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Advances in Mobile Health Technology Handbook of Research on Implementing Digital Reality and Interactive Technologies to Achieve Society 5.0 Beyond Databases, Architectures and Structures. Paving the Road to Smart Data Processing and Analysis Smart Objects and Technologies for Social Good *Mobile Computing, Applications, and Services Next Generation of Internet of Things* **Computational Science – ICCS 2020** *Internet of Things, Infrastructures and Mobile Applications* **Biometric-Based Physical and Cybersecurity Systems** Micro **Computational Science – ICCS 2019 Educational Technology Proceedings of AC 2018 in Prague Advances in Computer Science and Ubiquitous Computing** *13th EAI International Conference on Body Area Networks Proceedings of the 8th International Conference on Computational Science and Technology* Designing for Wearables **HCI International 2021 - Late Breaking Papers: Design and User Experience** Intelligent Environments 2019 **A Good Sleep: The Role of Factors in Psychosocial Health Ewa Agoyin & Dodo: The Recipe for A Happier Student Interoperability of Heterogeneous IoT Platforms 2021 IEEE International Workshop on Metrology for Industry 4 0 and IoT (MetroInd4 0&IoT) CHIP. Журнал информационных технологий. No11/2016 Human-Computer Interaction. Interaction Techniques and Novel Applications** 🅐🅐🅐🅐🅐🅐🅐🅐 Emerging Research in Data Engineering Systems and Computer Communications **CHIP. Журнал информационных технологий. No01/2017 "Outdoor training", una nueva fórmula para incentivar al trabajador** Advances on Broad-Band Wireless Computing, Communication and Applications **Cybernetics Approaches in Intelligent Systems** Tendencias en Investigación Clínica **Computational Intelligence and Its Applications in Healthcare** HCI International 2021 - Late Breaking Papers: Design and User Experience **Вся правда про Видеохостинг, или Секрет успеха** Antenna Design for Mobile Devices **Human Aspects of IT for the Aged Population. Technologies, Design and User Experience** *Entrepreneurship in the Asia-Pacific: Case Studies* **Galaxy S4: The Missing Manual China's Digital Nationalism**

2021 IEEE International Workshop on Metrology for Industry 4 0 and IoT (MetroInd4 0&IoT) Dec 15 2020 MetroInd4 0&IoT aims to discuss the contributions both of the metrology for the development of Industry 4 0 and IoT and the new opportunities offered by Industry 4 0 and IoT for the development of new measurement methods and apparatus MetroInd4 0&IoT aims to gather people who work in developing instrumentation and measurement methods for Industry 4 0 and IoT Attention is paid, but not limited to, new technology for metrology assisted production in Industry 4 0 and IoT, Industry 4 0 and IoT component measurement, sensors and associated signal conditioning for Industry 4 0 and IoT, and calibration methods for electronic test and measurement for Industry 4 0 and IoT

Micro Jan 28 2022 "micro: bit in Wonderland" is a coding and craft project book for the BBC micro: bit (microbit). The book guides beginners aged 9 and over through 12 projects inspired by "Alice's Adventures in Wonderland." The projects develop modern skills in creative and computational thinking, computer programming, making and electronic

Advances in Computer Science and Ubiquitous Computing Sep 23 2021 This book presents the combined proceedings of the 11th International Conference on Computer Science and its Applications (CSA

2019) and the 14th KIPS International Conference on Ubiquitous Information Technologies and Applications (CUTE 2019), both held in Macau, China, December 18–20, 2019. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science and other disciplines related to ubiquitous computing.

Advances on Broad-Band Wireless Computing, Communication and Applications May 08 2020 This proceedings book presents the latest research findings, innovative research results, methods and development techniques related to the emerging areas of broadband and wireless computing, from both theoretical and practical perspectives. Today's information networks are going through a rapid evolution. Different kinds of networks with different characteristics are emerging, and are being integrated into heterogeneous networks. As a result, there are numerous interconnection problems that can occur at different levels of the hardware and software design of communicating entities and communication networks. Such networks need to manage an increasing usage demand, provide support for a significant number of services, guarantee their QoS, and optimize the network resources. The success of all-IP networking and wireless technology has changed the way of living for people around the globe. Advances in electronic integration and wireless communications will pave the way to offering access to wireless networks on the fly, which in turn will allow electronic devices to share information with each other wherever and whenever necessary.

