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## Tower persona 3

Social networks including Facebook, Twitter and LinkedIn have allowed people to become instant publishing houses. As a result, content associated with our name will continue to shape our perceptions both professionally and personally. This is a particular challenge for Generation Y, the group of individuals who grew up with Facebook when it was limited to e-mail addresses @edu. After people in Gen Y's future workplace got their hands on technology and begged younger settings, college students had to rethink content posted to their profiles at various social networking services, said Dan Schawbel, author of the new book Me 2.0: Building a Strong Brand to Achieve Successful Careers. More on CIO.com When a colleague is a friend: Facebook users Get a crash course in reputation management techniques management for Giving the best in generation Y manage your reputation online Schawbel has made a name for himself in the field of online reputation management through, among other things, his blog, personal branding blog. While blogging, he drew on personal experiences obtained in the rat race competing for internships and eventually landed his job on the choice of working in marketing at EMC. Not only has he produced an extensive body of advice for those looking to manage their brand online, but also, he has brought a level of credibility to this topic as it relates to Gen Y: Schawbel is only 25. But while Me 2.0 is aimed at the younger demographic, Schawbel says the book applies to workers of all ages, and based on the expanding social networking landscape, which is good. Facebook claims the fastest growing age demographic is users aged 35 and over and the number of Twitter users aged 18 to 24 is almost identical to the crowd of 55 to 64. Knowing how to communicate your professional persona on the Web - and maintain it - will be important for all generations. CIO.com's CG Lynch talked to Schawbel about the book and how it can help you protect your good name on all the sites we use every day. Test your four practical strategies to improve your online persona. CIO: How did you decide to get into personal branding? Is it based on your own experience? Schawbel: In high school, I gained two very important skills. One is Web development and the other is graphic design. I had my first internship as an advanced high school. It is in internet services. My job was to sell related and I did cold calls. From there, I quickly realized that I wasn't interested in front-end marketing. I was more interested in the back-end, doing things I wanted to study, like graphic design and web development. In college, I had my first marketing internship at a promotion company. Then I realized it would be very difficult to get a job after I graduated from Bentley. So I formed a development plan I came to different internships that were all over marketing. I developed this personal branding tool set, although I didn't call it back then. I've got a business card, a website, CD portfolio, custom cover letters, and references. I have internships at Reebok, Lycos, LoJack and Techtarget. Before I graduated, I thought getting a job at EMC Corporation, where I currently have, in product marketing wouldn't be too difficult. But it was for me. A lot of people who have internships there have got jobs. I discovered something then: Even with a good resume, eight internships, seven leadership positions in school and good scores, the network reigned supreme. I wasn't focused on the network. I've promoted myself in traditional methods, so it was really hard for me to get a job. It took me eight months to get a job. In the end, I still have the job I want, but the lessons learned have been interesting to me. To get a job, it wasn't a simple phone call for my dad. I realized the importance of building a network. So I started my first blog, called Driven to Succeed, in October 2006. It's about helping college kids get internships and learn how to market themselves. Then, on March 14, 2007, I read Tom Peter's article in Fast Company, Brand Called You. Then it clicked for me: I realized that it was the same kind of advice that I had preached for years, but I couldn't put it into a concept that I could missionary. I studied, and found that no one my age had spoken about this. So I quickly positioned myself as the personal branding spokesperson for Gen Y. With more spectrum and more cell-friendly regulation, 5G will have wind at the back of it. The future requires quality networks that are more flexible, scalable, efficient, and manageable. Virtualize network functionality and software-defined networks as the way forward. The number of devices competing for access to the radio spectrum is skyrocketing. Self-destructive noise technology promises to allow for greater spectrum sharing. The faster the network becomes, the harder it will be to distinguish telecommuting from being there. Most businesses see digital transformation in terms of customer experience and business model. Digital is also quietly changing the way products are developed. The convenience and utility of wireless power supply is becoming difficult to ignore. The drone market did not take off as quickly as expected. Here are five