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KEY=TO - FARRELL TIANA

THE ANATOMY OF STORY

22 STEPS TO BECOMING A MASTER STORYTELLER

Farrar, Straus and Giroux *"If you're ready to graduate from the boy-meets-girl league of screenwriting, meet John Truby . . . [his lessons inspire] epiphanies that make you see the contours of your psyche as sharply as your script." —LA Weekly John Truby is one of the most respected and sought-after story consultants in the film industry, and his students have gone on to pen some of Hollywood's most successful films, including Sleepless in Seattle, Scream, and Shrek. The Anatomy of Story is his long-awaited first book, and it shares all his secrets for writing a compelling script. Based on the lessons in his award-winning class, Great Screenwriting, The Anatomy of Story draws on a broad range of philosophy and mythology, offering fresh techniques and insightful anecdotes alongside Truby's own unique approach to building an effective, multifaceted narrative.*

STORIES THAT MOVE MOUNTAINS

STORYTELLING AND VISUAL DESIGN FOR PERSUASIVE PRESENTATIONS

John Wiley & Sons *Learn how to use stories and visuals to make top–notch presentations It´s called CAST (Content, Audience, Story, & Tell) and it´s been a quiet success, until now. Developed over a twelve year period as a presentation method to help Enterprise Architects, it was adopted by Microsoft Enterprise Architecture teams and filtered from IT managers to Sales, and beyond to major organizations around the world. Now, thanks to this unique book from an expert author team that includes two Microsoft presentation experts, you can learn how to use this amazing process to create and make high–impact presentations in your own organization. The book helps you build complete visual stories, step by step, by using the CAST method to first create a Story Map and from there, a compelling presentation. It includes sample Story Maps, templates, practical success stories, and more. You´ll discover how to go beyond PowerPoint slides to create presentations that influence your peers and effect change. Explains the secrets of making presentations and effecting change using CAST to create Story Maps and from there, high–impact and visual presentations that tell a story Covers how to apply a range of techniques and what the results look like, using screenshots of presentations, one page hand outs, and basic delivery with whiteboards Coauthored by Microsoft experts and a visual design guru who have years of experience training professionals in these methods Includes sample Story Maps, templates, practical success stories, and more Learn how to sell your ideas and trigger change in your company with Stories That Move Mountains: Storytelling and Visual Design for Persuasive Presentations.*

WRITE WHAT YOU DON'T KNOW

AN ACCESSIBLE MANUAL FOR SCREENWRITERS

A&C Black *Encourages you to move beyond your comfort zones in search of stories.*

HANDBOOK OF RESEARCH ON CONTEMPORARY STORYTELLING METHODS ACROSS NEW MEDIA AND DISCIPLINES

IGI Global *Stories are everywhere around us, from the ads on TV or music video clips to the more sophisticated stories told by books or movies. Everything comes wrapped in a story, and the means employed to weave the narrative thread are just as important as the story itself. In this context, there is a need to understand the role storytelling plays in contemporary society, which has changed drastically in recent decades. Modern global society is no longer exclusively dominated by the time-tested narrative media such as literature or films because new media such as videogames or social platforms have changed the way we understand, create, and replicate stories. The Handbook of Research on Contemporary Storytelling Methods Across New Media and Disciplines is a comprehensive reference book that provides the relevant theoretical framework that concerns storytelling in modern society, as well as the newest and most varied analyses and case studies in the field. The chapters of this extensive volume follow the construction and interpretation of stories across a plethora of contemporary media and disciplines. By bringing together radical forms of storytelling in traditional disciplines and methods of telling stories across newer media, this book intersects themes that include interactive storytelling and narrative theory across advertisements, social media, and knowledge-sharing platforms, among others. It is targeted towards professionals, researchers, and students working or studying in the fields of narratology, literature, media studies,*

marketing and communication, anthropology, religion, or film studies. Moreover, for interested executives and entrepreneurs or prospective influencers, the chapters dedicated to marketing and social media may also provide insights into both the theoretical and the practical aspects of harnessing the power of storytelling in order to create a cohesive and impactful online image.

MASTERING MONOLOGUES AND ACTING SIDES

HOW TO AUDITION SUCCESSFULLY FOR BOTH TRADITIONAL AND NEW MEDIA

Simon and Schuster *Mastering Monologues and Acting Sides: How to Audition Successfully for Both Traditional and New Media is everything an actor needs to be ready for that perfect part, from webisodes to Shakespeare. Scripts, acting technique tips, and exercises keep a performer toned and ready, while industry experts give advice on how to audition professionally. Invaluable Internet listings keep you on top of changing trends, as well. Casting directors, agents, managers, and actors share insights on proper protocol for different performance settings, and practice is made simple with script excerpts and exercises to keep skills sharp for last minute auditions. Includes instructional CD.*

SHAKESPEARE'S STORYTELLING

AN INTRODUCTION TO GENRE, CHARACTER, AND TECHNIQUE

Springer Nature *Shakespeare's Storytelling: An Introduction to Genre, Character, and Technique is a textbook focused on specific storytelling techniques and genres that Shakespeare invented or refined. Drawing on examples from popular novels, plays, and films (such as IT, Beloved, Sex and the City, The Godfather, and Fences) the book provides an overview of how Shakespearean storytelling techniques including character flaws, conflicts, symbols, and more have been adapted by later writers and used in the modern canon. Rather than taking a historicist or theoretical approach, Nate Eastman uses recognizable references and engaging language to teach the concepts and techniques most applicable to the future study of Creative Writing, English, Theater, and Film and Media. Students will be prepared to interpret Shakespeare's plays and understand Shakespeare as the beginning of a literary tradition. A readable introduction to Shakespeare and his significance, this book is suitable for undergraduates.*

TABLEAU 2019.X COOKBOOK

OVER 115 RECIPES TO BUILD END-TO-END ANALYTICAL SOLUTIONS USING TABLEAU

Packt Publishing Ltd *This book will guide you from the basic functionality of Tableau 2019.x to complex deployment. It is full of useful recipes from industry experts, who will help you master your Tableau skills. The complexity of tasks increase gradually, all the way to mastering advanced functionality through bite-sized, detailed recipes.*

