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[Design Thought Leaders Lecture: Pluriversal Design](#)

Design Thought Leaders Lecture: Pluriversal Design von Northwestern Engineering vor 1 Monat 1 Stunde 504 Aufrufe Northwestern's Center for Human-Computer Interaction + , Design , (, HCI , +D) held an engaging conversation about the past, present, ...

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Stanford Seminar - How to Design Addictive Games von stanfordonline vor 3 Jahren 1 Stunde, 26 Minuten 12.970 Aufrufe EE380: Computer Systems Colloquium Seminar How to , Design , Addictive Games Speaker: Chuck Clanton, Aratar A great game ...

[Claudio Cossio - UX Design Masterclass | Adobe Creative Cloud](#)

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[Design for Cognitive Bias:Using Mental Shortcuts for Good Instead of Evil](#)

Design for Cognitive Bias:Using Mental Shortcuts for Good Instead of Evil von IDF Cologne vor 2 Monaten gestreamt 56 Minuten 36 Aufrufe Users' minds take shortcuts to get through the day. Usually they're harmless. Even helpful. But what happens when they're not?

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Game Patents - Protecting Crazy Taxi's Arrow, Nintendo's D-Pad \u0026 More von Design Doc vor 1 Jahr 12 Minuten, 52 Sekunden 54.471 Aufrufe How do you protect something as ethereal as an idea? Patents! You can patent good ideas, , bad , ideas, and ones that never get off ...

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How to Be a DevSecOps Engineer (w/ Aras \"Russ\" Memisyazici) von Cyberspatial vor 13 Stunden 1 Stunde, 6 Minuten 947 Aufrufe Russ Memisyazici is a DevSecOps engineer and cloud architect with 30+ years experience in IT and cyber security.

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