Ewa Agoyin & Dodo: The Recipe for A Happier Student Feb 14 2021 Instead of being afraid to check your results next time, let me help you regain your self confidence. You'll drastically improve as a student, and you won't have to kill yourself to get there. I'll show you how to be the best student you can be.

Galaxy S4: The Missing Manual Jul 30 2019 Galaxy S4 is amazing right out of the box, but if you want to get the most of out your S4 or S4 Mini, start here. With clear instructions and savvy advice from technology expert Preston Gralla, you'll learn how to go online, play games, listen to music, watch movies & TV, monitor your health, and answer calls with a wave of your hand. The important stuff you need to know: Be connected. Browse the Web, manage email, and download apps through WiFi or S4's 3G/4G network. Navigate without touch. Use Air Gestures with your hand, or scroll with your eyes using Smart Screen. Find new ways to link up. Chat, videochat, and add photos, video, or entire slideshows to text messages. Get together with Group Play. Play games or share pictures, documents, and music with others nearby. Create amazing images. Shoot and edit photos and videos—and combine images from the front and back cameras. Keep music in the cloud. Use Google Play Music to store and access tunes. Check your schedule. Sync the S4 with your Google and Outlook calendars.

Mobile Computing, Applications, and Services Jul 02 2022 This book constitutes the thoroughly refereed post-conference proceedings of the 10th International Conference on Mobile Computing, Applications, and Services, MobiCASE 2019, held in Hangzhou, China, in June 2019. The 17 full papers were carefully reviewed and selected from 48 submissions. The papers are organized in topical sections on mobile application with data analysis, mobile application with AI, edge computing, energy optimization and application

13th EAI International Conference on Body Area Networks Aug 23 2021 The papers in this proceeding discuss current and future trends in wearable communications and personal health management through the use of wireless body area networks (WBAN). The authors posit new technologies that can provide trustworthy communications mechanisms from the user to medical health databases. The authors discuss not only on-body devices, but also technologies providing information in-body. Also discussed are dependable communications combined with accurate localization and behavior analysis, which will benefit WBAN technology and make the healthcare processes more effective. The papers were presented at the 13th EAI International Conference on Body Area

Networks (BODYNETS 2018), Oulu, Finland, 02-03 October 2018.

Biometric-Based Physical and Cybersecurity Systems Feb 26 2022 This book presents the latest developments in biometrics technologies and reports on new approaches, methods, findings, and technologies developed or being developed by the research community and the industry. The book focuses on introducing fundamental principles and concepts of key enabling technologies for biometric systems applied for both physical and cyber security. The authors disseminate recent research and developing efforts in this area, investigate related trends and challenges, and present case studies and examples such as fingerprint, face, iris, retina, keystroke dynamics, and voice applications . The authors also investigate the advances and future outcomes in research and development in biometric security systems. The book is applicable to students, instructors, researchers, industry practitioners, and related government agencies staff. Each chapter is accompanied by a set of PowerPoint slides for use by instructors.

Вся правда про Видеохостинг, или Секрет успеха Dec 03 2019 Книга будет полезна начинающим блогерам. Здесь вы узнаете про актуальные ниши для создания канала, самые распространенные ошибки ютуберов, работающие способы продвижения и многое другое.

Next Generation of Internet of Things Jun 01 2022 This book includes selected papers from the International Conference on Next Generation of Internet of Things (ICNGIoT 2021), organized by the Department of Computer Science and Engineering, School of Engineering, GIET University, Gunupur, Odisha, India, during 5–6 February 2021. The book covers topics such as IoT network design and architecture, IoT network virtualization, IoT sensors, privacy and security for IoT, SMART environment, social networks, data science and data analytics, cognitive intelligence and augmented intelligence, and case studies and applications.