factors that inhibit the application of drone-based solutions in the enterprise. The new high-speed short-range wireless standard, WiGig, offers more new bandwidth to consumers than all spectrum previously allocated to the combined consumer. How software automation and mobile communications can alleviate the pain of regulatory compliance, improve business performance, and deliver new customer features. Mobile operators are still using business support systems in the early 1990s. They need to become a digital service provider that provides a digital user experience. The amount of things that will be connected to the internet within five years is exaggerated. That's largely because the Internet of Things is a misnomer. In the future, large corporations are likely to use a fleet of drones. Drones can save time, money and even life. Wireless operators managing smart home devices using the newly purchased 600 MHz spectrum is a bad idea that beats the purpose of smart home technology. Smartphones, networks and the cloud are allowing smart homes to be long-awaited. Standards and open source software can make them popular. Cryptocurrencies promise online transactions at a lower cost and better security. Will the current top cryptocurrency, bitcoin, succeed? The industry needs to be more creative. The U.S. government is seeking a court order to force Apple to help it break into an iPhone used by San Bernardino terrorists. The company is refusing. Which side is right? The IoT market is being inflated for a second time. But perseverance is a virtue. The puzzle pieces are very slowly falling in place. Which one is best: mobile web or mobile app? Over time they will converge. Three healthcare startups use smartphones, cloud computing, and big data to create innovative and disruptive solutions. Europe plans to reduce credit card fraud in stores using smart cards that have achieved its goals. The more flexible and sedible U.S. approach will achieve more. Load More Persona 5 is a messy hodgepodge, the style of the game genre and Japanese culture blending into something special. Many small but important improvements Simple but rewarding combat Many options and choices Great visual and musical style Feel loyal to Japanese culture Some nasty male moments in the game may feel the story lost momentum There is a series of Japanese role-playing games (JRPG) called Shin Megami Tensei that have taken place strongly in Japan for the past three decades. Very few games belonging to SMT umbrellas have cracked into western markets, with the exception of the Persona series. Persona began developing a cult with Shin Megami Tensei: The Gradual Global Release of Persona 3 from 2006 to 2008. Like past entries in this series, Persona 5 is actually two games. On the oneh, it's a Japanese role-playing game with traditional turn-based combat, a creature collection system reminiscent of Pokémon and many of the features you'd expect to find in Final Fantasy or Dragon Quest games. The other side is like an interactive visual novel or dating simulator, The game is more popular in Japan than in the Western world. As a high school student living in a café in Tokyo, you have to choose how to spend your limited time juggling and romantic relationships with learning, shopping, part-time work, and more. Somehow, this combination works. From its addictive fighting system to its star localization and the imitable sense of style that holds it all together, fighting lustful teachers and dirty politicians with your superpower friends fits hand in hand with the check and goes on with your high school lover. Persona 5 has not re-invented the wheel, but it has everything fans have grown to love about the quirky series. And while it's the falters story at times, in many ways, it's the best Persona game yet. Time killer Persona 5 follows an untitled protagonist, a high school-age boy who is forced to change cities and schools as he passes a strong man and finds himself on the left side of the law. Considered a social pariah, even by his caregiver, he discovers a mysterious phone app that sends him to an alternative dimension formed from people's cognitive identity – their thoughts and subconscious characteristics, exposing some of the inability from many competent figures in his life. Heroes gather a breakfast-Club-esque group of high school students, who call themselves The Phantom Thieves, and spend their days exposing the crimes of unsung adults. As in previous games, every mechanical aspect of Persona 5 serves to bring the story of the game - a long account of high school students fighting crime - to life. Mechanically, the game is a messy hodgepodge of genre-specific features and story elements, which finds a balance because every element is filtered through the story. Even more than previous Persona games, your social links - people you can choose to spend time with, including teammates and other contacts around Tokyo - provide tangible benefits for combat and discovery. For example, spending time with a doctor can give you discounts when buying drugs, while a skilled gamer or a professional shogi player (Japanese chess) can give you new capabilities to use in combat. Choosing how to spend your time is a huge part of the battle in Persona 5. The game opens as the