

1: MN State Fair Participating Producers | Minnesota Honey Producers Association

Participating Drug Producers A list of the drug producers participating in the MED-Project stewardship plan is provided below. Included in the list is the name of the participating drug company and the associated parent company.

History[edit] Participatory culture has been around longer than the Internet. The emergence of the Amateur Press Association in the middle of the 19th century is an example of historical participatory culture; at that time, young people were hand typing and printing their own publications. These publications were mailed throughout a network of people and resemble what are now called social networks. The evolution from zines, radio shows, group projects, and gossips to blogs, podcasts, wikis, and social networks has impacted society greatly. With web services such as eBay, Blogger, Wikipedia, Photobucket, Facebook, and YouTube, it is no wonder that culture has become more participatory. The implications of the gradual shift from production to produsage are profound, and will affect the very core of culture, economy, society, and democracy. Affiliations include both formal and informal memberships in online communities such as discussion boards or social media. Expression refers to the types of media that could be created. This may manifest as memes, fan-fiction, or other forms of mash-ups. When individuals and groups work together on a particular form of media or media product, like a wiki, then they engage in collaborative problem solving. Finally, circulation refers to the means through which the communication may be spread. This could include blogs, vlogs, podcasts, and even some forms of social media. Participatory culture and technology[edit] As technology continues to enable new avenues for communication, collaboration, and circulation of ideas, it has also given rise to new opportunities for consumers to create their own content. Barriers like time and money are beginning to become less significant to large groups of consumers. For example, the creation of movies once required large amounts of expensive equipment, but now movie clips can be made with equipment that is affordable to a growing number of people. The ease with which consumers create new material has also grown. Extensive knowledge of computer programming is no longer necessary to create content on the internet. Media sharing over the Internet acts as a platform to invite users to participate and create communities that share similar interests through duplicated sources, original content, and repurposed material. Participatory culture and social media[edit] People no longer blindly absorb and consume what large media corporations distribute. These happen to be some of the leaders in the social media industry, [5] and are the reason people are able to have such an advantage to participate in media creation. Today, millions people across the world have the ability to post, quote, film, or create whatever they want. Websites like Flickr , Wikipedia , and Facebook encourage the submission of content to the Internet. They increase the ease with which a user may post content by allowing them to submit information even if they only have an Internet browser. The need for additional software is eliminated. These websites also serve to create online communities for the production of content. These communities and their web services have been labelled as part of Web 2. As the mindsets and skillsets of participatory practices have been increasingly taken up, people are increasingly likely to exploit new tools and technology in 2. One example is the use of cellphone technology to engage " smart mobs " for political change worldwide. In countries where cellphone usage exceeds use of any other form of digital technology, passing information via mobile phone has helped bring about significant political and social change. Notable examples include the so-called " Orange Revolution " in Ukraine , [8] the overthrow of Philippine President Joseph Estrada , [9] and regular political protests worldwide [10] Relationship to the smartphone[edit] The smartphone is one example that combines the elements of interactivity, identity, and mobility. The mobility of the smartphone demonstrates that media is no longer bound by time and space can be used in any context. The smartphone also enhances the participatory culture by increased levels of interactivity. Instead of merely watching, users are actively involved in making decisions, navigating pages, contributing their own content and choosing what links to follow. This goes beyond the "keyboard" level of interactivity, where a person presses a key and the expected letter appears, and becomes rather a dynamic activity with continually new options and changing setting, without a set formula to follow. The consumer role shifts from a passive receiver to an active contributor. The smartphone epitomizes