THE STORYTELLING METHOD

STEPS TO MAXIMIZE A SIMPLE STORY AND MAKE IT POWERFUL, INSPIRING, AND UNFORGETTABLE

Createspace Independent Publishing Platform *Storytelling Is One Of The Greatest Skills A Person Can Have, Yet Only Few People Know How To Really Tell A Story.This storytelling method is a proven-to-work method. You can use it not only for presentations and speeches, but most importantly in everyday life situations to take your ability to make any story sound intriguing and completely capture the listener's attention!You'll Soon Find Out:- The 10 Simple Steps To Making Any Story Powerful- How To Easily Talk To Anyone - The Secret Strategy That Master Storytellers Use- How To Tell An Inspirational, Hilarious, or Scary Story That People Will Not Forget- How To Break the Ice With A Neighbor, Co-Worker, or Someone Your Attracted To- The 2 Best Ways To Begin A Story And Get The Listener Immediately Hooked!- And Much, Much More!Maximize Your Communication Skills And Learn How To Tell Powerful, Inspirational and Unforgettable Stories Today!*

PRESENTATION SECRETS

DO WHAT YOU NEVER THOUGHT POSSIBLE WITH YOUR PRESENTATIONS

John Wiley & Sons *Plan, create, and deliver amazing presentations! Alexei Kapterev's online presentation on presentations has seenmore than one million views, all with no advertising or promotion.Building on this hit, he now brings us Presentation Secretsoutlining his successful tactics for planning, producing, andpresenting memorable and unique presentations. The author shareshis insight, wisdom, and advice with impressive clarity and detail,covering the three main components required to a presentation:storyline design, slide design, and delivery. PresentationSecrets lets you get to work immediately, fully prepared, armedwith confidence, and ready to inspire. Teaches everything that goes into a successful and memorablepresentation Helps create a storyline, from planning the beginning, middle,and end, to establishing key points, to making a presentationscalable Discusses how to design a slide template that meets your goals,ensure consistency, and find focal points Dissects the delivery of a presentation, including how tocreate "a character", integrate mistakes, listening to yourself,talking to the audience, and avoiding monotony Includes non-presentation metaphor to drive home yourunderstanding of storytelling, improvisation, and delivery Also featuring real-world examples of presentations from theworlds of business, science, and politics, such as Steve Jobs, HansRosling, and Al Gore, this unique book delivers tried and testedsecrets and inside tips for making a sensational presentation!*

PREACHING FROM INSIDE THE STORY

A FRESH JOURNEY INTO NARRATIVE

Wipf and Stock Publishers *Preaching from Inside the Story is a book that seeks to carve out an understanding of narrative*

preaching in an age where there is little agreement about its nature and practice. Capitalizing on the works of Craddock and Lowry, it seeks to find an expanded palette upon which the preacher may engage the larger canvas of narrative preaching. This book will engage the mind by introducing neuroscientific understandings of creativity; build upon the foundations of the philosophy of stories by engaging Aristotle's foundational understanding of narrative; and renew the Lowry Loop by expanding this seminal work and how it should be understood in our current culture. Preaching from Inside the Story breaks new ground by encouraging preachers to move inside stories and tell them from the inside out providing a positive effect, thereby affording non-narrative preachers to connect with storytelling principles. Ultimately, it is filled with examples of how to do narrative in a very practical way. However, in showing these practical examples, the reader is involved in a deep analysis of those narrative sermons and how they fit into an overall narrative understanding of preaching. In the final analysis, it invites the reader to take a fresh journey into narrative preaching.

TAKE OFF YOUR PANTS!

OUTLINE YOUR BOOKS FOR FASTER, BETTER WRITING

Running Rabbit Press When it comes to writing books, are you a "plotter" or a "pantser?" Is one method really better than the other? In this instructional ebook, author Libbie Hawker explains the benefits and technique of planning a story before you begin to write. She'll show you how to develop a foolproof character arc and plot, how to pace any book for a can't-put-down reading experience, and how to ensure that your stories are complete and satisfying without wasting time or words. Hawker's outlining technique works no matter what genre you write, and no matter the age of your audience. If you want to improve your writing speed, increase your backlist, and ensure a quality book before you even write the first word, this is the how-to book for you. Take off your pants! It's time to start outlining.

THE PALGRAVE HANDBOOK OF SCRIPT DEVELOPMENT

Springer Nature "The Handbook of Script Development provides a creative and critical guide for those who study, teach and work on the development of stories for the screen. The larger, international perspective is highly valuable in todays media climate where screenwriters sell stories to streaming services with an eye on collecting viewers from all over the world. Such a cross-cultural product requires exposure to new ideas in how scripts are developed which is exactly the perspective I discovered in these pages." --- Dr Rosanne Welch, Executive Director, Stephens College MFA in TV and Screenwriting The Palgrave Handbook of Script Development provides the first comprehensive overview of international script development practices. Across 40 unique chapters, readers are guided through the key challenges, roles and cultures of script development, from the perspectives of creators of original works, those in consultative roles and those giving broader contextual case studies. The authors take us inside the writers room, alongside the script editor, between development conversations, and outside the mainstream and into the experimental. With authors spanning upwards of 15 countries, and occupying an array of roles including writer, script editor, producer, script consultant, executive, teacher and scholar, this is a truly international perspective on how script development functions (or otherwise) across media and platforms. Comprising four parts, the handbook guides readers behind the scenes of script development, exploring unique contexts, alternative approaches, specific production cultures and global contexts, drawing on interviews, archives, policy, case study research and the insider track. With its broad approach to a specialised practice, the Palgrave Handbook of Script Development is for anyone who practices, teaches or studies screenwriting and screen production. Stayci Taylor is a Lecturer in Media at RMIT University, Australia. She is an award-winning screenwriter and researcher, published widely on screenwriting, web series and creative writing. Craig Batty is Dean of Research (Creative) at the University of South Australia. He is an award-winning educator and researcher in the field of screenwriting, and is also a writer, script editor and script consultant.