Advances in Mobile Health Technology Nov 06 2022 The COVID-19 pandemic upended the lives of many and taught us the critical importance of taking care of one's health and wellness. Technological advances, coupled with advances in healthcare, has enabled the widespread growth of a new area called mobile health or mHealth that has completely revolutionized how people envision healthcare today. Just as smartphones and tablet computers are rapidly becoming the dominant consumer computer platforms, mHealth technology is emerging as an integral part of consumer health and wellness management regimes. The aim of this book is to inform readers about the this relatively modern technology, from its history and evolution to the current state-of-the-art research developments and the underlying challenges related to privacy and security issues. The book's intended audience includes individuals interested in learning about mHealth and its contemporary applications, from students to researchers and practitioners working in this field. Both undergraduate and graduate students enrolled in college-level healthcare courses will find this book to be an especially useful companion and will be able to discover and explore novel research directions that will further enrich the field.

Smart Objects and Technologies for Social Good Aug 03 2022 This book constitutes the refereed proceedings of the Third EAI International Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2017, held in Pisa, Italy, November 29-30, 2017. The 38 revised full papers presented were carefully reviewed and selected from 70 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way. Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.

Beyond Databases, Architectures and Structures. Paving the Road to Smart Data Processing and Analysis Sep 04 2022 This book constitutes the refereed proceedings of the 15th International Conference entitled Beyond Databases, Architectures and Structures, BDAS 2019, held in Ustroń, Poland, in May 2019. It consists of 26 carefully reviewed papers selected from 69 submissions. The papers are organized in topical sections, namely big data and cloud computing;

architectures, structures and algorithms for efficient data processing and analysis; artificial intelligence, data mining and knowledge discovery; image analysis and multimedia mining; bioinformatics and biomedical data analysis; industrial applications; networks and security.

Tendencias en Investigación Clínica Mar 06 2020 Obra multidisciplinar, desarrollada por personal experimentado que revisa los principales retos de la investigación desde la perspectiva de diferentes especialidades clínicas, sus peculiaridades, los principales desarrollos que están en marcha, las bases fisiopatológicas que sustentan los esfuerzos actuales en algunas disciplinas médicas, las dianas terapéuticas que se piensan en la actualidad que pueden ser claves, y algunos resultados preliminares de diversos estudios. También presentan los retos en el uso de los datos, la complejidad del equilibrio entre la experimentación y el respeto máximo al paciente, conceptos relacionados con las estructuras de soporte en investigación clínica, etc. todo ello reconociendo la volatilidad del conocimiento médico en desarrollo.

Intelligent Environments 2019 Apr 18 2021 Intelligent Environments (IEs) aim to empower users by enriching their experience, raising their awareness and enhancing their management of their surroundings. The term IE is used to describe the physical spaces where ICT and pervasive technologies are used to achieve specific objectives for the user and/or the environment. The growing IE community, from academia to practitioners, is working on the materialization of IEs driven by the latest technological developments and innovative ideas. This book presents the proceedings of the workshops held in conjunction with the 15th International Conference on Intelligent Environments (IE'19), Rabat, Morocco, 24 – 27 June 2019. The conference focused on the development of advanced intelligent environments, as well as newly emerging and rapidly evolving topics. The workshops included here emphasize multi-disciplinary and transversal aspects of IEs, as well as cutting-edge topics: the 8th International Workshop on the Reliability of Intelligent Environments (WORIE'19); 9th International Workshop on Intelligent Environments Supporting Healthcare and Well-being (WISHWell'19); 5th Symposium on Future Intelligent Educational Environments and

Learning (SOFIEE'19); 3rd International Workshop on Intelligent Systems for Agriculture Production and Environment Protection (ISAPEP'19); 3rd International Workshop on Legal Issues in Intelligent Environments (LIIE'19); 1st International Workshop on Intelligent Environments and Buildings (IEB'19); 3rd International Workshop on Citizen-Centric Smart Cities Services (CCSCS'19); and the 4th International Workshop on Smart Sensing Systems (IWSSS'19). The book will be of interest to all those whose work involves the design or application of Intelligent Environments.

