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985 - MAYRA TURNER

This book constitutes the thoroughly refereed proceedings of the 7th International Congress on Telematics and Computing, WITCOM 2018, held in Mazatlán, Mexico in November 2018. The 23 full papers presented in this volume were carefully reviewed and selected from 57 submissions. They present and organize the knowledge from within the field of telematics and security, data analytics and Machine Learning, IoT and mobile computing.

The concept of aware systems is among the most exciting trends in computing today, fueled by recent developments in pervasive computing, including new computers worn by users, embedded devices, smart appliances, sensors, and varieties of wireless networking technology. Context-Aware Pervasive Systems: The Architecture of a New Breed of Applications introduces a diverse set of application areas and provides blueprints for building context-aware behavior into applications. Reviewing the anatomy of context-aware pervasive applications, this resource covers abstract architecture. It examines mobile services, appliances, smart devices, software agents, electronic communication, sensor networks, security frameworks, and intelligent software agents. The book also discusses the use of context awareness for communication among people, devices, and software agents and how sensors can be aware of their own situations. Exploring the use of physical context for controlling and enhancing security in pervasive computing environments, this guide addresses mirror worlds and elucidates design perspectives based on a declarative programming language paradigm. This carefully paced volume presents a timely and relevant introduction to the emergence of context-aware systems and brings together architectures and principles of context-aware computing in one source.

During the last one and a half decades, wireless sensor networks have witnessed significant growth and tremendous development in both academia and industry. A large num-

ber of researchers, including computer scientists and engineers, have been interested in solving challenging problems that span all the layers of the protocol stack of sensor networking systems. Several venues, such as journals, conferences, and workshops, have been launched to cover innovative research and practice in this promising and rapidly advancing field. Because of these trends, I thought it would be beneficial to provide our sensor networks community with a comprehensive reference on as much of the findings as possible on a variety of topics in wireless sensor networks. As this area of research is in continuous progress, it does not seem to be a reasonable solution to keep delaying the publication of such reference any more. This book relates to the second volume and focuses on the advanced topics and applications of wireless sensor networks. Our rationale is that the second volume has all application-specific and non-conventional sensor networks, emerging techniques and advanced topics that are not as matured as what is covered in the first volume. Thus, the second volume deals with three-dimensional,

underground, underwater, body-mounted, and societal networks. Following Donald E. Knuth's above-quoted elegant strategy to focus on several important fields (The Art of Computer Programming: Fundamental Algorithms, 1997), all the book chapters in this volume include up-to-date research work spanning various topics, such as stochastic modeling, barrier and spatiotemporal coverage, tracking, estimation, counting, coverage and localization in three-dimensional sensor networks, topology control and routing in three-dimensional sensor networks, underground and underwater sensor networks, multimedia and body sensor networks, and social sensing. Most of these major topics can be covered in an advanced course on wireless sensor networks. This book will be an excellent source of information for graduate students majoring in computer science, computer engineering, electrical engineering, or any related discipline. Furthermore, computer scientists, researchers, and practitioners in both academia and industry will find this book useful and interesting.
Intercultural Competence in Higher Education fea-

tures the work of scholars and international education practitioners in understanding the learning outcomes of internationalization, moving beyond rhetoric to concrete practice around the world. Devoted exclusively to exploring the central learning outcomes of internationalization efforts, this edited volume contains a refreshing combination of chapters and case studies from interdisciplinary and cross-cultural contributors, including: cutting-edge issues within intercultural competence development, such as intersectionality, mapping intercultural competence, and assessment; the role of higher education in developing intercultural competence for peacebuilding in the aftermath of violent conflict; facilitating intercultural competence through international student internships; interdisciplinary and cross-cultural contributions from over 19 countries including Japan, Russia, Serbia, South Africa, and Vietnam; the latest research and thinking on global, intercultural, and international learning outcomes, with a unique emphasis on newer voices. Intercultural competence has become an essential element in international as well as do-

mestic education. This text provides the latest thinking and research within the context of internationalization, presents practical case studies on how to integrate this into the preparation of global-ready students and will be of interest to postgraduate students, international education administrators, and practitioners, as well as scholars and researchers in a variety of disciplines who have an interest in intercultural and global competence.