NAVIGATING STRATEGIC DECISIONS

THE POWER OF SOUND ANALYSIS AND FORECASTING

CRC Press Based on four decades of experience and research, Navigating Strategic Decisions: The Power of Sound Analysis and Forecasting explains how to improve the decision-making process in your organization through the use of better long-term forecasts and decision support. Filled with time-tested methodologies and models, it provides you with the tools to establish the organization, processes, methods, and techniques required for analyzing and forecasting strategic decisions. Describing how to foster the conditions required for forecasts to materialize, this book will help you rank project valuations and select higher value creation projects. It also teaches you how to: Assess the commercial feasibility of large projects Apply sanity checks to forecasts and assess their resource implications Benchmark best-in-class strategic forecasting organizations, processes, and practices Identify project risks and manage project uncertainty Analyze forecasting models and scenarios to determine controllable levers Pinpoint factors needed to ensure that forecasted future states materialize as expected This book provides you with the benefit of the author's decades of hands-on experience. In this book, John Triantis shares valuable insights on strategic planning, new product development, portfolio management, and business development groups. Describing how to provide world-class support to your corporate, market, and other planning functions, the book provides you with the tools to consistently make improved decisions that are based on hard data, balanced evaluations, well considered scenarios, and sound forecasts.

FINISH YOUR BOOK

7 STEPS TO UNLOCK YOUR CREATIVITY AND ACCELERATE YOUR WRITING GOALS

Create A Story You Love Have you set aside your half written book, because of self-doubt, worry, procrastination or fear? If any of the above obstacles have created roadblocks in your writing journey, I want to share with you 7 simple steps that will help you finish your book. In this conversational style book, you'll find action steps that will take you beyond frustration, to reach the finish line in a matter of weeks. Finish Your Book, will help you understand a step-by-step process to break down barriers of procrastination, fear and

self-limiting beliefs to unlock the story burning inside you. Finish Your Book, inspires your passion for your story and helps you gain momentum to finish your book(even a manuscript 10 years in the making) so you can share your words with the world. Finish Your Book, will connect you with a new level of self-compassion that will help you forgive mistakes, write your authentic story and express the fullness of who you and your gifts onto the page. There's a Story inside you, just waiting to be written. No more worrying. No more procrastinating. No more waiting. It's your turn to stop letting worry and fear hold you back from your writing dreams so you can finish your book! Get your copy today!

GLOBALLY NETWORKED TEACHING IN THE HUMANITIES

THEORIES AND PRACTICES

Routledge *As colleges and universities in North America increasingly identify "internationalization" as a key component of the institution's mission and strategic plans, faculty and administrators are charged with finding innovative and cost-effective approaches to meet those goals. This volume provides an overview and concrete examples of globally-networked learning environments across the humanities from the perspective of all of their stakeholders: teachers, instructional designers, administrators and students. By addressing logistical, technical, pedagogical and intercultural aspects of globally-networked teaching, this volume offers a unique perspective on this form of curricular innovation through internationalization. It speaks directly to the ways in which new technologies and pedagogies can promote humanities-based learning for the future and with it the broader essential skills of intercultural sensitivity, communication and collaboration, and critical thinking.*

SOCIAL MARKETING AND ADVERTISING IN THE AGE OF SOCIAL MEDIA

Edward Elgar Publishing *This book provides much-needed insight into current social marketing and advertising practices. The authors offer a framework for social marketing, before exploring the mechanics of social media and present marketing strategy. Chapters cover the use of both positive and negative emotions in social marketing and advertising, and explore the ethical challenges associated with the practice in the age of social media.*

ECIE 2020 16TH EUROPEAN CONFERENCE ON INNOVATION AND ENTREPRENEURSHIP

Academic Conferences limited *The European Conference on Innovation and Entrepreneurship has been running now for 16 years. This event has been held in Italy, Northern Ireland, France, Belgium, Portugal, and Finland to mention some of the countries who have hosted it. The conference is generally attended by participants from more than 40 countries and attracts an interesting combination of academic scholars, practitioners and individuals who are engaged in various aspects of innovation and entrepreneurship teaching and research. The 16th European Conference on Innovation and Entrepreneurship will be hosted by Instituto Universitário de Lisboa (ISCTE), Portugal and the Conference Chair will be Florinda Matos*

HOW TO WRITE A NOVEL

FROM IDEA TO BOOK

The Creative Penn *Writing a novel will change your life. It might not be in the way that you expect, but when you hold your book in your hand and say, "I made this," something will shift. The process of getting to that point will light a spark in your creative soul and help you discover unexpected aspects of yourself. It will be one of the things you are most proud of in your life. This book will help you get there. I'm Joanna (J.F.) Penn, award-nominated, New York Times and USA Today bestselling author of 18 novels and novellas with nearly a million books sold in over one hundred countries. This book will help you write your first novel, or improve your creative process so you can write more books and reach more readers. It covers mindset, ideas and research, aspects of craft, how to write a first draft, and work through an editing process to a finished book. You will discover: Part 1: First Principles - Why are you writing a novel? - What has stopped you from completing a novel before? - Principles to keep in mind as you create Part 2: Ideas, Research, Plotting, and Discovery Writing - How to find and capture ideas - How to research your novel and when to stop - Outlining (or plotting) - Discovery writing (or pantsing) - What are you writing? Genre - What are you writing? Short story, novella, or novel - What are you writing? Stand-alone, series, or serial Part 3: Aspects of a Novel - Story structure - Scenes and chapters - Character: Who is the story about? - Point of view - Dialogue - Plot: What happens in the story? - Conflict - Openings and endings - Setting and World-building: Where does the story happen? - Author voice - Theme - Book or story title - Language versus story and tools versus art Part 4: Writing the first draft - Attitude to the first draft - How to write the first draft - Dictate your book - Write fast, cycle through, or write slow - Writer's block - Writing tools and software - When is the first draft finished? Part 5: The Editing Process - Overview of the editing process - Self-editing - How to find and work with a professional editor - Beta readers, specialist readers, and sensitivity readers - Editing tools and software - Lessons learned from editing my first novel after more than a decade - When is the book finished? Conclusion If you want to (finally) write your novel, then buy How to Write a Novel today.*