Cybernetics Approaches in Intelligent Systems Apr 06 2020 This book discusses new approaches and methods in the cybernetics, algorithms and software engineering in the scope of the intelligent systems. It brings new approaches and methods to real-world problems and exploratory research that describes novel approaches in the cybernetics, algorithms and software engineering in the scope of the intelligent systems. This book constitutes the refereed proceedings of the Computational Methods in Systems and Software 2017, a conference that provided an international forum for the discussion of the latest high-quality research results in all areas related to computational methods, statistics, cybernetics and software engineering.

Antenna Design for Mobile Devices Nov 01 2019 Expanded and updated, this practical guide is a one-stop design reference containing all an engineer needs when designing antennas Integrates state-of-the-art technologies with a special section for step-by-step antenna design Features up-to-date bio-safety and electromagnetic compatibility regulation compliance and latest standards Newly updated with MIMO antenna design, measurements and requirements Accessible to readers of many levels, from introductory to specialist Written by a practicing expert who has hired and trained numerous engineers

Designing for Wearables Jun 20 2021 Now may be the perfect time to enter the wearables industry. With the range of products that have appeared in recent years, you can determine which ideas resonate with users and which don't before leaping into the market. In this practical guide, author Scott Sullivan examines the current wearables ecosystem

and then demonstrates the impact that service design in particular will have on these types of devices going forward. You'll learn about the history and influence of activity trackers, smartwatches, wearable cameras, the controversial Google Glass experiment, and other devices that have come out of the recent Wild West period. This book also dives into many other aspects of wearables design, including tools for creating new products and methodologies for measuring their usefulness. You'll explore: Emerging types of wearable technologies How to design services around wearable devices Key concepts that govern service design Prototyping processes and tools such as Arduino and Processing The importance of storytelling for introducing new wearables How wearables will change our relationship with computers

Proceedings of AC 2018 in Prague Oct 25 2021 International Academic Conferences in Prague, August 10 - 13, 2018

HCI International 2021 - Late Breaking Papers: Design and User Experience Jan 04 2020 This book constitutes late breaking papers from the 23rd International Conference on Human-Computer Interaction, HCII 2021, which was held in July 2021. The conference was planned to take place in Washington DC, USA but had to change to a virtual conference mode due to the COVID-19 pandemic. A total of 5222 individuals from academia, research institutes, industry, and governmental agencies from 81 countries submitted contributions, and 1276 papers and 241 posters were included in the volumes of the proceedings that were published before the start of the conference. Additionally, 174 papers and 146 posters are included in the volumes of the proceedings published after the conference, as "Late Breaking Work" (papers and posters). The contributions thoroughly cover the entire field of HCI, addressing major advances in knowledge and effective use of computers in a variety of application areas.

Internet of Things, Infrastructures and Mobile Applications Mar 30 2022 This book gathers papers on interactive and collaborative mobile learning environments, assessment, evaluation and research methods in mobile learning, mobile learning models, theory and pedagogy, open and distance mobile learning, life-long and informal learning using mobile

devices, wearables and the Internet of Things, game-based learning, dynamic learning experiences, mobile systems and services for opening up education, mobile healthcare and training, case studies on mobile learning, and 5G network infrastructure. Today, interactive mobile technologies have become the core of many—if not all—fields of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 13th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2019), which was held in Thessaloniki, Greece, from 31 October to 01 November 2019. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have since become a central forum of the exchange of new research results and relevant trends, as well as best practices. The book's intended readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, schoolteachers, further education lecturers, practitioners in the learning industry, etc.

Proceedings of the 8th International Conference on Computational Science and Technology Jul 22 2021 This book gathers the proceedings of the Seventh International Conference on Computational Science and Technology (ICCST 2021), held in Labuan, Malaysia, on 28–29 August 2021. The respective contributions offer practitioners and researchers a range of new computational techniques and solutions, identify emerging issues, and outline future research directions, while also showing them how to apply the latest large-scale, high-performance computational methods.