We live in a wireless society, one where convenience and accessibility determine the efficacy of the latest electronic gadgets and mobile devices. Making the most of these technologies—and ensuring their security against potential attackers—requires increased diligence in mobile technology research and development. Mobile Computing and Wireless Networks: Concepts, Methodologies, Tools, and Applications brings together a comprehensive range of voices and research in the area of mobile and wireless technologies, exploring the successes and failures, advantages and drawbacks, and benefits and limitations of the technology. With applications in a plethora of different research and topic areas, this multi-volume reference work benefits researchers, service providers, end-users, and information technology professionals. This four-volume reference work includes a diverse array of chapters and authors covering topics such as m--commerce, network ethics, mobile agent systems, mobile learning, communications infrastructure, and applications in fields such as business, healthcare, government, tourism, and more.

Informations- und Kommunikationstechnologien sind nicht nur ein fester Bestandteil der täglichen Lebens- und Arbeitswelt, sondern strukturieren auch den Weltzugang gesellschaftlicher Akteure. Der Band versammelt Beiträge aus den Technik- und Sozialwissenschaften zur Beziehung zwischen Information und Gesellschaft.

This book constitutes the thoroughly refereed proceedings of the 4th International Conference on Mobile Wireless Middleware, Operating Systems, and Applications, Mobilware 2011, held in London, UK, in June 2011. The 21 revised full papers presented were carefully reviewed and selected from numerous contributions. The papers are organized in topical sections on mobile systems in education, SOC for mobile Apps (SOC), networking platforms (NW), mobile execution frameworks (MFW), mobile cloud (MC) and distributed execution, and mobile sensor networks.

Since the beginning of the computer age, researchers from many disciplines have sought to facilitate people's use of computers and to provide ways for scientists to make sense of the immense quantities of data coming out of them. One gainful result of these efforts has been the field of information visualization, whose technology is increasingly applied in scientific research, digital libraries, data mining, financial data analysis, market studies, manufacturing production control, and data discovery. This book collects 38 of the key papers on information visualization from a leading and prominent research lab, the University of Maryland's Human-Computer Interaction Lab (HCIL). Celebrating HCIL's 20th anniversary, this book presents a coherent body of work from a respected community that has had many success stories with its research and commercial spin-offs.

Each chapter contains an introduction specifically written for this volume by two leading HCI researchers, to describe the connections among those papers and reveal HCIL's individual approach to developing innovations. *Presents key ideas, novel interfaces, and major applications of information visualization tools, embedded in inspirational prototypes. *Techniques can be widely applied in scientific research, digital libraries, data mining, financial data analysis, business market studies, manufacturing production control, drug discovery, and genomic studies. *Provides an "insider" view to the scientific process and evolution of innovation, as told by the researchers themselves. *This work comes from the prominent and high profile University of Maryland's Human Computer Interaction Lab

This volume is the Proceedings of the First International Conference on Advanced Multimedia Content Processing (AMCP '98). With the remarkable advances made in computer and communication hardware/software system technologies, we can now easily obtain large volumes of multimedia data through advanced computer networks and store and handle them in our own personal hardware. Sophisticated and integrated multimedia content processing technologies, which are essential to building a highly advanced information based society, are attracting ever increasing attention in various service areas, including broadcasting, publishing, medical treatment, entertainment, and communications. The prime concerns of these technologies are how to acquire multimedia content data from the real world, how to automatically organize and store these obtained data in databases for sharing and reuse, and how to generate and create new, attractive multimedia content using the stored data. This conference brings together researchers and practitioners from academia, in dustry, and public agencies to present and discuss recent advances in the acquisition, management, retrieval, creation, and utilization of large amounts of multimedia con tent. Artistic and innovative applications through the active use of multimedia con tent are also subjects of interest. The conference aims at covering the following par ticular areas: (1) Dynamic multimedia data modeling and intelligent structuring of content based on active, bottom up, and self organized strategies. (2) Access archi tecture, querying facilities, and distribution mechanisms for multimedia content.
"...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field." -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John

Krumm, an original ubi-comp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trail-blazers who each report on his or her area of exper-tise. Starting with a histori-cal introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environ-ments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book ex-amines: How to build an in-frastructure that supports ubiquitous computing ap-plications Privacy protec-tion in systems that con-nect personal devices and personal information Mov-ing from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and un-derstand other sensor measurements While we needn't become expert in every sub-discipline of ubi-comp, it is necessary that we appreciate all the per-spectives that make up the field and understand how our work can in-fluence and be influenced by those perspectives.