SCRIPT DEVELOPMENT

CRITICAL APPROACHES, CREATIVE PRACTICES, INTERNATIONAL PERSPECTIVES

Springer Nature *This book offers the first international look at how script development is theorised and practiced. Drawing on interviews, case studies, discourse analysis, creative practices and industry experiences, it brings together scholars and practitioners from around the world to offer critical insights into this core, but often hidden, aspect of screenwriting and screen production. Chapters speculate and reflect upon how creative, commercial and social practices – in which ideas, emotions, people and personalities combine, cohere and clash – are shaped by the practicalities, policies and rapid movements of the screen industry. Comprising two parts, the book first looks 'into' script development from a theoretical perspective, and second looks 'out from' the practice to form practitioner-led perspectives of script development. With a rising interest in screenwriting and production studies, and*

an increased appetite for practice-based research, the book offers a timely mapping of the terrain of script development, providing rich foundations for both study and practice.

STORYTELLING WITH DATA

A DATA VISUALIZATION GUIDE FOR BUSINESS PROFESSIONALS

John Wiley & Sons *Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to: Understand the importance of context and audience Determine the appropriate type of graph for your situation Recognize and eliminate the clutter clouding your information Direct your audience's attention to the most important parts of your data Think like a designer and utilize concepts of design in data visualization Leverage the power of storytelling to help your message resonate with your audience Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it!*

SEQUENTIAL ART: INTERDISCIPLINARY APPROACHES TO THE GRAPHIC NOVEL

BRILL *Mirroring the hybridity of the graphic novel, this essay collection examines sequential art from an interdisciplinary point of view, including topics like narratology, intertextuality, interculturality, and identity construction.*

I AM LOVE

PRAYERS & AFFIRMATIONS FOR MARRIAGE & RELATIONSHIPS

Marsha Wiggins *Learn biblical ways to improve your marriage or build a new relationship on the right foundation. This 31-day devotional provides prayers and affirmations to help you understand the love God has for you and how to apply it to your relationships. This book is the perfect tool to help you rebuild or strengthen your bond with your mate.*

PHILOSOPHICAL FRAMEWORKS AND DESIGN PROCESSES

RE:RESEARCH, VOLUME 2

Intellect Books *Just as the term design has been going through change, growth and expansion of meaning, and interpretation in practice and education – the same can be said for design research. The traditional boundaries of design are dissolving and connections are being established with other fields at an exponential rate. Based on the proceedings from the IASDR 2017 Conference, Re:Research is an edited collection that showcases a curated selection of 83 papers – just over half of the works presented at the conference. With topics ranging from the introduction of design in the primary education sector to designing information for Artificial Intelligence systems, this book collection demonstrates the diverse perspectives of design and design research. Divided into seven thematic volumes, this collection maps out where the field of design research is now. Two Blind Spots in Design Thinking Estelle Berger From the 1980s, design thinking has emerged in companies as a method for practical and creative problem solving, based on designers' way of thinking, integrated into a rational and iterative model to accompany the process. In companies, design thinking helped valuing creative teamwork, though not necessarily professional designers' expertise. By pointing out two blind spots in design thinking models, as currently understood and implemented, this paper aims at shedding light on two rarely described traits of designers' self. The first relies in problem framing, a breaking point that deeply escapes determinism. The second blind spot questions the post project process. We thus seek to portray designers' singularity, in order to stimulate critical reflection and encourage the opening-up to design culture. Companies and organizations willing to make the most of designers' expertise would gain acknowledging their critical heteronomy to foster innovation based on strong and disruptive visions, beyond an out-of-date problem-solving approach to design. Creating Different Modes of Existence: Toward an Ontological Ethics of Design Jamie Brassett This paper will address some design concerns relating to philosopher Étienne Souriau's work Les différents modes d'existence (2009). This has important bearings upon design because, first, this philosophical attitude thinks of designing not as an act of forming objects with identity and meaning, but rather as a process of delivering things that allow for a multiplicity of creative remodulation of our very existences. Secondly, Souriau unpicks the concept of a being existing as a unified identity and redefines existence as a creative act of nonstop production of a variety of modes of existence. In doing this he not only moves ontological considerations to the fore of philosophical discussions away from epistemological ones, but does so in such a way as to align with attitudes to ethics that relate it to ontology – notably the work of Spinoza. (This places Souriau in a philosophical lineage that leads back, for example, to Nietzsche and Whitehead, and forward [from his era] to Deleuze and Guattari.) In thinking both ontology and ethics together, this paper will introduce a different approach to the ethics of design. Investigating Ideation Flexibility through Incremental to Radical Heuristics Ian Baker, Daniel Sevier, Seda McKilligan, Kathryn W. Jablokow, Shanna R. Daly, Eli M. Silk The concept of design thinking has received increasing attention during recent years, particularly from managers around the world. However, despite being the subject of a vast number of articles and books stating its importance, the effectiveness of this approach is unclear, as the claims about the concept are not grounded on empirical studies or evaluations. In this study, we investigated the perceptions of six design thinking methods of 21 managers in the agriculture industry as they explored employee- and business-related problems and solutions using these tools in a 6-hour workshop. The results from pre and post-survey responses suggest that the managers agreed on the value design thinking could bring to their own domains and were able to articulate on how they can use*

