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Win Bigly John Wiley & Sons

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

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All you need to know about SharePoint Online and SharePoint Server
SharePoint is an enterprise portal server living under the Microsoft Office umbrella. It can be used as a local installation (on-premises) or an online service. The SharePoint Online service comes bundled with Office 365. You can use SharePoint to aggregate sites, information, data, and applications

into a single portal. SharePoint 2019 contains highly integrated features that allow you to work with it directly from other Office products such as Teams, Word, Excel, PowerPoint, and many others. SharePoint For Dummies provides a thorough update on how to make the most of all the new SharePoint and Office features—while still building on the great and well-reviewed content in the prior editions. The book shows those new to SharePoint or new to SharePoint 2019 how to get up and running so that you and your team can become productive with this powerful tool. Find high-level, need-to-know information for “techsumers”, administrators, and admins Learn how SharePoint Online can get you started in minutes without the hassle and frustration of building out your own servers Find everything you need to know about the

latest release of SharePoint Online and SharePoint Server Get your hands on the best guide on the market for SharePoint! *Top Tasks: A How-to Guide* Pearson Education

You can't sell it outside if you can't sell it inside. You want maximum business performance? Look under the hood and you'll find your employee culture: it is the power that drives the enterprise engine. To harness that rumbling power you've got to solve the mystery of what an employee culture actually is, how it operates and how to move it forward. These are the keys that this book will put right in your hands. Renowned business culture expert Stan Slap knows the difference between

understanding your employees and understanding your employee culture. The distinction isn't semantics; it's the key to whether your strategies will succeed or fail. This myth-busting book reveals why an employee culture is an independent organism with its own rules, beliefs, and motivations—and the power to make or break any management plan (and any manager right along with it). Slap shows you how to get whatever you want from your employee culture, whether it's improved accountability, innovation, flexibility, resilience, energy, loyalty, or trust. Along the way he solves mysteries that have puzzled managers since the first Mesopotamian farmer hired some help,

including: Why does an employee culture really resist change? What does it care about more than money? Why does it respond to leadership differently than to management? How does it talk to itself, and what does it mean when it won't talk to you? Why are company values the most dangerous threat to gaining its trust? If you have a wonderful employee culture, this book will help you scale it. If you have a troubled employee culture, this book will help you fix it. If you have an employee culture under pressure, this book will help you ease it. If you have a new employee culture, this book will help you shape it. And if you are investing in a company, this book will help you protect your greatest purchasable asset. Under the Hood is informed by immaculate research, including surveys of more than 15,000 employees from companies the world over. It's packed with original tactics that have driven performance for many organizations and countless managers. And it includes jaw-dropping inside stories of employee cultures from the likes of Samsung, Oracle, Progressive, CNN during wartime, Paul McCartney's band, and the Super Bowl film crew. It's all delivered in classic Stan Slap style: profound and provocative, heartfelt and often hysterical. This is not simply a management book; it is the business case for humanity. Management advice doesn't get realer or more important

than this.

The 21st-century Intranet

Lulu.com

Howard and LeBlanc (both are security experts with Microsoft) discuss the need for security and outline its general principles before outlining secure coding techniques. Testing, installation, documentation, and error messages are also covered. Appendices discuss dangerous APIs, dismiss pathetic excuses, and provide security checklists. The book explains how systems can be attacked, uses anecdotes to illustrate common mistakes, and

offers advice on making systems secure. Annotation copyrighted by Book News, Inc., Portland, OR.

Sharepoint 2010 Kogan Page Publishers

The Bombshell Business Woman teaches female entrepreneurs how to use business strategies and tools to boldly and confidently next-level their businesses and lives.

Computerworld Prosci

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the

body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)). *Web Content Management* MIT Press

Knowledge is a valuable resource that must be managed well for any organization to thrive. Proper knowledge management practices can improve business processes by creating value, however, the available tools meant to aid in the

creation, collection, and storage of information have drastically changed since the emergence of social media. By using this collaborative online application for engaging with information, organizations are able to precisely disseminate knowledge to the correct audience. *Harnessing Social Media as a Knowledge Management Tool* explores the usage of social media in managing knowledge from multiple dimensions highlighting the benefits, opportunities and challenges that are encountered in using and implementing social media. This publication endeavors to provide a thorough insight into the role of social media in knowledge management from both an organizational and individualistic perspective. This book elucidates emerging strategies perfect for policy makers, managers, advertisers, academics, students, and organizations who wish to effectively manage

knowledge through social media.

