

Template Keynote Free

David Lang

The Ridiculously Simple Guide to iWork For Mac Scott La Counte, 2020-02-08 Microsoft Office used to rule them all. It didn't matter what computer or operating system you had—if you needed to type something, you used Office. Times have changed! Today there are many Office Suites out there. If you have a Mac, then the best one for you just might be iWork. If you really want to get the most out of it, then this guide will help. It will show you the ropes—including how to do all those things you are used to doing in Office - and help you with some of the features you may not even know about. Ready to get started? Let's go!

iWork For Seniors Scott La Counte, 2020-02-08 iWork is powerful software, and if you get a Mac, it's free. But let's face it: you've probably spent most of your life using Office. For a Mac user, iWork can make your documents really shine...but first, you need to know how to use it. This guide will help! Instead of spending hundreds of pages on functions you probably will never use, it shows you what you really want to know: the basics. In no time, you'll be creating visually stunning documents! It covers Pages, Keynote, and Numbers. Ready to get started? Let's go! Note: This guide is based on the bestselling series *The Ridiculously Simple Guide To iWork For Mac*. It has an added section on accessibility.

Promotions and presentations Alberta Research Council. Forestry Department, 1990 Results of a project to inform the forest products industry and related agencies about the research achievements of and the services provided by the Forest Products Program. This report details activities of the program for the year, objectives for 1989/90, and the technical leadership and business development provided. During the year, scientific papers were prepared on the ARC 4' x 8' press, binder testing, codes and standards for foreign markets, and the development of the testing laboratory and the panel pilot plant.

Ditch That Textbook Matt Miller, 2015-04-13 Textbooks are symbols of centuries-old education. They're often outdated as soon as they hit students' desks. Acting by the textbook implies compliance and a lack of creativity. It's time to ditch those textbooks--and those textbook assumptions about learning In *Ditch That Textbook*, teacher and blogger Matt Miller encourages educators to throw out meaningless, pedestrian teaching and learning practices. He empowers them to evolve and improve on old, standard, teaching methods. *Ditch That Textbook* is a support system, toolbox, and manifesto to help educators free their teaching and revolutionize their classrooms.

The Raven Edgar Allan Poe, 1898

Sprint (Republish) Jake Knapp, 2018-07-19 Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehabian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengeksekusian ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat

purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John

memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepekat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya

berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup

iWork '05 Jim Elferdink, 2005-09-21 Introduced by Apple in January 2005, iWork '05 is an innovative new suite of document and presentation software that's the same caliber as Apple's groundbreaking digital media applications and that's wholly dedicated to what Mac users like you care about most: artistry and creativity. iWork '05 isn't about office productivity—it's about creating slick and stylish documents and cinema-quality digital presentations that say precisely what you want them to say. While iWork '05 helps you create stunning documents and presentations, the suite doesn't come with any in-depth documentation of its own. That's where iWork '05: The Missing Manual comes in. The book that should have been in the box, it gives you everything you need to master iWork '05. Seamlessly integrated with the wildly popular iLife '05 and designed to take advantage of the advanced typography and graphics engine of Mac OS X, iWork is actually two separate programs: Pages and Keynote 2. Pages is a brand-new, streamlined word processor and page layout program that allows nonprofessionals to quickly and painlessly produce gorgeous brochures, newsletters, letters, invitations, product data sheets, and more. You can start documents from scratch or use one of the 40 professionally designed templates as a starting point. Keynote 2 is a significant upgrade to Keynote, Apple's PowerPoint-like presentation software that allows you to build unique presentations, demonstrations, storyboard animations, interactive slideshows, and more. Like every Missing Manual, this one is refreshingly entertaining and scrupulously detailed. iWork '05: The Missing Manual gives you all the essentials of Pages and Keynote 2, including an objective look at each program's capabilities, its advantages over similar programs, and its limitations. The book delivers countless goodies that you won't find anywhere else: undocumented tips, tricks, and secrets for getting the very best results from both exciting new applications. With the iWork '05 suite and iWork '05: The Missing Manual, you are totally equipped to give your work the style it deserves.

