Handbook of Cloud Computing

Due to changes in the learning and research environment, changes in the behavior of library users, and unique global disruptions such as the COVID-19 pandemic, libraries have had to adapt and evolve to remain up-to-date and responsive to their users. Thus, libraries are adding new, digital resources and services while maintaining most of the old, traditional resources and services. New areas of research and inquiry in the field of library and information science explore the applications of machine learning, artificial intelligence, and other technologies to better meet and equal the library community. The Handbook of Research on Knowledge and Organization Systems in Library and Information Science examines new technologies and systems and their application and adoption within libraries. This handbook provides a global perspective on current and future trends concerning library and information science. Covering topics such as machine learning, library management, ICTs, ideological technology, social media, and augmented reality, this book is essential for librarians, library directors, library technicians, media specialists, data specialists, catalogers, information resource officers, administrators, IT consultants and specialists, academicians, and students.

Handbook of Research on Mobile Devices and Applications in Higher Education Settings

Mobile phones have become an integral part of society, as their convenience has helped democratize and revolutionize communication and the marketplace of ideas. Because of their ubiquity in higher education, undergraduates have become part of the mobile revolution and utilise smartphones and tablets as tools for learning. The Handbook of Research on Mobile Devices and Applications in Higher Education Settings explores and fosters new perspectives on the utilization of technologies and communication technologies in libraries. Featuring innovative coverage on relevant areas such as smart tracking, wearables, and social media, this publication is an ideal resource for policy makers, academicians, researchers, advanced-level students, and technology developers seeking current research on new trends in ICT systems and applications and trends.

Handbook of Research on Knowledge and Organization Systems in Library and Information Science

Due to changes in the learning and research environment, changes in the behavior of library users, and unique global disruptions such as the COVID-19 pandemic, libraries have had to adapt and evolve to remain up-to-date and responsive to their users. Thus, libraries are adding new, digital resources and services while maintaining most of the old, traditional resources and services. New areas of research and inquiry in the field of library and information science explore the applications of machine learning, artificial intelligence, and other technologies to better meet and equal the library community. The Handbook of Research on Knowledge and Organization Systems in Library and Information Science examines new technologies and systems and their application and adoption within libraries. This handbook provides a global perspective on current and future trends concerning library and information science. Covering topics such as machine learning, library management, ICTs, ideological technology, social media, and augmented reality, this book is essential for librarians, library directors, library technicians, media specialists, data specialists, catalogers, information resource officers, administrators, IT consultants and specialists, academicians, and students.

Handbook of Research on Software Quality Innovation in Interactive Systems

The Handbook of Research on Software Quality Innovation in Interactive Systems analyzes the quality of the interactive design if the quality of the interactive systems following a set of standardized norms and rules for the production of interactive software. Currently, no single effort towards this goal, but they are still partial solutions, fragmented, and limited to the theoretical as well as practical potential of new technologies. This book reviews the past and present of information and communication technologies with a projection towards the future. Along with analyses of software, software design, graphics to use, and the purposes for software applications in interactive systems. This book is ideal for students, professors, researchers, programmers, analysts of systems, computer engineers, interactive designers, managers of software quality, and evaluators of interactive systems.

Contemporary Identity and Access Management: Architectures, Emerging Research and Opportunities

Due to the proliferation of distributed mobile technologies and heavy usage of social media, identity and access management has become a very challenging area. Businesses are facing new demands to implement solutions; however, there is a lack of information and direction. Contemporary Identity and Access Management: Architectures, Emerging Research and Opportunities is a critical identity resource that explores management of an organization’s identities, credentials, and attributes which secures the identity of a user as an extensible manner and for identity access administration. Featuring coverage on a broad range of topics, each on innovative application programming interfaces, identification security, and role-based access control, this book is geared towards academicians, practitioners, and researchers seeking current research on identity and access management.