Office 365 For Dummies South Western
Educational Publishing

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Network World IGI Global

Talent Management Systems addresses the transformation Web-based technologies have brought to workforce acquisition and management. It examines proven and leading-edge best practices, and what tactics and strategies organizations should employ to remain competitive in this arena. The book is part practical, offering advice on how to institute best practices in e-recruitment and talent management, and strategic, discussing trends and

state of the art technology and practices that should be adopted or avoided. "We're at the brink of the next global battle in the war for talent, and companies with a firm grasp on today's technologies, and the best view over the horizon, are positioned to win. No one understands the intersection of talent and technology better than Allan Schweyer and, as this book demonstrates, no one tells us the story as clearly as he. This is an essential read and an important work in the now-critical discipline of human capital management." —Michael Foster, CEO, AIRS, and Author of *Recruiting on the Web* "Allan Schweyer has been on the leading edge of recruitment technology since the dawn of the Internet. In many ways the Internet has created more confusion than solutions for the world of recruiting and talent management. It has certainly made things more complex. HR professionals and even company presidents have become desperate for clarity on the future of talent management-Allan Schweyer's book provides that

clarity and establishes him as the authority on web-based hiring and talent management. No major implementation decision should be made without this invaluable guide." —Graham Donald, President, Brainstorm Consulting "Talent management has suddenly gone from being a nice idea to a core business function. No one knows more about this new function, and the technologies that make it possible, than Allan Schweyer." —David Creelman, Senior Contributing Editor, HR.com, and Independent Human Capital Analyst "Once again, Schweyer has produced the best writing in North America on this subject, which I've covered for fifteen years." —Bill Kutik, Technology Columnist, Human Resource Executive "As corporate executives quickly come to the shocking realization that the global workforce—and how that talent is managed and developed both locally and globally—will almost unilaterally determine their future success in global markets, few workforce experts have bothered to provide business leaders

with a useful compass and map for the next chapter of workforce management. Mr. Schweyer generously and eloquently provides the talent compass and workforce map for the first pragmatic steps of the new global journey." —John Chaisson, CEO, Global Workforce Solutions

Open Source for the Enterprise Prentice Hall Professional

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 seharian 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 pengekseskusan 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

idinya—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 sepakat 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
David Linthicum's Guide to Client/Server and Intranet Development Addison-Wesley Professional
"Information Systems for Business and Beyond

introduces the concept of information systems, their use in business, and the larger impact they are having on our world."--BC Campus website.

Information Systems for Business and Beyond
Penguin

Annotation This book takes the reader through the decision-making process as to whether the shared services option is appropriate for them. This is followed by step-by-step practical guidance on how to set-up and run and monitor a shared services operation. It finishes by drawing attention to the pitfalls and a checklist of things to do to improve your chances of success.

Under the Hood Penguin

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to

support everything from business critical applications to employee collaboration and electronic commerce.

Writing Secure Code John Wiley & Sons
Essence of Top Tasks is a prioritized list of what matters most to customers. You then continuously improve these top tasks based on evidence of customers trying to complete them. Developed as a result of 15 years of research and practice. Implemented by some of the world's largest organizations: Cisco, Microsoft, NetApp, IBM, Google, European Union, Toyota, Tetra Pak, and hundreds more. More than 300,000 customers have participated in Top Tasks studies in over 40 countries and 30 languages.

Computerworld Simon and Schuster
An example-driven guide to building reusable UI components and web frontends—all with

Blazor, C#, and .NET. In Blazor in Action, you will learn about: Blazor + WebAssembly
Picking the right hosting model Building reusable UI components Building forms with validation Integrating with JavaScript libraries
Securing your application Testing your applications Blazor in Action is a practical guide to building stunning UIs and client-side applications using C# and .NET. You'll use the Blazor frontend framework to create a fun and exciting web application for plotting hiking routes. As you build up your new application, you'll master the key features of Blazor, such as routing, forms and validation, and dynamic and reusable components. By the time you're done, you'll be ready to develop beautiful sites and apps that seamlessly execute your C# code natively in the browser. The book is written to the most recent stable build of Blazor and

seamlessly integrates fresh features from .NET

6. About the technology Create rich web frontends without relying on JavaScript. Microsoft's Blazor framework uses WebAssembly to extend the ultra-popular ASP.NET platform. In Blazor, you can build interactive web components that run natively in the browser without plug-ins or transpilers. And because it's C# end-to-end, it's easy to share code between the server and your web UI.

About the book Blazor in Action teaches you to create full-stack ASP.NET applications end-to-end in C#. You'll start by learning to build Blazor web components, working through core topics like routing and forms. As you go, you'll implement a hiking route web application that includes reusable code, integration with JavaScript libraries, and role-based security. To make sure your app is production ready, this

practical book also covers state management, data persistence, and testing. What's inside

Dynamic and reusable UI components Sharing client and server code Role-based security using Auth0 Persisting state using local browser storage About the reader For web developers with C# and .NET experience. About the author Chris Sainty has been a part of the Blazor community from the beginning. He's an active blogger, open source developer, international speaker, and a Microsoft MVP.

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Blazor application

Essentials of Business Communication Bentang Pustaka

What if we have been wrong about learning?