this by the endless choices and ways to get personally involved with multiple media at the same time, in a nonlinear way. A user can hide behind an avatar, false profile, or simply idealized self when interacting with others online. There is no accountability to be who one says one is. The ability to slide in and out of roles changes the effect of media on culture, and also the user himself. Producers are those that create content and cultural objects, and consumers are the audience or purchasers of those objects. This is similar to how Wikipedia allows users to write, edit, and ultimately use content. Producers are active participants who are empowered by their participation as network builders. Bruns describes the empowerment for users as different from the typical "top-down mediated spaces of the traditional mediaspheres" p. Producers occur when the users are the producers and vice versa, essentially eliminating the need for these "top-down" interventions. The collaboration of each participant is based on a principle of inclusivity; each member contributes valuable information for another user to use, add to, or change. In a community of learners, collaboration through producer usage can provide access to content for every participant, not just those with some kind of authority. Every participant has authority. Because there are no more distinctions between producers and consumers, every participant has an equal chance to participate meaningfully in producer usage. Explicit participation describes the conscious and active engagement of users in fan communities or of developers in creative processes. Implicit participation is more subtle and unfolds often without the user's knowledge. Implicit participation is achieved by implementing user activities into user interfaces and back-end design. The notion of implicit participation expands theories of participatory culture as formulated by Henry Jenkins and Axel Bruns who both focus most prominently on explicit participation p. Considering implicit participation allows therefore for a more accurate analysis of the role technology in co-shaping user interactions and user generated content pp. This in turn, makes it difficult for women to represent themselves with authenticity, and deters participation of females in participatory culture. The content that is viewed on the internet in participatory situations is biased because of the overrepresentation of male generated information, and the ideologies created by the male presence in media, thus creates a submissive role for the female user, as they unconsciously accept patriarchal ideologies as reality. With males in the dominant positions "media industries [engage] existing technologies to break up and reformulate media texts for reasons of their own". Females active in participatory culture are at a disadvantage because the content they are viewing is not designed with their participation in mind. Instead of producing male biased content, "feminist interaction design should seek to bring about political emancipation" it should also force designers to question their own position to assert what an "improved society" is and how to achieve it". Social learning of this type another, similar process is known as local enhancement has been shown to lead to relatively stable social transmission of behavior over time". Statistically, men are actively engaging in the production of these problematic representations, whereas, women are not contributing to the portrayal of women experiences because of local enhancement that takes place on the web. There is no exact number to determine the precise percentage for female users; in there were numerous surveys that slightly fluctuate in numbers, but none seem to surpass 15 percent. Bias arises as the content presented in Wikipedia seems to be more male oriented. According to media scholar Henry Jenkins, one result of the emergence of participatory cultures is an increase in the number of media resources available, giving rise to increased competition between media outlets. Producers of media are forced to pay more attention to the needs of consumers who can turn to other sources for information. Until as recently as the end of the 20th century, Rheingold argues, a handful of generally privileged, generally wealthy people controlled nearly all forms of mass communication "newspapers, television, magazines, books and encyclopedias. Today, however, tools for media production and dissemination are readily available and allow for what Rheingold labels "participatory media. At one time only a few mass media giants controlled most of the information that flowed into the homes of the public, but with the advance of technology even a single person has the ability to spread information around the world. The diversification of media has benefits because in cases where the control of media becomes concentrated it gives those who have control the ability to influence the opinions and information that flows to the public domain. Participatory Culture is also seen as a more democratic form of communication as it stimulates the audience to take an active part because they can help shape the flow of ideas across media formats. In the face of increased participation, the traditional hierarchies

will not disappear, but "Community, collaboration, and self-organization" can become the foundation of corporations as powerful alternatives. Participatory culture civics[edit] Participatory culture civics organizations mobilize participatory cultures towards political action. They build on participatory cultures and organize such communities toward civic and political goals. These groups run campaigns by informing, connecting, and eventually organizing their members through new media platforms. Neta Kligler-Vilenchik identified three mechanisms used to translate cultural interests into political outcomes: The increased availability of the Internet in classrooms allows for greater access to information. For example, it is no longer necessary for relevant knowledge to be contained in some combination of the teacher and textbooks; today, knowledge can be more de-centralized and made available for all learners to access. The teacher, then, can help facilitate efficient and effective means of accessing, interpreting, and making use of that knowledge. Being a consumer or active contributor is not an attribute of a person, but of a context. Participatory cultures empower humans to be active contributors in personally meaningful activities. The drawback of such cultures is that they may force humans to cope with the burden of being an active contributor in personally irrelevant activities. This trade-off can be illustrated with the potential and drawbacks of "Do-It-Yourself Societies": Through modern tools including electronic commerce supported by the Web , humans are empowered to do many tasks themselves that were done previously by skilled domain workers serving as agents and intermediaries. While this shift provides power, freedom, and control to customers e. People may consider some of these tasks not very meaningful personally and therefore would be more than content with a consumer role. Aside from simple tasks that require a small or no learning effort, customers lack the experience the professionals have acquired and maintained through daily use of systems, and the broad background knowledge to do these tasks efficiently and effectively. The tools used to do these tasks â€” banking, travel reservations, buying airline tickets, checking out groceries at the supermarket â€” are core technologies for the professionals, but occasional technologies for the customers. This will put a new, substantial burden on customers rather than having skilled domain workers doing these tasks. Significantly, too, as businesses increasingly recruit participatory practices and resources to market goods and services, consumers who are comfortable working within participatory media are at a distinct advantage over those who are less comfortable. Not only do consumers who are resistant to making use of the affordances of participatory culture have decreased access to knowledge, goods, and services, but they are less likely to take advantage of the increased leverage inherent in engaging with businesses as a prosumer. Concerns in education[edit] Jenkins et al. These are the "participation gap," the "transparency problem," and the "ethics challenge. The movement to break down the digital divide has included efforts to bring computers into classrooms, libraries, and other public places. These efforts have been largely successful, but as Jenkins et al. What a person can accomplish with an outdated machine in a public library with mandatory filtering software and no opportunity for storage or transmission pales in comparison to what [a] person can accomplish with a home computer with unfettered Internet access, high band-width, and continuous connectivity. Current legislation to block access to social networking software in schools and public libraries will further widen the participation gap. On the one hand, those youth who are most advanced in media literacies are often stripped of their technologies and robbed of their best techniques for learning in an effort to ensure a uniform experience for all in the classroom. On the other hand, many youth who have had no exposure to these new kinds of participatory cultures outside school find themselves struggling to keep up with their peers. As the children with more access to computers gain more comfort in using them, the less tech-savvy students get pushed aside. It is important to note that it is more than a simple binary at work here, as working-class youths may still have access so some technologies e.