CHIP. Журнал информационных технологий. No11/2016 Nov 13 2020 Chip (Чип) – первый компьютерный журнал в Европе. Издается в 16 странах Европы и Азии тиражом более 1 миллиона экземпляров. Журнал Chip в России – это высочайшее качество в освещении таких тем, как аудио-, видео- и фототехника, компьютеры, программное

обеспечение, Интернет, современные технологии телекоммуникаций и развлечений. Профессиональная тестовая лаборатория для самого широкого спектра цифровой техники.(DVD прилагается только к печатному изданию.)В номере:Долгожданная семеркаРезультаты тестирования смартфонов Apple iPhone 7 и iPhone 7 Plus, умных часов Watch Series 2Цифровая агрессияОткуда произрастает сетевая ненависть и как не стать жертвой троллингаNFC терпит неудачу?Почему NFC до сих пор не получила признания на рынке бесконтактных платежейЛучшие гаджеты этого годаБольшой сводный тест новых моделей смартфонов, планшетов, умных часов и фитнес-трекеровУмный быт с помощью приложенийОбзор мобильных приложений для управления системами умного домаС Apple дороже?Действительно ли онлайн-магазины показывают разные цены пользователям и от чего это зависит?и многое другое

China's Digital Nationalism Jun 28 2019 Nationalism, in China as much as elsewhere, is today adopted, filtered, transformed, enhanced, and accelerated through digital networks. And as we have increasingly seen, nationalism in digital spheres interacts in complicated ways with nationalism "on the ground". If we are to understand the social and political complexities of the twenty-first century, we need to ask: what happens to nationalism when it goes digital? In China's Digital Nationalism, Florian Schneider explores the issue by looking at digital China first hand, exploring what search engines, online encyclopedias, websites, hyperlink networks, and social media can tell us about the way that different actors construct and manage a crucial topic in contemporary Chinese politics: the protracted historical relationship with neighbouring Japan. Using two cases, the infamous Nanjing Massacre of 1937 and the ongoing disputes over islands in the East China Sea, Schneider shows how various stakeholders in China construct networks and deploy power to shape nationalism for their own ends. These dynamics provide crucial lessons on how nation states adapt to the shifting terrain of the digital age and highlight how digital nationalism is today an emergent property of complex communication networks.
中国摄影家大辞典 Sep 11 2020

Human-Computer Interaction. Interaction Techniques and Novel Applications Oct 13 2020 The three-volume set LNCS 12762, 12763, and 12764 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 23rd International Conference on Human-Computer Interaction, HCII 2021, which took place virtually in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The 139 papers included in this HCI 2021 proceedings were organized in topical sections as follows: Part I, Theory, Methods and Tools: HCI theory, education and practice; UX evaluation methods, techniques and tools; emotional and persuasive design; and emotions and cognition in HCI Part II, Interaction Techniques and Novel Applications: Novel interaction techniques; human-robot interaction; digital wellbeing; and HCI in surgery Part III, Design and User Experience Case Studies: Design case studies; user experience and technology acceptance studies; and HCI, social distancing, information, communication and work

Educational Technology Nov 25 2021 The aim of this book is to prepare students with knowledge and skills to understand the organizational needs and requirements of educational technology. Students should be able to use and manage both existing and emerging technologies effectively and be able to apply associated pedagogies to suit the environment, but also evaluate and manage technological advances of future and the requisite pedagogical shifts to achieve efficiency and effectiveness. The demand of educational technology has been rising steadily, primarily due to the fact that e-learning is a huge and significantly expanding world-wide industry. Commercial e-learning companies, training departments in large companies and organizations, computer software companies and educational institutions the world over employ large numbers of educational technology specialists. There is a strong demand for technologists who understand educational theories and for instructional designers and teachers who understand technologies. This book is targeted towards those who are looking for career in educational technology, instructional design, or media and

information systems, or may want to continue their studies in graduate programs in learning and instructional technology, and those who are interested in becoming teacher in K-12 setting but need background in educational technology. This book will also act as a valuable resource in teacher education programs where primary focus on mainstream education and requires an authentic resource in instructional design and educational technology. Keeping in mind the varied needs of the organizations, employees and potential students, this book adopts a competency approach to learning and assessment. The themes and topics take a multi-disciplinary approach, and are aimed at preparing students for competent and innovative educational technology professionals.