Macs in the Ministry David Lang, 2010 Macs in the Ministry - Your ministry demands your time, energy, creativity, passion and commitment. But you've got a Mac, so you have a tool that can save you time and energy, spark your creativity, and enable you to keep your commitments without losing your passion. Find out how to harness the programs you already have, along with additional resources you may want to consider, to help you in nearly every aspect of your ministry. Part One of this book is about Inspiration: about discovering what's possible. Learn how to use online resources or Bible software to prepare a lesson or sermon. Discover the variety of ways you can present your message to a congregation or audience: using video created in iMovie, photo slide shows prepared in iPhoto, original music recorded in GarageBand, and more elaborate

presentations using Keynote or specialized worship software. Learn how you can publish your message to a wider audience: through flyers, handouts, and other print publications; by creating podcasts and vodcasts (video podcasts) and distributing them through iTunes; by creating your own professional-quality CDs and DVDs; by making your videos available through websites like YouTube; or by developing your own great-looking websites using iWeb and Apple's MobileMe service. Once you're pumped about all the exciting ways you can present and publish your message, you'll probably need to enlist some help from others. Use the Mac to get members of your congregation or church youth group participating in your ministry. With so many different ways to use Macs in ministry, there are countless opportunities to get people using their gifts in service to the kingdom. Going one step further, you'll even see how the Mac can be used to meet practical needs. Forget car washes to raise money for youth retreats and mission trips! Why not develop and sell personalized greeting cards, calendars, audio CDs, or video DVDs? How about starting a ministry to train people in the community to do basic video editing, page layout, or web design? With a little creativity, you can use your Mac to minister to people's practical needs as well as to present a polished message. Part Two of this book is about perspiration: about actually making these things happen. Here you'll find a series of projects that will show you how to do all the things you're now inspired to do. Get step-by-step instructions for creating an iMovie, developing slide shows and print projects in iPhoto, recording and publishing podcasts, producing a DVD, and developing a web-site in iWeb. See what you can do using other applications like Pages, Keynote, Bible study software, and worship presentation software. Where Part One will get your wheels turning, Part Two will actually get you moving!

Learning iPad Programming Kirby Turner, Tom Harrington, 2012 *Learning iPad Programming* walks you through the process of building PhotoWheel (free on the App Store), a photo management and sharing app that leverages every aspect of iOS 5. With PhotoWheel, you can organize your favorite photos into albums, share photos with family and friends, view them on your TV using AirPlay and an Apple TV, and most importantly, gain hands-on experience with building an iPad app. As you build PhotoWheel, you'll learn how to take advantage of the latest features in iOS 5 and Xcode, including Storyboarding, Automatic Reference Counting (ARC), and iCloud. Best of all, you'll learn how to extend the boundaries of your app by communicating with web services. If you want to build apps for the iPad, *Learning iPad Programming* is the one book to get. As you build PhotoWheel, you'll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective-C, and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode's new Storyboard feature to quickly prototype a functional UI, and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views, and use view controllers to perform custom view transitions Add AirPrint, email, and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store

Download the free version of PhotoWheel from the App Store today! Share your photos with friends and upload to iCloud, all while learning how to build the app.

IWork: The Missing Manual Jessica Thornsby, Josh Clark, 2014-03-18 Apple's iWork is more versatile than ever now that there are versions for Mac, iOS, and even iCloud. The only thing iWork doesn't include is its own how-to guide. That's where this friendly, jargon-free Missing Manual comes in. With complete instructions and helpful examples, you'll quickly learn how to create stunning documents, slideshows, and spreadsheets with iWork's Pages, Keynote, and Numbers. The important stuff you need to know: Create elegant files in minutes. Save tons of time by using iWork's collection of prebuilt templates and themes. Craft a variety of documents. Use Pages to design attractive newsletters, catalogs, brochures, flyers, and posters. Build eye-popping presentations. Turn Keynote's themes and easy-to-use cinematic effects into beautiful custom slideshows. Organize and clearly convey information. Jazz up your Numbers spreadsheets with charts, images, and videos. Always have your work on hand. Store your files in iCloud and have them sync automatically to your Mac and iOS devices. Work anywhere, any time. Use the web-based iWork for iCloud to create projects on any computer—even a PC. Versions covered: This edition covers Pages for Mac 5.1, Keynote for Mac 6.1, Numbers for Mac 3.1, version 2.1 of each iOS app, and iWork for iCloud.