them in solving problems. We conclude by proposing directions for research to further explore adaptation of design thinking for the management practice context. Design Research and Innovation Model Using Layered Clusters of Displaced Prototypes - Juan de la Rosa, Stan Ruecker The ability of design to recognize the wicked problems inside complex systems and find possible ways to modify them, has led other disciplines to try to understand the design process and apply it to many areas of knowledge not traditionally associated with design. In additional, design's creative solutions and ability to innovate have made designers a valuable resource in the contemporary economy. Nevertheless, there is still an unnecessarily constraining polemic about the meaning and model of the process of academic research in the field of design, the ways in which design research should be conducted and the specific knowledge that is produced with the design research process. This paper tries to broaden the discourse by describing the prototype as a basic element of the process of design, since it is connected to a specific type of knowledge and based on the working skills of the designer; it also proposes a model of the use of prototypes as a research tool based on four different theoretical concepts whose importance in the field of design has been strongly established by different academic communities around the world. These are embodied knowledge, displacement, complexity and that we learn about the world through transforming it. Pursuing these models, we develop a process to intentionally produce designerly knowledge of complex dynamic systems, using layered clusters of displaced prototypes. Solution-Generation Design Profiles: Reflection on "Reflection in Action" - Shoshi Bar-Eli Solution-generation design behavior in general, and "reflection-in-action" in particular, can serve to differentiate designers, recognizing their personal reflecting when designing. In psychology, reflection is found a more robust tool to enhance task performance after feedback from a personal "device" that generates the process itself while interacting with visual representation. Differences among students' interior design processes appear in their solution-generation design behavior. A "think aloud" experiment identified solution generation behavior profiles. Qualitative and quantitative methodologies showed how design characteristics unite, forming patterns of design behavior. A comprehensive picture of designers' differences emerged. The research aimed: to identify individual design students' solution-generation profiles based on design characteristics; to show how reflection-in-action appearing in the profiles can serve to predict how novice designers learn and act when solving a design problem; to enhance the uniqueness of reflection-in-action for designers as distinct from reflection in other fields. Four distinct solution-generation profiles emerged, each showing a different type of reflective acts. Identifying reflection-in-action type can robustly predict how designers develop design solutions and help develop pedagogical concepts, strategies and tools. Let's Get Divorced: Pragmatic and Critical Constructive Design Research Jodi Forlizzi, Ilpo Koskinen, Paul Hekkert, John Zimmerman Over the last two decades, constructive design research (CDR) –also known as Research through Design – has become an accepted mode of scholarly inquiry within the design research community. CDR is a broad term encompassing almost any kind of research that uses design action as a mode of inquiry. It has been described as having three distinct genres: lab, field and showroom. The lab and field genres typically take a pragmatic stance, making things as a way of investigating what preferred futures might be. In contrast, research done following the showroom approach (more commonly known as critical design [CD], speculative design or design fictions) offers a polemic and sometimes also a critique of the current state embodied in an artifact. Recently, we have observed a growing conflict within the design research community between pragmatic and critical researchers. To help reduce this conflict, we call for a divorce between CD and pragmatic CDR. We clarify how CDR and CD exist along a continuum. We conclude with suggestions for the design research community, about how each unique research approach can be used singly or in combination and how they can push the boundaries of academic design research in new collaboration with different disciplines. Critical and Speculative Design Practice and Semiotics: Meaning-Crafting for Futures Ready Brands - Malex Salamanques This article concerns the use of critical design practices within the context of commercial semiotics, arguing that incorporating practices from a critical design approach is valuable for client brands, but also an important means with which to incite brands to consider more deeply their role in shaping the future. As an alternative to the oppositional approach frequently taken by critical design practitioners, working through design practices collaboratively alongside client brands creates potential for the radical changes sought by many of the movement's vanguard. A case study of recent work with a corporate client demonstrates the practical effects of using critical design practice within a commercial setting, proving the complementarity between critical design practice and commercial semiotics – where the confluence of the thinking brought new value to improve product design for example – and points to the value of using current leading edge thinking within the design community. Beyond Forecasting: A Design-Inspired Foresight Approach for Preferable Futures - Jorn Buhring, Ilpo Koskinen This paper engages with the literature to present different perspectives between forecasting and foresight in strategic design, while drawing insights derived from futures studies that can be applied in form of a design-inspired foresight approach for designers and interdisciplinary innovation teams increasingly called upon to help envisage preferable futures. Demonstrating this process in applied research, relevant examples are drawn from a 2016 Financial Services industry futures study to the year 2030. While the financial services industry exemplifies an ideal case for design-inspired foresight, the aims of this paper are primarily to establish the peculiarities between traditional forecasting applications and a design-inspired foresight visioning approach as strategic design activities for selecting preferable futures. Underlining the contribution of this paper is the value of design futures thinking as a creative and divergent thought process, which has the potential to respond to the much broader organizational reforms needed to sustain in today's rapidly evolving business environment. Developing DIVE, a Design-Led Futures Technique for SMEs Ricardo Mejia Sarmiento, Gert Pasman, Erik Jan Hultink, Pieter Jan Stappers Futures techniques have long been used in large enterprises as designerly means to explore the future and guide innovation. In the automotive industry, for instance, the development of concept cars is a technique which has repeatedly proven its value. However, while big companies have broadly embraced futures techniques, small- and medium-sized enterprises (SMEs) have lagged behind in applying them, largely because they are too resource-intensive and poorly suited to the SMEs' needs and idiosyncrasies. To address this issue, we developed DIVE: Design, Innovation, Vision, and Exploration, a design-led futures technique for SMEs. Its development began with an inquiry into concept cars in the automotive industry and concept products and services in other industries. We then combined the insights derived from these design practices with elements of the existing techniques of critical design and design fiction into the creation of DIVE's preliminary first version, which was then applied and evaluated in two iterations with SMEs, resulting in DIVE's alpha version. After both iterations in context, it seems that DIVE suits the SMEs because of its compact and inexpensive activities which emphasize making and storytelling. Although the results of these activities might be less flashy than concept cars, these simple prototypes and videos help SMEs internalize and share a clear image of a preferable future, commonly known as vision. Developing DIVE thus helped

