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Q3 2021 Earnings Call Jul 08, 2021, 5:00 p.m. ETContents: Prepared Remarks Questions and Answers Call Participants Prepared Remarks: OperatorThank you for standing by, and welcome to the Duck Creek ...

As experienced teachers of novice game designers, the authors have discovered patterns in the way that students grasp game design - the mistakes they make as well as the methods to help them to create better games. Each exercise requires no background in programming or artwork, releasing beginning designers from the intricacies of electronic game production and allowing them to learn what works and what doesn't work in a game system. Additionally, these exercises teach important skills in system design: the processes of prototyping, playtesting, and redesigning.

This is the second edition of the best-selling book that shows how to get instructional design done fast and get it done right! If you need a basic understanding of what instructional design is and a hands-on, to-the-point method of ensuring that the training and performance interventions you put into place meet the needs of your staff and your organization, this book is for you. It offers a no-nonsense walk through all the steps in the instructional design process and each step is explained in language that is conversational and easy to understand. This new edition addresses such topics as learning analysis, return on investment, and designing asynchronous and synchronous e-learning, as well as a wealth of illustrative examples of storyboards and professional commentary and case studies from professionals in the field.

A game design document (GDD) is a software design document that serves as a blueprint from which your game is to be built. It helps you define the scope of your game and sets the general direction for the project, keeping the entire team on the same page. This is a companion piece, intended to accompany the Lazy Designer series. There are two sections -- a sample planning document followed by a "how it went" discussion on the actual implementation.

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren 't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

" There 's an incredible amount of depth and thinking in the practices described here, and it 's impressive to see it all in one place. " --Win Treese, coauthor of Designing Systems for Internet Commerce The Practice of Cloud System Administration, Volume 2, focuses on "distributed" or "cloud" computing and brings a DevOps/SRE sensibility to the practice of system administration. Unsatisfied with books that cover either design or operations in isolation, the authors created this authoritative reference centered on a comprehensive approach. Case studies and examples from Google, Etsy, Twitter, Facebook, Netflix, Amazon, and other industry giants are explained in practical ways that are useful to all enterprises. The new companion to the best-selling first volume, The Practice of System and Network Administration, Second Edition, this guide offers expert coverage of the following and many other crucial topics: Designing and building modern web and distributed systems Fundamentals of large system design Understand the new software engineering implications of cloud administration Make systems that are resilient to failure and grow and scale dynamically Implement DevOps principles and cultural changes IaaS/PaaS/SaaS and virtual platform selection Operating and running systems using the latest DevOps/SRE strategies Upgrade production systems with zero down-time What and how to automate; how to decide what not to automate On-call best practices that improve uptime Why distributed systems require fundamentally different system administration techniques Identify and resolve resiliency problems before they surprise you Assessing and evaluating your team 's operational effectiveness Manage the scientific process of continuous improvement A forty-page, pain-free assessment system you can start using today

Key concepts and best practices for new software engineers -- stuff critical to your workplace success that you weren 't taught in school. For new software engineers, knowing how to program is only half the battle. You 'll quickly find that many of the skills and processes key to your success are not taught in any school or bootcamp. The Missing README fills in that gap--a distillation of workplace lessons, best practices, and engineering fundamentals that the authors have taught rookie developers at top companies for more than a decade. Early chapters explain what to expect when you begin your career at a company. The book 's middle section expands your technical education, teaching you how to work with existing codebases, address and prevent technical debt, write production-grade software, manage dependencies, test effectively, do code reviews, safely deploy software, design evolvable architectures, and handle incidents when you 're on-call. Additional chapters cover planning and interpersonal skills such as Agile planning, working effectively with your manager, and growing to senior levels and beyond. You 'll learn: • How to use the legacy code change algorithm, and leave code cleaner than you found it • How to write operable code with logging, metrics, configuration, and defensive programming • How to write deterministic tests, submit code reviews, and give feedback on other people 's code • The technical design process, including experiments, problem definition, documentation, and collaboration • What to do when you are on-call, and how to navigate production incidents • Architectural techniques that make code change easier • Agile development practices like sprint planning, stand-ups, and retrospectives This is the book your tech lead wishes every new engineer would read before they start. By the end, you 'll know what it takes to transition into the workplace--from CS classes or bootcamps to professional software engineering.