Slide:ology Nancy Duarte, 2008-08-07 Presents practical approaches for developing an effective presentation, covering such topics as creating diagrams, displaying data, arranging elements, creating movement, and interacting with slides.

Profit First Mike Michalowicz, 2017-02-21 Author of cult classics *The Pumpkin Plan* and *The Toilet Paper Entrepreneur* offers a simple, counterintuitive cash management solution that will help small businesses break out of the doom spiral and achieve instant profitability. Conventional accounting uses the logical (albeit, flawed) formula: Sales - Expenses = Profit. The problem is, businesses are run by humans, and humans aren't always logical. Serial entrepreneur Mike Michalowicz has developed a behavioral approach to accounting to flip the formula: Sales - Profit = Expenses. Just as the most effective weight loss strategy is to limit portions by using smaller plates, Michalowicz shows that by taking profit first and apportioning only what remains for expenses, entrepreneurs will transform their businesses from cash-eating monsters to profitable cash cows. Using Michalowicz's Profit First system, readers will learn that:

- Following 4 simple principles can simplify accounting and make it easier to manage a profitable business by looking at bank account balances.
- A small, profitable business can be worth much more than a large business surviving on its top line.
- Businesses that attain early and sustained profitability have a better shot at achieving long-term growth.

With dozens of case studies, practical, step-by-step advice, and his signature sense of humor, Michalowicz has the game-changing roadmap for any entrepreneur to make money they always dreamed of.

Resonate Nancy Duarte, 2013-07-02 Reveals the underlying story form of all great presentations that will not only create

impact, but will move people to action Presentations are meant to inform, inspire, and persuade audiences. So why then do so many audiences leave feeling like they've wasted their time? All too often, presentations don't resonate with the audience and move them to transformative action. Just as the author's first book helped presenters become visual communicators, Resonate helps you make a strong connection with your audience and lead them to purposeful action. The author's approach is simple: building a presentation today is a bit like writing a documentary. Using this approach, you'll convey your content with passion, persuasion, and impact. Author has a proven track record, including having created the slides in Al Gore's Oscar-winning An Inconvenient Truth Focuses on content development methodologies that are not only fundamental but will move people to action Upends the usual paradigm by making the audience the hero and the presenter the mentor Shows how to use story techniques of conflict and resolution Presentations don't have to be boring ordeals. You can make them fun, exciting, and full of meaning. Leave your audiences energized and ready to take action with Resonate.

UX Design für Tablets Christian Kuhn,2013-07-04 Es war noch nie so einfach, Besucher Ihres Onlineangebots zu begeistern und einen positiven Eindruck zu hinterlassen: mit User Experience Design für Tablets. Die Post-PC-Ära erfordert ein Umdenken, denn Struktur, Strategie, Design und Funktion von Content müssen in einem mobilen Anwendungsszenario ganzheitlich aus Sicht des Users betrachtet werden. Das Nutzungsverhalten der nächsten Kundengeneration verlangt, dass Kommunikation digital und an die Anwendungssituation angepasst ist. Sie wird im Web stattfinden. Sie wird mobil, sozial und intuitiv sein, und daher sicher auch auf einem Tablet stattfinden. Dieses Buch ist eine Anleitung für Marketingverantwortliche, Webdesigner und -entwickler, Mediengestalter, Publisher und E-Commerce-Betreiber. Lernen Sie durch die universellen Weisheiten des ZEN das Wesen Ihrer Kunden kennen, und finden Sie den User Experience Designer in sich selbst. Finden Sie den Prozess, der die User Ihrer Website oder Web-App nachhaltig zufrieden stellt. UX Design für Tablets ist Ihr Garant für wiederkehrende User, die Ihr Angebot schätzen und weiterempfehlen werden. Ein Praxisbuch, das Ihnen Denkanstöße, Werkzeuge und Checklisten bietet - damit auch Sie Ihre User glücklich machen.