us explore how design can support SMEs in envisioning the future in the context of innovation. Mapping for Mindsets of Possibility During Home Downsizing Lisa Otto How can design orient people to an expanded sense of future possibility? Design researchers are beginning to recognize design's potential role not solely in producing products, services and strategies but, instead, in shifting mindsets and behaviors. This shift requires a different view of the design practice, from engaging users to gather insights to be implemented, to that process as the actual material of the design. Borrowing from the framework of practice-oriented design, a first step in these processes is expanding participants' understanding of future possibilities. In opening future possibilities, one recognizes an expanded range of futures and, ideally, engages in dialog with other people and their range of possibilities. This paper introduces mapping activities that are intended to reframe participants' perception of possible futures. This study conducted pilot workshops with participants who were downsizing their home and struggling with decisions about their things and spaces. This paper argues that working with people already engaged in life transitions such as downsizing presents a rich opportunity for these futuring [sic] methods, as they are already beginning to grapple with designing for possible futures. These methods provide a stake in the ground for future exploration of potential methods to engender mindsets of possibility and engage in trialing methods like living labs. Storytelling Technique for Building Use-Case Scenarios for Design Development Sukwoo Jang, Ki-young Nam Numerous studies have dealt with what kind of value narrative can have for creating a more effective design process. However, there is lack of consideration of storytelling techniques on a stage-by-stage level, where each stage of storytelling technique can draw attention to detailed content for creating use-case scenarios for design development. This research aims to identify the potential implications for design development by using storytelling techniques. For the empirical research, two types of workshops were conducted in order to select the most appropriate storytelling technique for building use-case scenarios, and to determine the relationship between the two methods. Afterwards, co-occurrence analysis was conducted to examine how each step of storytelling technique can help designers develop an enriched content of use-case scenario. Subsequently, the major findings of this research are further discussed, dealing with how each of the storytelling technique steps can help designers to incorporate important issues when building use-case scenarios for design development. These issues are: alternative and competitor's solution which can aid designers to create better design features; status quo bias of user which can help the designer investigate the occurring reason of the issue; and finally, social/political values of user which have the potential of guiding designers to create strengthened user experience. The results of this research help designers and design researchers concentrate on crucial factors such as the alternative or competitor's solution, the status quo bias of user, and social/political values of the user when dealing with issues of building use-case scenarios. Group Storymaking: Understanding an Unfamiliar Target Group through Participatory Storytelling Hankyung Kim, Soonju Lee, Youn-kyung Lim Based on a sound research plan, qualitative user data help designers understand needs, behaviors and frustrations of a target user group. However, when a design team attempts to design for unfamiliar target groups, it is extremely difficult to accurately observe and understand them by simply using traditional research methods such as interviews and observation. As a result, the quality of user research data can be called into a question, which leads to unsatisfying design solutions. Inspired by a fiction writer's technique of generating stories together with readers, we present the new method, Group Storymaking that supports designers to quickly gain broad and clear understanding of an unfamiliar target group throughout a story-making activity with actual users. We envision Group Storymaking as a new user study method that designers can easily implement to learn about an unfamiliar target, involving actual users in a research process with less time and cost commitment. Animation as a Creative Tool: Insights into the Complex Ian Balmain Hewitt, David A. Parkinson, Kevin H. Hilton A Design for Service (DfS) approach has been linked with impacts that significantly alter touchpoints, services and organizational culture. However, there is no model with which to assess the extent to which these impacts can be considered transformational. In the absence of such a model, the authors have reviewed literature on subjects including the transformational potential of design; characteristics of transformational design; transformational change; and organizational change. From this review, six indicators of transformational change in design projects have been identified: evidence of nontraditional transformative design objects; evidence of a new perspective; evidence of a community of advocates; evidence of design capability; evidence of new power dynamics; and evidence of new organizational standards. These indicators, along with an assessment scale, have been used to successfully review the findings from a doctoral study exploring the impact of the DfS approach in Voluntary Community Sector (VCS) organizations. This paper presents this model as a first-step to establishing a method to helpfully gauge the extent of transformational impact in design projects.

PLOTINUS AND THE MOVING IMAGE

BRILL Plotinus and the Moving Image offers the first philosophical discussion on Plotinus' philosophy and film. It discusses Plotinian concepts like "the One" and "the intelligible" in a cinematic context, relates Plotinus' theory of time to the modern time-image, and finds Neoplatonic contemplation in Contemplative Cinema.

NOVEL PREACHING

TIPS FROM TOP WRITERS ON CRAFTING CREATIVE SERMONS

Presbyterian Publishing Corp In this lively and accessible book, Alyce McKenzie explores how fiction writers approach the task of writing novels: how they develop their ideas, where they find their inspiration, and how they turn the spark of a creative notion into words on paper that will captivate the masses. McKenzie's study shows how preachers can use the same techniques to enhance their own creativity and to turn their ideas into powerful, well crafted sermons. Novel Preaching offers a wealth of advice from successful fiction writers, including Isabelle Allende, Frederick Buechner, Julia Cameron, Annie Dillard, Natalie Goldberg, Stephen King, Toni Morrison, Joyce Carol Oates, and Melanie Rae Thorn, and also includes a number of sample sermons from McKenzie herself.

THE ART OF STORYTELLING

EASY STEPS TO PRESENTING AN UNFORGETTABLE STORY

Moody Publishers Can you captivate an audience with your story? Many of us would love to hold the attention of a crowd, a

classroom, or just a group of our friends by telling them a great story. We have felt the pressure of a public presentation or the disappointment of telling a story that others ignore. We are ready to be heard, ready to captivate. In The Art of Storytelling, John Walsh takes us through the steps to presenting a compelling story—outlining the strategies that helped him move from stutterer to storyteller. This book will help any person with a story to share by walking you through all aspects of presentation . . . from what to do with your hands as you speak all the way to crafting a killer ending. Whether you're telling bedtime stories to your children or Bible stories to a congregation, this book will take your storytelling to a new level.