This is important, if we are to encourage future generations to be as suc-cessfully innovative as the field's originators.
Multiple User Interfaces al-low people using mobile phones, lap tops, desk tops, palm tops or PDAs to access and read informa-tion from their central server or the internet in a coherent and consistent way and to communicate effectively with other users who may be using different devices. MUIs provide multiple views of the information according to the device used and co-ordinate communication between the users. Multi-ple User Interfaces: Engi-neering and Applications Frameworks is the first work to describe user in-terface design for mobile and hand-held devices such as mobile phones. Given the proliferation of books on web site design in the late '90s, this promises to be the fore-runner in a new wave of books dealing with the is-sues specific to small screens, limited memory and wireless transmission. It also deals with problems relating to multi--user functionality and sharing the same applica-tion over various plat-forms. Offers a compre-hensive account of state-of-the-art research Com-

bines human and techni-cal aspects including so-cial interaction, workflow, HCI, & system architec-tures. Provides practical toolkits, guidelines and ex-perience reports Includes contributions from leading experts at all the key insti-tutions – Virginia Tech, Concordia University, Lan-caster University, Ericsson & Intel With such a unique and cutting-edge ap-proach researchers and developers working on us-er interface design in com-panies manufacturing handsets and other portable devices, universi-ty HCI groups and compa-nies providing web-based information services for delivery to hand-held de-vices will find this indis-pensable.
The rapid development of wireless digital communi-cation technology has cre ated capabilities that soft-ware systems are only be-ginning to exploit. The falling cost of both com-munication and of mobile computing devices (laptop computers, hand-held computers, etc.) is mak-ing wireless computing affordable not only to busi-ness users but also to con-sumers. Mobile computing is not a "scaled-down" ver-sion of the established and we- studied field of distributed computing. The nature of wireless

communication media and the mobility of computers combine to create fundamentally new problems in networking, operating systems, and information systems. Further more, many of the applications envisioned for mobile computing place novel demands on software systems. Although mobile computing is still in its infancy, some basic concepts have been identified and several seminal experimental systems developed. This book includes a set of contributed papers that describe these concepts and systems. Other papers describe applications that are currently being deployed and tested. The first chapter offers an introduction to the field of mobile computing, a survey of technical issues, and a summary of the papers that comprise sub sequent chapters. We have chosen to reprint several key papers that appeared previously in conference proceedings. Many of the papers in this book are being published here for the first time. Of these new papers, some are expanded versions of papers first presented at the NSF-sponsored Mobidata Workshop on Mobile and Wireless Information Systems, held at Rutgers University on Oct 31 and Nov

1, 1994.

nd Welcome to the proceedings of PERVASIVE 2004, the 2 International C- ference on Pervasive Computing and the premier forum for the presentation and appraisal of the most recent and most advanced research results in all - undational and applied areas of pervasive and ubiquitous computing. Consi- ring the half-life period of technologies and knowledge this community is facing, PERVASIVE is one of the most vibrant, dynamic, and evolutionary among the computer-science-related symposia and conferences. The research challenges, e?orts, and contributions in pervasive computing have experienced a breathtaking acceleration over the past couple of years, mostly due to technological progress, growth, and a shift of paradigms in c- puter science in general. As for technological advances, a vast manifold of tiny, embedded, and autonomous computing and communication systems have st- ted to create and populate a pervasive and ubiquitous computing landscape, characterized by paradigms like autonomy, context-awareness, spontaneous - teraction,

seamless integration, self--organization, ad hoc networking, invisible services, smart artifacts, and everywhere interfaces. The maturing of wireless networking, miniaturized information-processing possibilities induced by novel microprocessor technologies, low-power storage systems, smart materials, and technologies for motors, controllers, sensors, and actuators envision a future computing scenario in which almost every object in our everyday environment will be equipped with embedded processors, wireless communication facilities, and embedded software to perceive, perform, and control a multitude of tasks and functions.

"This reference expands the field of database technologies through four-volumes of in-depth, advanced research articles from nearly 300 of the world's leading professionals"--Provided by publisher.

In our current systems of education, there is a trend toward compartmentalizing knowledge, standardizing assessments of learning, and focusing primarily on quantifiable and positivist forms of inquiry. Contemplative inquiry, on the other hand, takes us on a transformative pathway to-

ward wisdom, morality, integrity, equanimity, and joy (Zajonc, 2009). These holistic learning practices are needed as a counterbalance to the over-emphasis on positivism that we see today. In addition to learning quantifiable information, we also need to learn to be calmer, wiser, kinder, and happier. This book aims to find and share various pathways leading to these ends. This book will describe educational endeavors in various settings that use contemplative pedagogies to enable students to achieve deep learning, peace, tranquility, equanimity, and wisdom to gain new understanding about self and life, and to grow holistically. Embodiment is a central concept in this book. We hope to highlight strategies for exploring internal wisdoms through engaging ourselves beyond simply the rational mind. Contemplative pedagogies such as meditation, yoga, tai chi, dance, arts, poetry, reflective writing and movements, can help students embody what they learn by integrating their body, heart, mind, and spirit.