Shake Up Learning Kasey Bell,2018-03-05 Is the learning in your classroom static or dynamic? Shake Up Learning guides you through the process of creating dynamic learning opportunities-from purposeful planning and maximizing technology to fearless implementation.

Radical Product Thinking R. Dutt,2021-09-27 Iteration rules product development, but it isn't enough to produce dramatic results. This book champions Radical Product Thinking, a systematic methodology for building visionary, game-changing products. In the last decade, we've learned to harness the power of iteration to innovate faster—we've invested in a fast car, but our ability to set a clear destination and navigate to it hasn't kept up. When we iterate without a clear vision or strategy, our products become bloated, fragmented, and driven by irrelevant metrics. They catch “product diseases” that often kill innovation. Radical Product Thinking (RPT) gives organizations a repeatable model for building world-changing

products. The key? Being vision-driven instead of iteration-led. R. Dutt guides readers through the five elements of the methodology (vision, strategy, prioritization, execution and measurement, and culture) to develop a clear process for translating vision into reality, and turning RPT skills into muscle memory. This book offers refreshing solutions to the shortcomings of our current model for product development; be prepared to toss out everything you know about a good vision and learn how to measure progress to create revolutionary products. The best part? You don't have to be a natural-born visionary to produce extraordinary results.

Understanding by Design Grant P. Wiggins, Jay McTighe, 2005 What is understanding and how does it differ from knowledge? How can we determine the big ideas worth understanding? Why is understanding an important teaching goal, and how do we know when students have attained it? How can we create a rigorous and engaging curriculum that focuses on understanding and leads to improved student performance in today's high-stakes, standards-based environment? Authors Grant Wiggins and Jay McTighe answer these and many other questions in this second edition of *Understanding by Design*. Drawing on feedback from thousands of educators around the world who have used the UbD framework since its introduction in 1998, the authors have greatly revised and expanded their original work to guide educators across the K-16 spectrum in the design of curriculum, assessment, and instruction. With an improved UbD Template at its core, the book explains the rationale of backward design and explores in greater depth the meaning of such key ideas as essential questions and transfer tasks. Readers will learn why the familiar coverage- and activity-based approaches to curriculum design fall short, and how a focus on the six facets of understanding can enrich student learning. With an expanded array of practical strategies, tools, and examples from all subject areas, the book demonstrates how the research-based principles of *Understanding by Design* apply to district frameworks as well as to individual units of curriculum. Combining provocative ideas, thoughtful analysis, and tested approaches, this new edition of *Understanding by Design* offers teacher-designers a clear path to the creation of curriculum that ensures better learning and a more stimulating experience for students and teachers alike.

Illuminate Nancy Duarte, Patti Sanchez, 2016-02-16 'Illuminate' demonstrates how, though the power of persuasive communication, one can turn an idea into a movement, as compared with the likes of Steve Jobs, Dr. Martin Luther King, Jr., Starbucks, IBM, and more.

Cool Infographics Randy Krum, 2013-10-18 Make information memorable with creative visual design techniques Research shows that visual information is more quickly and easily understood, and much more likely to be remembered. This innovative book presents the design process and the best software tools for creating infographics that communicate. Including a special section on how to construct the increasingly popular infographic resume, the book offers graphic designers, marketers, and business professionals vital information on the most effective ways to present data. Explains why infographics and data visualizations work Shares the tools and techniques for creating great infographics Covers online infographics used for

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