daily life literacy of a Japanese teenager. You have most free afternoons and evenings to spend as you want – hang with friends, do various activities to raise your stats, or heading into battle. All the while the clock continues ticking, every new day one step closer to the end. Possible maps Counters, represented by colorful subway lines, expand constantly as you go and your options may feel overwhelming: Will you go out with a fellow Ghost Thief in the hope they will gain new combat abilities? You'll pray at Meiji Shrine, visit a maid café (obviously Japanese!), or or at an arcade in Akihabara or Shibuya? Will you learn how to make better coffee from Sojiro, or hit the bathroom for some much-needed cold time? Or will you go into the world of awareness? Ghost thieves are never short of targets, from a artist who directs the work of his students to a crook who abuses the elderly. The game's story follows a series of objectives, each with its own palace, an intricate dungeon in which their distorted desires manifest as twisted versions of real-world places. The teacher thinks that school is his castle, so in the world of perception it is one - with him as its dictator, king. There is a deadline to take down each of these goals, but you are mostly free to spend your time at will, while the story progresses in blocks. Meanwhile, you can take on smaller targets in an area of the cognitive world known as memento, a dungeon constantly filled with environments and random enemies. In previous Persona games, this randomly generated dungeon was a huge focus, but they were relegated to a side activity here. The boring, repetitive dungeons of Persona 3 and Persona 4 may be the series' biggest weaknesses so far, so let's add to the list the many ways that Persona 5 improves on the formula. All the while, the clock keeps ticking, every new day one step closer to the end of the semester and the game. You may not have enough time to maximize any social links or beat every goal, and you are not allowed; Persona 5 is about choosing. Your game is determined by who you spend time with, the bonds you forge, and the experiences you have. While the experience doesn't allow for freedom like an open world game where each player's experience is completely unique, the choices you make in Persona 5 feel important. A colorful cast Every spare time slot can be spent with any number of friends or acquaintances around town, from teammates to a drunken reporter or a politician being swept away, and the benefits vary violently depending on the social links you focus on. More importantly each one of these characters feels memorable. To be fair, it can make it a little easier to write three-dimensional characters knowing players will spend 100 hours or more with them, although the writers of Persona 5 face a lot of other unique challenges. The localizers - writers responsible for translated scripts and, in many games, adapting certain story elements to non-Japanese audiences - face a colossal task here, and their work is no less than stunning. Persona 5 looks The sound is basically Japanese, from the name of the character to the cultural reference. It didn't feel like it was dumbed down or compromised to attract a wider audience. Style Points Many things make Persona 5 attractive to be in Persona 3 or Persona 4, but, mechanically, the game just feels better and easier to handle. Many of the biggest game improvements digitally amount to simple quality of life changes – game developers speak for small improvements that make a big difference. For example, when walking around Tokyo, you can easily open maps to check which social links are in which locations, then easily move directly to them. Friends and contacts who want to go out will often text you directly, making your life less stressful as you consider what to do with your time. Similarly, the P5 retains its puzzle-style combat system, focusing on exploring the enemy's elemental weaknesses, but now once you do, you can press a button so that the game chooses a good move for you, saving time. New abilities allow you to pass your turn to teammates to set strategic time, or even swap teammates out in the middle of battle. Plus, now you get new personas - the magic spirit that gives your protagonist stronger abilities - through an exciting mini-interrogation game. The list continues. New players will be amazed at the interface and features of Persona 5 that easily keep the game accessible and easy to navigate, and series veterans will wonder how they used to live without this tool. There is one feature that the film has had before that the absence in P5 is painfully felt: The ability to play as a heroine. Persona 5's story is sometimes great, but it's also hopeless male. For atlas players clearly serve as its main demographic - dudes - Persona 5 is one of the other fan fancies. You may be an outsider and an adolescent criminal, but the boy is you a great guy, and Persona 5 will never, ever allow you to forget it. You can date all the hottest girls in school, including your teacher, who moonlights as your maid woman. The reporter who wants a scoop on Thieves Phantom, fortune teller horrified by your ability to change fate, even the punk doctor who runs illegal clinical trials in his back alley