This book constitutes the thoroughly refereed post--conference proceedings of the 9th International ICST Conference on Mobile and Ubiquitous Systems: Computing, Networking, and Services, MobiQuitous 2012, held in Beijing, China, Denmark, in December 2012. The revised full papers presented were carefully reviewed and selected from numerous submissions. They cover a wide range of topics such as localization and tracking, search and discovery, classification and profiling, context awareness and architecture, location and activity recognition. The proceedings also include papers from the best paper session and the industry track, as well as poster and demo papers.

Representing the proceedings of the June 2002 conference in Callicoon, New York, this slender volume contains fourteen papers on location and security, implementing mobility, aggregation and routing, data and its context, and adaptation. An abstract is provided for each, and b & w illustrations support most of the papers. Contributors include American (and a few British) researchers in academia and industry. Only authors are listed in the index. Annotation copyrighted by Book News, Inc., Portland, OR.

Human Computer Interaction (HCI) is easy to define yet difficult to predict. Encompassing the management, study, planning, and design of the ways in which users interact with computers, this field has evolved from using punch cards to force touch in a matter of decades. What was once considered science fiction is now ubiquitous. The future of HCI is mercurial, yet predictions point to the effortless use of high-functioning services. The Handbook of Research on Human-Computer Interfaces, Developments, and Applications is primarily concerned with emerging research regarding gesture interaction, augmented reality, and assistive technologies and their place within HCI. From gaming to rehabilitation systems, these new technologies share the need to interface with humans, and as computers become thoroughly integrated into everyday life, so does the necessity of HCI research. This handbook of research benefits the research needs of programmers, developers, students and educators in computer science, and researchers.

The field of the learning sciences is concerned with educational research from the dual perspectives of human cognition

and computing technologies, and the application of this research in three integrated areas: *Design: Design of learning and teaching environments, tools, or media, including innovative curricula, multimedia, artificial intelligence, telecommunications technologies, visualization, modeling, and design theories and activity structures for supporting learning and teaching. *Cognition: Models of the structures and processes of learning and teaching by which knowledge, skills, and understanding are developed, including the psychological foundations of the field, learning in content areas, professional learning, and the study of learning enabled by tools or social structures. *Social Context: The social, organizational, and cultural dynamics of learning and teaching across the range of formal and informal settings, including schools, museums, homes, families, and professional settings. Investigations in the learning sciences approach these issues from an interdisciplinary stance combining the traditional disciplines of computer science, cognitive science, and education. This book documents the proceedings of the Fourth International

Conference on the Learning Sciences (ICLS 2000), which brought together experts from academia, industry, and education to discuss the application of theoretical and empirical knowledge from learning sciences research to practice in K-12 or higher education, corporate training, and learning in the home or other informal settings. This two-volume set LNCS 12656 and 12657 constitutes the refereed proceedings of the 43rd European Conference on IR Research, ECIR 2021, held virtually in March/April 2021, due to the COVID-19 pandemic. The 50 full papers presented together with 11 reproducibility papers, 39 short papers, 15 demonstration papers, 12 CLEF lab descriptions papers, 5 doctoral consortium papers, 5 workshop abstracts, and 8 tutorials abstracts were carefully reviewed and selected from 436 submissions. The accepted contributions cover the state of the art in IR: deep learning-based information retrieval techniques, use of entities and knowledge graphs, recommender systems, retrieval methods, information extraction, question answering, topic and prediction models, multimedia retrieval, and much more.