Learning may have more in common with marketing than we thought. Looking at marketing and learning's common root, *How People Learn* shows L&D professionals a new way of thinking about learning by exploring what happens when we learn. It considers applications from AI, marketing and ethics and is informed by psychology and contemporary neuroscience in order to show L&D professionals how to design training with their employees in mind so that training makes a real difference to skills, capabilities, performance and development, rather than being a waste of time, money and resources. Using the author's '5Di model', *How People Learn* demonstrates how to define, design and deploy training in a user-centred way so it works both for and with employees. It also includes guidance on what training resources

to create when employees are actively searching for learning content. Using this book, L&D practitioners will be able to use pull and push techniques to provide content that people use and experiences that transform their behaviour. From how to use simulations, storytelling and anticipation to the importance of observation and status, this book gives L&D professionals everything they need to build effective training programmes and learning experiences. With a foreword by Dr Roger Schank, the Chairman and CEO of Socratic Arts and Executive Director of Engines for Education, and case studies from companies such as BP and the BBC, this is an urgent read for learning professionals.

Talent Management Systems "O'Reilly Media, Inc."

This text-workbook is a streamlined, no-nonsense approach to business communication. It takes a three-in-one approach: (1) text, (2) practical workbook, and (3) self-teaching grammar/mechanics handbook. The chapters

reinforce basic writing skills, then apply these skills to a variety of memos, letters, reports, and resumes. This new edition features increased coverage of contemporary business communication issues including oral communication, electronic forms of communication, diversity and ethics.

The Three Signs of a Miserable Job Prentice Hall Professional

In his first complete text on the ADKAR model, Jeff Hiatt explains the origin of the model and explores what drives each building block of ADKAR. Learn how to build awareness, create desire, develop knowledge, foster ability and reinforce changes in your organization. The ADKAR Model is changing how we think about managing the people side of change, and provides a powerful foundation to help you succeed at change.

Harnessing Social Media as a Knowledge Management Tool Prentice Hall

Open source software is changing the world of Information Technology. But making it work for your company is far more complicated than simply installing a copy of Linux. If you are serious about using open source to cut costs, accelerate development, and reduce vendor lock-in, you must institutionalize skills and create new ways of working. You must understand how open source is different from commercial software and what responsibilities and risks it brings. Open Source for the Enterprise is a sober guide to putting open source to work in the modern IT department. Open source software is software whose code is freely available to anyone who wants to change and redistribute it. New commercial support services, smaller licensing fees,

increased collaboration, and a friendlier platformmongering one hears about open source. The to sell products and services are just a few of the reasons open source is so attractive to IT departments. Some of the open source projects that are in current, widespread use in businesses large and small include Linux, FreeBSD, Apache, MySQL, PostgreSQL, JBOSS, and Perl. These have been used to such great effect by Google, Amazon, Yahoo!, and major commercial and financial firms, that a wave of publicity has resulted in recent years, bordering on hype. Large vendors such as IBM, Novell, and Hewlett Packard have made open source a lynchpin of their offerings. Open source has entered a new area where it is being used as a marketing device, a collaborative software development methodology, and a business model. This book provides something far more valuable than either the cheerleading or the fear-

authors are Dan Woods, former CTO of TheStreet.com and a consultant and author of several books about IT, and Gautam Guliani, Director of Software Architecture at Kaplan Test Prep & Admissions. Each has used open source software for some 15 years at IT departments large and small. They have collected the wisdom of a host of experts from IT departments, open source communities, and software companies. Open Source for the Enterprise provides a top to bottom view not only of the technology, but of the skills required to manage it and the organizational issues that must be addressed. Here are the sorts of questions answered in the book: Why is there a "productization gap" in most open source projects? How can the maturity of open source be evaluated? How can the ROI of open source

be calculated? What skills are needed to use open source? What sorts of open source projects are appropriate for IT departments at the beginner, intermediate, advanced, and expert levels? What questions need to be answered by an open source strategy? What policies for governance can be instituted to control the adoption of open source? What new commercial services can help manage the risks of open source? Do differences in open source licenses matter? How will using open source transform an IT department? Praise for Open Source for the Enterprise: "Open Source has become a strategic business issue; decisions on how and where to choose to use Open Source now have a major impact on the overall direction of IT abilities to support the business both with capabilities and by controlling costs. This is a new game and one generally not covered in existing books on Open Source which continue to assume that the readers are 'deep dive' technologists, Open Source for the Enterprise provides everyone from business managers to technologists with the balanced view that has been missing. Well worth the time to read, and also worth encouraging others in your enterprise to read as well." ----Andy Mulholland - Global CTO Capgemini "Open Source for the Enterprise is required reading for anyone working with or looking to adopt open source technologies in a corporate environment. Its practical, no-BS approach will make sure you're armed with the information you need to deploy applications successfully (as well as helping you know when to say "no"). If you're trying to sell open source to management, this book will give you the ammunition you need. If you're a manager trying to drive down cost using open

source, this book will tell you what questions to ask your staff. In short, it's a clear, concise explanation of how to successfully leverage open source without making the big mistakes that can get you fired." ----Kevin Bedell - founding editor of LinuxWorld Magazine
Project Management John Wiley & Sons
How to develop, manage, maintain and deploy web content solutions across organisations of any size.