practice – every woman in town is hopeless before captivating your titanic. Anime-style cut scenes, mostly dedicated to important story moments, are also used to show what your female teammates look like in bikinis. The bigger they are... That's not the only problem with the story of the game. Telling a story of more than 100 hours comes with its own unique challenges, and Persona 5 doesn't always solve them. Characters introduced later feel less meaty than the protagonists introduced early. The game limits how you can spend your time at points, which can make it difficult to promote relationships with those characters. The game ends if your protagonist dies, it's both stupid and a big time waster. Of course, fighting the clock is part of the challenge, but too much value Slots are taken up by forced story events or, worse, nothing. Too often, your cat, Morgana, will simply tell you that you are exhausted and you should just go to bed. Nevermind that you were learning to do or life to save. Give me a break, kitten. Persona 5 also struggled to land some of its larger narrative ideas. Phantom Thieves' work to infiltrate the spiritual world of the villains and steal treasures promotes their bad behavior, triggering a change of heart that makes them regret and often leads them to publicly confess their crimes. Initially, the game spends a lot of time exploring the moral effects of invading one's mind, but in the end those questions give way to the plot that saves the world. In a way, change seems inevitable - this game is too long and it has to build into something. After 100 hours or more, what stakes could be able to justify a lot of time spent in this world? However, persona 5's story is smarter and more interesting from the start, as its stakes and themes are more personal and nuanced. Glue keeps it Fortunately, there are some serious cosmetic glue cementing the whole thing together. Persona 5 is one of the most stylish games ever made, each pop main color and jazzy music signal deliberately adjusted to keep your eyes and ears happy. Super saturated and daring, Persona 5 is a Japanese anime and manga that is brought to life and cleverly translated into video game graphics. It's the general sense of style often achieved with great, flourishing detail, rather than broad strokes. Your character audibly slaps the main menu up on the screen every time you press the options button. Different merchants have their own unique menu style, everything vibrates and changes color and flashes on the screen like fireworks. The group attack shows a shadow of black on the red that jerks to a stop with a comic shot of the winning character laughing or casually sipping tea. It's all so messy that it should be virtually unreadable, but everything somehow feels unified, consistent, meticulous, and, most of all, cool as hell. That extends to the music, which will stay stuck in your head long after you put the controller down. Beneath the Mask was written by Shoji Meguro and sung by R&T singer B Korea Lyn, is an easy favorite song. It starts playing almost every night when you go back to the café, and you'll know all the lyrics before long. There is even an instrument version, with vocal melodies replaced by a smooth electric keyboard, sometimes played during the day. But you'll never get sick of it - you're more likely to find yourself singing There are a lot more highlights - more games should have the courage to include lyrics in their battle songs (though only if they're so good). And there's a heavy jam guitar that plays whenever you you A leader of the palace that will get you so hyped. Like so many other things in Persona 5, the existence of this song is no coincidence, and it serves the exact purpose it is for. Our Take Persona 5 is big, bold and beautiful. Although it struggles in some areas, it's everything fans of the series can hope for in the next season, while making the changes make the game more accessible to new arrivals. From its addictive combat to the incredible sense of style that permeates the entire game, the great, original aspects of Persona 5 outs than our complaints. Is there a better alternative? There are plenty of giant games competing for your time right now, including The Legend of Zelda: Breath of the Wild, Horizon: Zero Dawn, Nier Automata and Mass Effect Andromeda. But Persona 5 stands apart for two reasons. Secondly, between the Japanese cultural influence that influences its story and its unique art, the game offers a very different aesthetic experience. How long will it last? Persona 5 is a single-player game where you won't get bogged down in player mode or compets, but it still manages extremely long. It took me about 120 hours to get past the final boss, although it can be done much faster if you don't play meticulously. Should you buy it? Current fans of the series shouldn't hesitate - Persona 5 is everything you might want in the next season and beyond. It has enough minor improvements that it can change your mind about the series if you're not yet a fan, although it's still very much in the same formula. If you actively dislike turn-based NGEs, Persona 5 won't change your mind. Everyone else should try this game. Editor's recommendations

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