Over 75 practical recipes to confidently design an efficient virtual datacenter with VMware vSphere 6.x About This Book Get the first book on the market that helps you design a virtualized data center with VMware vSphere 6 Achieve enhanced compute, storage, network, and management capabilities for your virtual data center Exciting and practical recipes help you to design a virtual data easily by leveraging the features of VMware vSphere 6 Who This Book Is For If you are an administrator or consultant interested in designing virtualized datacenter environments using VMware vSphere 6.x or previous versions of vSphere and the supporting components, this book is for you. It will help both new and experienced architects deliver professional VMware vSphere virtual datacenter designs. What You Will Learn Identify key factors related to a vSphere design and apply them to every step of the design process Mitigate security risks and meet compliance requirements in a vSphere design. Create a vSphere conceptual design by identifying technical and business requirements Determine the type of database to use based on the deployment size. Design for performance, availability, recoverability, manageability, and security Map the logical resource design into the physical vSphere design Create professional vSphere design documentation to ensure a successful implementation of the vSphere design Leverage the latest vSphere 6.x features to ensure manageability, performance, availability, and security in a virtual datacenter design in Detail VMware is the industry leader in data center virtualization. The vSphere 6.x suite of products provides a robust and resilient platform to virtualize server and application workloads. With the release of 6.x a whole range of new features has come along such as ESXi Security enhancements, fault tolerance, high availability enhancements, and virtual volumes, thus simplifying the secure management of resources, the availability of applications, and performance enhancements of workloads deployed in the virtualized datacenter. This book provides recipes to create a virtual datacenter design using the features of vSphere 6.x by guiding you through the process of identifying the design factors and applying them to the logical and physical design process. You'll follow steps that walk you through the design process from beginning to end, right from the discovery process to creating the conceptual design, calculating the resource requirements of the logical storage, compute, and network design; mapping the logical requirements to a physical design; security design; and finally creating the design documentation. The recipes in this book provide guidance on making design decisions to ensure the successful creation, and ultimately the successful implementation, of a VMware vSphere 6.x virtual data center design. Style and Approach The book follows a recipe-based approach that consists of practical recipes to effectively design a virtual data center.

Create engaging Augmented Reality (AR) applications with Unity 3D that can be experienced with devices such as HoloLens and Daydream Key Features Learn the principles of AR application development Work with the most popular sensors used in AR games and applications across Android, Apple and Windows Build experiences with interactive objects, physics, UI, animations, and C# scripting Book Description Augmented Reality allows for radical innovations in countless areas. It magically blends the physical and virtual worlds, bringing applications from a screen into your hands. Meanwhile, Unity has now become the leading platform to develop augmented reality experiences, as it provides a great pipeline for working with 3D assets. Using a practical and project-based approach, Unity 2018 Augmented Reality Projects educates you about the specifics of augmented reality development in Unity 2018. This book teaches you how to use Unity in order to develop AR applications which can be experienced with devices such as HoloLens and Daydream. You will learn to integrate, animate, and overlay 3D objects on your camera feed, before gradually moving on to implementing sensor-based AR applications. In addition to this, you will explore the technical considerations that are especially important and possibly unique to AR. The projects in the book demonstrate how you can build a variety of AR experiences, whilst also giving insights into C# programming as well as the Unity 3D game engine via the interactive Unity Editor. By the end of the book, you will be equipped to develop rich, interactive augmented reality experiences for a range of AR devices and platforms using Unity. What you will learn Build and run AR applications for specific headsets, including HoloLens and Daydream Create 3D scenes with Unity and other 3D tools while learning about world space and scale Move around your AR scenes using locomotion and teleportation Create filters or overlays that work in tandem with facial recognition software Use GPS, geolocation services, and the camera feed to create a fitness application Integrate AR and VR concepts together in a single application Who this book is for Unity 2018 Augmented Reality Projects is for you if you're a game developer familiar with 3D computer graphics and interested in building your own AR games or applications. Any experience in Unity and C# is an advantage.

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren 't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game 's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems--including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition is includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chill recipe--making it an even more indispensable guide for video game designers both "in the field" and the classroom. Grab your copy of Level Up! 2nd Edition and let 's make a game!

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world 's leading practitioners construct and maintain software. This book covers Google 's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You 'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

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