An exciting new technology, described by the one who invented it This is the first book dedicated to cognitive radio, a promising new technology that is poised to revolutionize the telecommunications industry with increased wireless flexibility. Cognitive radio technology integrates computational intelligence into software-defined radio for embedded intelligent agents that adapt to RF environments and user needs. Using this technology, users can more fully exploit the radio spectrum and services available from wireless connectivity. For example, an attempt to send a 10MB e-mail in a zone where carrier charges are high might cause a cognitive radio to alert its user and suggest waiting until getting to the office to use the LAN instead. Cognitive Radio Architecture examines an "ideal cognitive radio" that features autonomous machine learning, computer vision, and spoken or written language perception. The author of this exciting new book is the inventor of the technology and a leader in the field. Following his step-by-step introduction, readers can start building aware/adaptive radios and then make steps towards cognitive ra-

dio. After an introduction to adaptive, aware, and cognitive radio, the author develops three major themes in three sections: Foundations Radio Competence User Domain Competence The book makes the design principles of cognitive radio more accessible to students of teleinformatics, as well as to wireless communications systems developers. It therefore embraces the practice of cognitive radio as well as the theory. In particular, the publication develops a cognitive architecture that integrates disparate disciplines, including autonomous machine learning, computer vision, and language perception technologies. An accompanying CD-ROM contains the Java source code and compiled class files for applications developed in the book. In addition, for the convenience of the reader, Web resources introducing key concepts such as speech applications programmer interfaces (APIs) are included. Although still five to ten years away from full deployment, telecommunications giants and research labs around the world are already dedicating R&D to this new technology. Telecommunications engineers as well as advanced undergraduate and gradu-

ate students can learn the promising possibilities of this innovative technology from the one who invented it. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

This book constitutes the refereed proceedings of the 13th International Symposium on Static Analysis, SAS 2006. The book presents 23 revised full papers together with the abstracts of 3 invited talks. The papers address all aspects of static analysis including program and systems verification, shape analysis and logic, termination analysis, bug detection, compiler optimization, software maintenance, security and safety, abstract interpretation and algorithms, abstract domain and data structures and more.

The Handbook of Reading Research is the research handbook for the field. Each volume has come to define the field for the period of time it covers. Volume IV brings the field authoritatively and comprehensively up-to-date.

This volume collects some of Juan Uriagereka's previously published pieces and presentations on biolinguistics in recent years in one comprehensive volume. The book's introduction lays the founda-

tion for the field of biolinguistics, which looks to integrate concepts from the natural sciences in the analysis of natural language, situating the discussion within the minimalist framework. The volume then highlights eight of the author's key papers from the literature, some co-authored, representative of both the architectural and evolutionary considerations to be taken into account within biolinguistic research. The book culminates in a final chapter with Bill Idsardi showcasing the extensive body of work being done on biolinguistics within the research program at the University of Maryland - College Park and their implications for interdisciplinary research and future directions for the field. This volume is essential reading for students and scholars interested in the interface between language and the natural sciences, including linguistics, syntax, biology, archaeology, and anthropology.

This book constitutes the refereed proceedings of the IFIP-TC6 8th International Conference on Personal Wireless Communications, PWC 2003, held in Venice, Italy in September 2003. The 49 revised pa-

pers presented together with 6 special track papers, 1 invited paper, 11 project descriptions, 7 work in progress reports, and 8 novel ideas reports were carefully reviewed and selected from 115 submissions. The papers are organized in topical sections on mobile computing, wireless access, sensor networks, transport protocols, performance models, WCDMA, ad-hoc networks, wireless and mobile systems, cellular networks, IPv6, Bluetooth, and security and cooperations in ad-hoc networks.

This book constitutes the refereed proceedings of the IFIP Conference on Wireless Sensors and Actor Networks held in Ottawa, Canada, July, 2008. This series publishes state-of-the-art results in the sciences and technologies of information and communication. The scope of the series includes: foundations of computer science; software theory and practice; education; computer applications in technology; communication systems; systems modeling and optimization; information systems; computers and society; computer systems technology; security and protection in information processing systems;

artificial intelligence; and human-computer interaction. Proceedings and post-proceedings of refereed international conferences in computer science and interdisciplinary fields are featured. These results often precede journal publication and represent the most current research. The principal aim of the IFIP series is to encourage education and the dissemination and exchange of information about all aspects of computing.

The biennial International Conference on Case-Based Reasoning (ICCBR) - ries, which began in Sesimbra, Portugal, in 1995, was intended to provide an international forum for the best fundamental and applied research in case-based reasoning (CBR). It was hoped that such a forum would encourage the g- wth and rigor of the eld and overcome the previous tendency toward isolated national CBR communities. The foresight of the original ICCBR organizers has been rewarded by the growth of a vigorous and cosmopolitan CBR community. CBR is now widely recognized as a powerful and important computational technique for a wide range of practical applications. By promoting an exchange of ideas among

CBR researchers from across the globe, the IC-CBR series has facilitated the broader acceptance and use of CBR. ICCBR-99 has continued this tradition by attracting high--quality research and applications papers from around the world. Researchers from 21 countries submitted 80 papers to ICCBR-99. From these submissions, 17 papers were selected for long oral presentation, 7 were accepted for short oral presentation, and 19 papers were accepted as posters. This volume sets forth these 43 papers, which contain both mature work and innovative new ideas.