2: Participating | Define Participating at www.enganchecubano.com

N Brewing Scott St, Petaluma, CA Acre and Spade Cider Goodwin Ave, Penngrove, CA Adobe Road Winery 6 Petaluma Blvd N.

The goal here is a full participation with God in redemption with everyone bringing gifts they use to their service in the kingdom. The model is the participatory church of the New Testament. So all have opportunity to contribute in a meeting. There the church is more a place where people receive spiritual products. It is a marketing church that treats visitors like consumers. So places are chosen where people are free to share their journey. This is why cafes are often chosen as venues or homes. Every effort is made to have all participate in some form using their gifts. People have to work out of their former experience of church to get there. Let people worship in the forms they are used to using and that reflect who they are. So there is less scripting of services and more flexibility built into the worship time. Giving testimonies, playing music, telling stories through art, praying with small groups being emphasized are among the options. Open mic meetings are sometimes used. In some locales anyone can attend a service preparation meeting. In other locales, young people are encouraged to be a part. A DJ may run music in the background as people share. There may be periods of silence. Much of this is so new, it is stated as an ideal and a challenge to be met. It makes one wonder what is new here, except that the main meetings take on these qualities. The hesitation to have leaders does to particularly reflect the model of the early church that is being claimed. It is clear that leaders did function and teach in the first century. The claims about egalitarianism without qualification also seem to be a selective reading of what the biblical texts show. Yes, all have gifts and are to share in participating, but roles are distinguished, or else why have elders, deacons, or teachers? One gets a sense of rhetorical excess in the claims made here. However, the thrust of what is desired is again based on the right kinds of values. The nurturing and even promoting of full participation of the body is something all recognize as desirable. Most churches struggle to reach this goal. A variety of means to try and get more participants there is a worthy undertaking. Log in to post comments Blog Category:

3: Participating Policy

*List of Participating Producers As of January Company Name Website Phone Address 1 Ace Hardware Corporation
www.enganchecubano.com*