IMAGINATIVE SCIENCE EDUCATION

THE CENTRAL ROLE OF IMAGINATION IN SCIENCE EDUCATION

Springer *This book is about imaginative approaches to teaching and learning school science. Its central premise is that science learning should reflect the nature of science, and therefore be approached as an imaginative/creative activity. As such, the book can be seen as an original contribution of ideas relating to imagination and creativity in science education. The approaches discussed in the book are storytelling, the experience of wonder, the development of 'romantic understanding', and creative science, including science through visual art, poetry and dramatization. However, given the perennial problem of how to engage students (of all ages) in science, the notion of 'aesthetic experience', and hence the possibility for students to have more holistic and fulfilling learning experiences through the aforementioned imaginative approaches, is also discussed. Each chapter provides an in-depth discussion of the theoretical background of a specific imaginative approach (e.g., storytelling, 'wonder-full' science), reviews the existing empirical evidence regarding its role in the learning process, and points out its implications for pedagogy and instructional practices. Examples from physical science illustrating its implementation in the classroom are also discussed. In distinguishing between 'participation in a science activity' and 'engagement with science ideas per se', the book emphasizes the central role of imaginative engagement with science content knowledge, and thus the potential of the recommended imaginative approaches to attract students to the world of science.*

THE BRITISH ARISTOCRACY IN POPULAR CULTURE

ESSAYS ON 200 YEARS OF REPRESENTATIONS

McFarland *As traditional social hierarchies fall away, ever steeper levels of economic inequality and the entrenchment of new class distinctions lend a new glamor to the idea of aristocracy: witness the worldwide popularity of Downton Abbey, or the seemingly insatiable public fascination with the private lives of the British royal family. This collection of new essays investigates the enduring attraction to the icon of the aristocrat and the spectacle of aristocratic society. It traces the ambivalent reactions the aristocracy provokes and the needs (political, ideological, psychological, and otherwise) it caters to in modern times when the economic power of the landed classes have been eroded and their political role curtailed. In this interdisciplinary collection, aristocracy is considered from multiple viewpoints, including British and American literature, European history and politics, cultural studies, linguistics, visual arts, music, and media studies.*

AN INTEGRATIVE MODEL OF MORAL DELIBERATION

Springer *An Integrative Model of Moral Deliberation maintains that current models of moral deliberation do not effectively deal with contemporary moral complexity because they are based on an inadequate theory of moral cognition. Drawing on research in neuroscience, evolutionary psychology, social theory, and dual process cognitive theory and on the work of William James, this book develops a theory of moral cognition which provides a major role for aesthetic sensibilities and upon this theory develops a robust model of moral deliberation. This model portrays moral deliberation as a back and forth movement between intuitive and analytic cognitions, which constructs narrative scenarios and then assesses and revises them according to aesthetic sensibilities.*

FLOATING ISLANDS

AN ACTIVITY BOOK

Richard Heggen *Floating Islands in science, history, the arts and any number of sightings elsewhere*

CREATIVE TECHNOLOGIES FOR MULTIDISCIPLINARY APPLICATIONS

IGI Global *Given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study, creative technology may seem oxymoronic. On the contrary, the very basis of western thought is found in the idea of transcendent knowledge. The marriage of opposing disciplines therefore acts as a more holistic approach to education. Creative Technologies for Multidisciplinary Applications acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines. Because creative technology encompasses many applications with the realm of art, gaming, the humanities, and digitization, this book features a diverse collection of relevant research for the modern world. It is a pivotal reference publication for educators, students, and researchers in fields related to sociology, technology, and the humanities.*

A SEARCH FOR BELONGING

THE MEXICAN CINEMA OF LUIS BUÑUEL

Columbia University Press *As one of the foremost Spanish directors of all time, Luis Buñuel's filmography has been the subject of innumerable studies. Despite the fact that the twenty films he made in Mexico between 1947 and 1965 represent the most prolific stage of his career as a filmmaker, these have remained relatively neglected in writing on Buñuel and his work. This book focuses on nine of the director's films made in Mexico in order to show that a concerted focus on space, an important aspect of the films'*

narratives that is often intimated by scholars, yet rarely developed, can unlock new philosophical meaning in this rich body of work. Although in recent years Buñuel's Mexican films have begun to enjoy a greater presence in criticism on the director, they are often segregated according to their perceived critical value, effectively creating two substrands of work: the independent movies and the studio potboilers. The interdisciplinary approach of this book unites the two, focusing on films such as Los olvidados, Nazarín, and El ángel exterminador alongside La Mort en ce jardin, The Young One, and Simón del desierto, among others. In doing so, it avoids the tropes most often associated with Buñuel's cinema—surrealism, Catholicism, the derision of the bourgeoisie—and the approach most often invoked in analysis of these themes: psychoanalysis. Instead, this book takes inspiration from the fields of human geography, anthropology, and philosophy, applying these to film-focused readings of Buñuel's Mexican cinema to argue that ultimately these films depict an overriding sense of placelessness, overtly or subliminally enacting a search for belonging that forces the viewer to question what it means to be in place.

CREATIVE THINKING

PRACTICAL STRATEGIES TO BOOST IDEAS, PRODUCTIVITY AND FLOW

Arboretum Books *Boost the effectiveness and the quality of your creative thinking with these simple, evidence-based strategies. This book will guide you through the stages of the creative process, from idea generation to effective work habits. All of the strategies are rooted in cutting-edge cognitive science. They can be applied to artistic pursuits such as writing and painting, and also to business, hobbies, and much more. Divided into two sections - "thoughts and ideas" and "craft and habits" - this practical guidance will help you unlock your creative potential.*

ALL THE WORDS

A YEAR OF READING ABOUT WRITING

The Blue Garret *If you read one book about writing every week for a year, what would you learn? Thanks to the self-publishing revolution and events like National Novel Writing Month, the genre of writing craft books has exploded in recent years. Book editor Kristen Tate set out to read and review one writing advice book each week for a year, from classics like E. M. Forster's Aspects of the Novel and Anne Lamott's Bird by Bird to newer works like Jane Alison's Meander, Spiral, Explode and Jessica Brody's Save the Cat! Writes a Novel. What she discovered was a dizzying array of approaches to writing: plotters who know even the smallest details about characters before they write a word; pantsers who blithely dive right into a draft without a plan; anti-adverb crusaders and advocates for complex sentences; and, always, that the best way to learn is to read the kinds of books you want to write. All the Words is also a meditation on the challenges and pleasures of starting and sustaining a weekly practice of reading, thinking, and writing. It's an optimistic, encouraging book that will motivate you to keep reading and, most importantly, keep writing.*