The three-volume set LNCS 9186, 9187, and 9188 constitutes the proceedings of the 4th International Conference on Design, User Experience, and Usability, DUXU 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA, in August 2015, jointly with 13 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest re-

search and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 64 papers included in this volume are organized in topical sections on designing the social media experience, designing the learning experience, designing the playing experience, designing the urban experience, designing the driving experience, designing the healthcare patient's experience, and designing for the healthcare professional's experience.

In what sense does Matthew's Gospel reflect the colonial situation in which the community found itself after the fall of Jerusalem and the subsequent humiliation of Jews across the Roman Empire? To what extent was Matthew seeking to oppose Rome's claims to authority and sovereignty over the whole world, to set up alternative systems of power and society, to forge new senses of identity? If Matthew's community felt itself to be living on the margins of society, where did it see the centre as lying? In Judaism or in Rome? And how did Matthew's approach to such problems compare with that of Jews who were not followers of Jesus Christ and with that of others, Jews and Gentiles, who were followers? This is volume 276 in the Journal for the Study of the New Testament Supplement series and is also part of the Early Christianity in Context series.

Telecommunication Systems and Technologies theme is a component of Encyclopedia of Physical Sciences, Engineering and Technology Resources in the global Encyclopedia of Life Support Systems (E-OLSS), which is an integrated compendium of twenty one Encyclopedias. Telecommunication systems are emerging as the most important infrastructure asset to enable business, economic opportunities, information distribution, culture dissemination and cross-fertilization, and social relationships. As any crucial infrastructure, its design, exploitation, maintenance, and evolution require multi--faceted know-how and multi-disciplinary vision skills. The theme is structured in four main topics: Fundamentals of Communication and Telecommunication Networks; Telecommunication Technologies; Management of Telecommunication Systems/Services; Cross-Layer Organizational Aspects of Tele-communications, which are then expanded into multiple subtopics, each as a chapter. These two volumes are aimed at the following five major target audiences: University and College students Educators, Professional practitioners, Research personnel and Policy analysts, managers, and decision makers and NGOs

The digital humanities in academic institutions, and libraries in particular, have exploded in recent years. Librarians are constantly developing their management and technological skills and increasing their knowledge base. As they continue to embed themselves in the scholarly conversations on campus, the challenges facing subject/liaison librarians, technical service librarians, and library administrators are many. This comprehensive volume highlights the wide variety of theoretical is-

sues discussed, initiatives pursued, and projects implemented by academic librarians. Many of the chapters deal with digital humanities pedagogy—planning and conducting training workshops, institutes, semester-long courses, embedded librarian instruction, and instructional assessment—with some chapters focusing specifically on applications of the "ACRL Framework for Information Literacy for Higher Education." The authors also explore a wide variety of other topics, including the emotional labor of librarians; the challenges of transforming static traditional collections into dynamic, user-centered, digital projects; conceptualizing and creating models of collaboration; digital publishing; and developing and planning projects including improving one's own project management skills. This collection effectively illustrates how librarians are enabling themselves through active research partnerships in an ever-changing scholarly environment. This book was originally published as a special triple issue of the journal College & Undergraduate Libraries.

"This is the fourth edition of the market-leading reference for human factors and ergonomics researchers, academics, and professionals. Editor Gavriel Salvendy, a well-known and respected authority, has assembled the top thinkers and practitioners from throughout the world to update this volume. It features new coverage of voice communication, multi-modal design, human-robot communication, call center design and operation, design of electronic games, and much more.Plus new and expanded coverage of Human Error and Human Reliability Analysis"--Provided by publisher.

This book provides the first comprehensive overview of theoretical issues, historical developments and current trends in ICALL (Intelligent Computer-Assisted Language Learning). It assumes a basic familiarity with Second Language Acquisition (SLA) theory and teaching, CALL and linguistics. It is of interest to upper undergraduate and/or graduate students who study CALL, SLA, language pedagogy, applied linguistics, computational linguistics or artificial intelligence as well as researchers with a background in any of these fields.