Production output is created in the real process, gains of production are distributed in the income distribution process and these two processes constitute the production process. The production process and its sub-processes, the real process and income distribution process occur simultaneously, and only the production process is identifiable and measurable by the traditional accounting practices. The real process and income distribution process can be identified and measured by extra calculation, and this is why they need to be analyzed separately in order to understand the logic of production and its performance. Real process generates the production output from input, and it can be described by means of the production function. It refers to a series of events in production in which production inputs of different quality and quantity are combined into products of different quality and quantity. Products can be physical goods, immaterial services and most often combinations of both. The characteristics created into the product by the producer imply surplus value to the consumer, and on the basis of the market price this value is shared by the consumer and the producer in the marketplace. This is the mechanism through which surplus value originates to the consumer and the producer likewise. Surplus values to customers cannot be measured from any production data. Instead the surplus value to a producer can be measured. It can be expressed both in terms of nominal and real values. The real surplus value to the producer is an outcome of the real process, real income, and measured proportionally it means productivity. Since then it has been a cornerstone in the Finnish management accounting theory. The magnitude of the change in income distribution is directly proportionate to the change in prices of the output and inputs and to their quantities. Productivity gains are distributed, for example, to customers as lower product sales prices or to staff as higher income pay. The production process consists of the real process and the income distribution process. A result and a criterion of success of the owner is profitability. The profitability of production is the share of the real process result the owner has been able to keep to himself in the income distribution process. Factors describing the production process are the components of profitability , i. They differ from the factors of the real process in that the components of profitability are given at nominal prices whereas in the real process the factors are at periodically fixed prices. Monetary process refers to events related to financing the business. Market value process refers to a series of events in which investors determine the market value of the company in the investment markets. Production growth and performance[edit] Main article: Economic growth Economic growth is often defined as a production increase of an output of a production process. It is usually expressed as a growth percentage depicting growth of the real production output. The real output is the real value of products produced in a production process and when we subtract the real input from the real output we get the real income. The real output and the real income are generated by the real process of production from the real inputs. The real process can be described by means of the production function. The production function is a graphical or mathematical expression showing the relationship between the inputs used in production and the output achieved. Both graphical and mathematical expressions are presented and demonstrated. The production function is a simple description of the mechanism of income generation in production process. It consists of two components. These components are a change in production input and a change in productivity. The Value T2 value at time 2 represents the growth in output from Value T1 value at time 1. Each time of measurement has its own graph of the production function for that time the straight lines. The output measured at time 2 is greater than the output measured at time one for both of the components of growth: The portion of growth caused by the increase in inputs is shown on line 1 and does not change the relation between inputs and outputs. The portion of growth caused by an increase in productivity is shown on line 2 with a steeper slope. So increased productivity represents greater output per unit of input. The growth of production output does not reveal anything about the performance of the production process. Because the income from production is generated in the real process, we call it the real income. The real income generation follows the logic of the production function. Two components can also be

distinguished in the income change: The income growth caused by increased production volume is determined by moving along the production function graph. The income growth corresponding to a shift of the production function is generated by the increase in productivity. The change of real income so signifies a move from the point 1 to the point 2 on the production function above. When we want to maximize the production performance we have to maximize the income generated by the production function. The sources of productivity growth and production volume growth are explained as follows. Productivity growth is seen as the key economic indicator of innovation. The successful introduction of new products and new or altered processes, organization structures, systems, and business models generates growth of output that exceeds the growth of inputs. This results in growth in productivity or output per unit of input. Income growth can also take place without innovation through replication of established technologies. With only replication and without innovation, output will increase in proportion to inputs. They show that the great preponderance of economic growth in the US since involves the replication of existing technologies through investment in equipment, structures, and software and expansion of the labor force. Further they show that innovation accounts for only about twenty percent of US economic growth. In the case of a single production process described above the output is defined as an economic value of products and services produced in the process. When we want to examine an entity of many production processes we have to sum up the value-added created in the single processes. This is done in order to avoid the double accounting of intermediate inputs. Value-added is obtained by subtracting the intermediate inputs from the outputs. It is widely used as a measure of the economic growth of nations and industries. Absolute total and average income[edit] The production performance can be measured as an average or an absolute income. Expressing performance both in average avg. The absolute income of performance is obtained by subtracting the real input from the real output as follows: With the aid of the production model we can perform the average and absolute accounting in one calculation. Maximizing production performance requires using the absolute measure, i. Maximizing productivity also leads to the phenomenon called " jobless growth " This refers to economic growth as a result of productivity growth but without creation of new jobs and new incomes from them. A practical example illustrates the case. When a jobless person obtains a job in market production we may assume it is a low productivity job. As a result, average productivity decreases but the real income per capita increases. Furthermore, the well-being of the society also grows. This example reveals the difficulty to interpret the total productivity change correctly. Unfortunately we do not know in practice on which part of the production function we are. Therefore, a correct interpretation of a performance change is obtained only by measuring the real income change. Production models[edit] A production model is a numerical description of the production process and is based on the prices and the quantities of inputs and outputs. There are two main approaches to operationalize the concept of production function. We can use mathematical formulae, which are typically used in macroeconomics in growth accounting or arithmetical models, which are typically used in microeconomics and management accounting. We use here arithmetical models because they are like the models of management accounting, illustrative and easily understood and applied in practice. Furthermore, they are integrated to management accounting, which is a practical advantage. A major advantage of the arithmetical model is its capability to depict production function as a part of production process. Consequently, production function can be understood, measured, and examined as a part of production process. There are different production models according to different interests. Here we use a production income model and a production analysis model in order to demonstrate production function as a phenomenon and a measureable quantity. Production income model[edit] Profitability of production measured by surplus value Saari ,3 The scale of success run by a going concern is manifold, and there are no criteria that might be universally applicable to success. Nevertheless, there is one criterion by which we can generalise the rate of success in production. This criterion is the ability to produce surplus value. As a criterion of profitability, surplus value refers to the difference between returns and costs, taking into consideration the costs of equity in addition to the costs included in the profit and loss statement as usual. Surplus value indicates that the output has more value than the sacrifice made for it, in other words, the output value is higher than the value production costs of the used inputs. The table presents a surplus value calculation. We call this set of