HOW TO PRODUCE VIDEOS & FILMS

Earl R. Dingman *This is the most up-to-date and complete book you will find on producing. It covers the new CUE process from BMI and ASCAP for getting paid for soundtrack music. It includes a buyer's guide for covering Netflix Approved cameras. It covers the essentials and introduces you to the process. It can take a person who knows nothing about film & video production, leading them from story, to script, to budgeting, casting, finding actors, directors, camera people, composers, and distributors. -It will also show you how to do ALL of that yourself, on almost any budget. -You'll learn about the gear you need like cameras, tripods, lighting, editing software, editing computer. -Story & Script, the logline, a spec pitch that went to pilot, Joseph Campbell and the Hero's Journey, John Truby and the Anatomy of Story, the writing concepts of Syd Field, Christopher Vogler, Michael Hague, plus outlines, the screenplay, free and demo screenwriting software sources, adapting a book into a movie, music synchronization licenses. -Finding actors and crew members. Free casting tools. Paid casting services. -A look at cameras, including f/stop, t/stops, depth of field, focal lengths, distortions, filter, matte boxes, global and rolling shutters, and lens mounts. -How to budget and plan a production economically. -Business types for setting up your production company. How to protect your assets and a discussion of liabilities and taxes. -Copyrights and licensing information. -Making a storyboard and using it for shooting, editing, and composing. -The shoot itself, framing shots, the master shot, the close shots, reverse angles, the 180 rule, lighting a set with sample diagrams, night for day shots, day for night shots, doing coverage of a scene, the role of the script supervisor. -Special Effects, blue, green, and yellow screen, examples. -Editing 16 and 35mm movie film, analog videotape using an edit controller, digital file types, editing software, the timeline, dialog editing, background, music, and room tone tracks. -A primer for Composing Music, learning how to count to make chords and patterns, major chords, minor chords, sevenths, major sevenths, diminished, perfect seconds, including a template for a key wheel to help you change keys and know what notes makeup what chords. Concepts that the video person who is all thumbs can use to make their own basic backgrounds scores if they can't find a composer. -The new ASCAP and BMI Cue Sheets so you can get paid for any music when your productions air on broadcast or network television. Also covers the Harry Fox Agency for the licensing of your song, your music or to obtain permission to use someone else's tunes. -The history of imaging, optics, the photographic process, projectors, sound recording, tube electronics, television, audio recording, the how and why of film speeds, how color movie film works, how color television works, the differences between American and European film and video, the digital age, SD, HD, 4k and 8k. A look at the mystical color spaces of YUV and YIQ. -Distribution concepts for your films. -Los Angeles Union Scale Rates for the cast and crew so you can budget your scripts. -A Bibliography of reference sources for further reading. The author has been doing film, photography, and audio recording for fifty-five years working on productions that have aired on television, been screened theatrically and on YouTube. The author has been writing on the topics of film, video, and audio for magazine since 1980, including contributions for Mix Magazine, Music Connection, Pro Sound News, Technical Photography, Moving Image, etc. The author was schooled in television electronics by engineers at Admiral in Chicago, and in film/theater production at Valley College in Los Angeles, under Dr. Milton Timmons, Dr. Stern, Peter Parkin MFA from Pasadena Playhouse, Elliot Bliss at CBS Television Studios (now Todd-AO).*

CINEMA AS A WORLDBUILDING MACHINE IN THE DIGITAL ERA

ESSAY ON MULTIVERSE FILMS AND TV SERIES

Indiana University Press *This essay examines the primacy of worldbuilding in the age of CGI, transmedia practices and "high concept" fiction by studying the principles that govern the creation of a multiverse in a wide range of film and TV productions. Emphasis is placed on Hollywood sci-fi movies and their on-screen representation of imaginary machines that mirror the film medium, following in the tradition of Philip K. Dick's writings and the cyberpunk culture. A typology of worlds is established, as well as a number of analytical tools for assessing the impact of the coexistence of two or more worlds on the narrative structure, the style (uses of color, editing practices), the generic affiliation (or hybridity), the seriality and the discourse produced by a given film (particularly in fictions linked to post-9/11 fantasies). Among the various titles examined, the reader is offered a detailed analysis of the Resident Evil film series, Total Recall and its remake, Dark City, the Matrix trilogy, Avatar, Source Code and other time-loop films, TRON and its sequel, Christopher Nolan's Tenet, and several TV shows – most notably HBO's Westworld, but also Sliders, Lost, Fringe and Counterpart.*

FOCUS ON: 100 MOST POPULAR AMERICAN SATIRICAL FILMS

e-artnow sro

INTO THE WOODS

A FIVE-ACT JOURNEY INTO STORY

We all love stories. But why do we tell them? And why do all stories function in an eerily similar way? John Yorke, creator of the BBC Writers' Academy, has brought a vast array of drama to British screens. Here he takes us on a journey to the heart of storytelling, revealing that there truly is a unifying shape to narrative forms - one that echoes the fairytale journey into the woods and, like any great art, comes from deep within. From ancient myths to big-budget blockbusters, he gets to the root of the stories that are all around us, every day. 'Fresh, enlightening, gripping.' Sunday Times 'The best book on the subject I've read. Quite brilliant.' Tony Jordan, creator/writer, Life on Mars, Hustle 'Brilliant.' Ken Follett 'Marvellous' Julian Fellowes 'Terrifyingly clever . . . Packed with intelligent argument.' Evening Standard 'Oh, how I wanted to hate it! I didn't. I loved it.' Jimmy McGovern, creator/writer Cracker, The Street 'The most important book about scriptwriting since William Goldman's Adventures in the Screen Trade.' Peter Bowker, writer, Blackpool, Occupation, Eric and Ernie

THE ART OF STORYTELLING

TELLING TRUTHS THROUGH TELLING STORIES

Scarecrow Press *Designed for anyone who wants to develop the skill of telling stories, this volume provides advice on choosing, learning, and presenting stories, as well as discussions on the importance of storytelling through human history and its continued significance today.*

TECHNOLOGY ADOPTION AND SOCIAL ISSUES: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global *As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. While there are benefits to implementing these technologies, the sociological aspects still need to be considered. Technology Adoption and Social Issues: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on the various effects of technology adoption, implementation, and acceptance. Highlighting a range of topics, such as educational technology, globalization, and social structure, this multi-volume book is ideally designed for academicians, professionals, and researchers who are interested in the latest insights into technology adoption.*