. Discover the advantages of building native iOS apps Get started with Objective-C and the Cocoa Touch frameworks Dive deep into the table view classes for building user interfaces Handle data input, parse XML and JSON documents, and store data on SQLite Use iOS sensors, including the accelerometer, magnetometer, camera, and GPS Build apps that use the Core Location and MapKit frameworks Integrate Apple's iCloud service into your applications

Cutting-Edge Research in Developing the Library of the Future Nov 01 2021 Cutting-Edge Research in the 21st-Century Academic Library: New Paths for Building Future Services explores examples of exciting new library services

and workflows and provides opportunities for the rest of the library profession to model and adapt for their own communities and patrons.

Swift Game Programming for Absolute Beginners Sep 11 2022 "Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean." William Fahle, Computing Review, May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

Introduction to Web Interaction Design Jan 16 2023 This book introduces standard and new HTML5 elements and attributes and CSS3 properties commonly used in Web design as well as design guidelines for their effective use. Its approach of explaining every line of code in the examples it uses to show the usage of the HTML elements and CSS properties introduced makes it an invaluable Web design resource for beginners as well as intermediates looking to fill in gaps in their knowledge. In addition, the inclusion of user-centered design process stages and how they are best managed in website development makes the book unique in its area. Also, the book's approach of including challenges after each topic to help refresh readers' knowledge, as well as make them think, ensures that there are ample activities to keep learners motivated and engaged. Key Features Comprehensively covers standard and new HTML5 elements and attributes and CSS3 properties. Includes a lot of challenges/exercises; one after each HTML element or CSS property introduced and demonstrated with examples. Example codes can be copied and pasted as-is to implement and experiment with. For every HTML element or CSS property introduced, guidelines are provided, where relevant, on how to best use them in a design to enhance usability and accessibility. Includes comprehensive explanation of flexible box and grid layout models and how to use them to create responsive and adaptive Web design. Covers the importance of visual aesthetics in design, including design elements and principles and examples of how they can be applied in Web design to produce good user experience. Includes comprehensive guidelines on how to design for standard and mobile screens, including discussion of touch gesture interaction design and standard gestures and the functions for which they are most commonly used.

Introduces the stages of user-centered design process, including Web accessibility and user-experience testing, and managerial aspects of Web development, including intellectual property. Provides a brief introduction on how to make HTML and CSS codes more compact and more efficient and how to combine them with other languages commonly used in Web design and development, such as JavaScript, AJAX, and PHP.

What Is Your Quest? Apr 06 2022 What Is Your Quest? examines the future of electronic literature in a world where tablets and e-readers are becoming as common as printed books and where fans are blurring the distinction between reader and author. The construction of new ways of storytelling is already underway: it is happening on the edges of the mainstream gaming industry and in the spaces between media, on the foundations set by classic games. Along these margins, convergent storytelling allows for playful reading and reading becomes a strategy of play. One of the earliest models for this new way of telling stories was the adventure game, the kind of game centered on quests in which the characters must overcome obstacles and puzzles. After they fell out of fashion in the 1990s, fans made strenuous efforts to keep them alive and to create new games in the genre. Such activities highlight both the convergence of game and story and the collapsing distinction between reader and author. Continually defying the forces of obsolescence, fans return abandoned games to a playable state and treat stories as ever-evolving narratives. Similarly, players of massive multiplayer games become co-creators of the game experience, building characters and creating social networks that recombine a reading and gaming community. The interactions between storytellers and readers, between programmers and creators, and among fans turned world-builders are essential to the development of innovative ways of telling stories. And at the same time that fan activities foster the convergence of digital gaming and storytelling, new and increasingly accessible tools and models for interactive narrative empower a broadening range of storytellers. It is precisely this interactivity among a range of users surrounding these new platforms that is radically reshaping both e-books and games and those who read and play with them.

<u>Apple Computing for Seniors in easy steps</u> Feb 22 2021 Apple Computing for Seniors in easy steps shows how to put the fun back into your computing experiences – even Seniors can now enjoy the sleek and stylish world of Apple computing! Presented in larger type for easier reading. Computing is no longer a standalone activity on a single device and Apple has created a range of products to help with all of your computing needs, whether you are using a Mac computer, an iPhone, an iPad or an iPod Touch, or a combination of all three. Apple's products are not created in isolation: the aim is to create a seamless experience whether using a Mac computer, an iPhone or an iPad and ensure that content from one device can easily be accessed and opened on another device. This is done largely through the online iCloud service, which can be used to store and backup content from Apple devices and then make this content available to other compatible Apple devices. This is done with a unique Apple ID and can be used to view items such as photos, documents, calendars, address books and notes on Mac computers, iPhones, iPads and iPod Touches. Although this book focuses on the use of Mac computers it also covers using mobile Apple devices with iOS 8, and the iCloud service. Covers OS X Yosemite

iPhone OS Development Jan 04 2022 iPhone OS Development: Your visual blueprint for developing apps for Apple's mobile devices provides essential tips, tricks, and techniques for developing for the iPad, iPhone, or iPod touch. This book covers everything from the key features of the Objective-C language, to hands-on tips for getting the most from the Apple SDK, to inside information about programming the touch screen, accelerometer, GPS, graphics, sound, and connectivity. It includes all of the information a new developer needs to create her first application, and references facts for more experienced developers who need distilled information about the most important iPad, iPhone, and iPod touch technologies. Also included is a step by step guide to uploading products to the App Store, and designing projects that maximize buyer interest and sales potential. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

ePublishing with InDesign CS6 Jun 20 2023 Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

The New IPad Fully Loaded Oct 25 2023 A comprehensive guide to using the iPad that explains how to use the tablet computer's main functions, highlights features such as remote desktop access, applications for travel, social media, and more, and offers troubleshooting tips.

The IOS 5 Developer's Cookbook Dec 15 2022 Provides information on building iOS 5 applications for iPhone, iPad, and iPod Touch.

Learning IPad Programming May 20 2023 A guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using Apple's newest iOS.

Learn Design for iOS Development Jul 22 2023 Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea

stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.
 Make a 2D Arcade Game in a Weekend Apr 18 2023 Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished Make a 2D Arcade Game in a Weekend with Unity, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game

- **Swift Game Programming For Absolute Beginners**
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