production data a basic example and we use the data through the article in illustrative production models. The basic example is a simplified profitability calculation used for illustration and modelling. Even as reduced, it comprises all phenomena of a real measuring situation and most importantly the change in the output-input mix between two periods. In practice, there may be hundreds of products and inputs but the logic of measuring does not differ from that presented in the basic example. In this context we define the quality requirements for the production data used in productivity accounting. The most important criterion of good measurement is the homogenous quality of the measurement object. If the object is not homogenous, then the measurement result may include changes in both quantity and quality but their respective shares will remain unclear. In productivity accounting this criterion requires that every item of output and input must appear in accounting as being homogenous. In other words, the inputs and the outputs are not allowed to be aggregated in measuring and accounting. If they are aggregated, they are no longer homogenous and hence the measurement results may be biased. Both the absolute and relative surplus value have been calculated in the example.

4: Participating Producers | Effervescence - A Champagne & Sparkling Wine Celebration

A participating policy is an insurance contract that pays dividends to the policy holder. Dividends are generated from the profits of the insurance company that sold the policy and are typically.

5: PHBP - Home Page

Description: The goal here is a full participation with God in redemption with everyone bringing gifts they use to their service in the kingdom. The model is the participatory church of the New Testament.

6: Emerging/Emergent Trait 6: Participating as Producers - Sept 19 | www.enganchecubano.com Blogs

Effervescence, May , in Los Angeles. Three day festival with wine tastings, master classes and gourmet meals. From extraordinary Champagnes to international sparkling wines, we are honored to be pouring quality wines from our participating producers.

7: Participating Suppliers | Fair Labor Association

Emerging Churches: Participating as Producers. October 24, at am Leave a comment. In Chapter 8 Gibbs and Bolger discuss the full participation of God's people in the redemption of God and the life of the church.

8: Participating Producers | Petaluma Drinks

(1) The department shall provide on its web site a list of all producers participating in a product stewardship plan that the department has approved and a list of all producers the department has identified as noncompliant with this chapter and any rules adopted to implement this chapter.

9: Participatory culture - Wikipedia

L Participating in the Carbon Cycle From our knowledge of the carbon cycle we have the general understanding that producers use carbon dioxide and consumers exhale it in a convenient exchange. To take this a step further, we might inquire of the variables involved.

Guiding Those Left Behind in Virginia (Guiding Those Left Behind In.) The Shane manuscript collection Nissan micra modell k12 electronic service manual html Iraq Claims Act of 1993 Management plan Quartzville Creek Five steps to romantic love Business objects 4.0 architecture Theory and applications of nonviscous fluid flows Distal humerus Michael T. Archdeacon Macromedia Flash 8 in 24 hours Assessing service-learning and civic engagement Agricultural Policies, Markets and Trade in the Central and Eastern European Countries, Selected New Inde DUTIES TO GOD, OURSELVES AND OTHER PEOPLE Chapter VIII Trails End 1899 95 Four Somali folktales read in Somali and English/Sheekoy, Sheeko, Sheeko Xariira Changing Interpretations of Americas Past Identification and elimination of ancillary arrhythmias Paolo Ferrero, Pietro Francia, Riccardo Cappato Biblical influences in Shakespeares greattragedies Metallurgists and chemists handbook Beauty of Seattle 12th time table science 2018 Richard matheson i am legend Laws of various states relating to labor, enacted since January 1, 1908. A Students Textbook of Astrology The Heart and the Fountain The exclusive luxury of Enoch Oates The reform years (1978-the current time) In vitro fertilization and other assisted reproduction The white goat and his country [by O. Wister. Money changes everything how finance made civilization possible Althochdeutsches Woerterbuch Band IV, Lieferung 11 Vocabulary workshop level a teachers edition Frost resistance of concrete Wandering knights: romance at court Responsibility, gratitude, and submission : more to put on Albert Einstein (History Maker Bios) Reinforcement and systemic machine learning for decision making Biology notes for class 12 The heart of the hunter Posters for the People