"Outdoor training", una nueva fórmula para incentivar al trabajador Jun 08 2020 El Outdoor Training persigue potenciar las habilidades laborales y personales de los trabajadores mediante una metodología vivencial basada en el aprendizaje a través de la experiencia directa.

HCI International 2021 - Late Breaking Papers: Design and User Experience May 20 2021 This book constitutes late breaking papers from the 23rd International Conference on Human-Computer Interaction, HCII 2021, which was held in July 2021. The conference was planned to take place in Washington DC, USA but had to change to a virtual conference mode due to the COVID-19 pandemic. A total of 5222 individuals from academia, research institutes, industry, and governmental agencies from 81 countries submitted contributions, and 1276 papers and 241 posters were included in the volumes of the proceedings that were published before the start of the conference. Additionally, 174 papers and 146 posters are included in the volumes of the proceedings published after the conference, as "Late Breaking Work" (papers and posters). The contributions thoroughly cover the entire field of HCI, addressing major advances in knowledge and effective use of computers in a variety of application areas.

Computational Science – ICCS 2019 Dec 27 2021 The five-volume set LNCS 11536, 11537, 11538, 11539 and 11540 constitutes the proceedings of the 19th International Conference on Computational Science, ICCS 2019, held in Faro, Portugal, in June 2019. The total of 65 full papers and 168 workshop papers presented in this book set were carefully reviewed and selected from 573 submissions (228 submissions to the main track and 345 submissions to the workshops). The papers were organized in topical sections named: Part I: ICCS Main Track Part II: ICCS Main Track; Track of Advances in High-Performance Computational Earth Sciences: Applications and Frameworks; Track of Agent-Based Simulations, Adaptive Algorithms and Solvers; Track of Applications of Matrix Methods in Artificial Intelligence and Machine Learning; Track of Architecture, Languages, Compilation and Hardware Support for Emerging and Heterogeneous Systems Part III: Track of Biomedical and Bioinformatics Challenges for Computer Science; Track of Classifier Learning from Difficult Data; Track of Computational Finance and Business Intelligence; Track of Computational Optimization, Modelling and Simulation; Track of Computational Science in IoT and Smart Systems Part IV: Track of Data-Driven Computational Sciences; Track of Machine Learning and Data Assimilation for Dynamical Systems; Track of Marine Computing in the Interconnected World for the Benefit of the Society; Track of Multiscale Modelling and Simulation; Track of Simulations of Flow and Transport: Modeling, Algorithms and Computation Part V: Track of Smart Systems: Computer Vision, Sensor Networks and Machine Learning; Track of Solving Problems with Uncertainties; Track of Teaching Computational Science; Poster Track ICCS 2019 Chapter "Comparing Domain-decomposition Methods for the Parallelization of Distributed Land Surface Models" is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Entrepreneurship in the Asia-Pacific: Case Studies Aug 30 2019 This book is dedicated to the analysis of the entrepreneurship in successful companies by presenting and comparing a series of case studies in the Asia-Pacific where many new companies have been growing successfully in the 21th century. In total, 5 cases in the manufacturing industry, 4 cases in the services industry, and 3 cases related to new business and social innovation are chosen from The mainland of China, Taiwan, Japan,

Australia, Malaysia and Vietnam. Each case provides insight into the entrepreneur's aspiration, the processes of personal and business developments, the factors of success, and the inspirations drawn from the analysis. These cases are analyzed and compared from the viewpoints of entrepreneur's motivation, ability of foreseeing changes and opportunities in the future business environment, core resources and innovation, knowledge management and culture for the company, determination and ethos. These are critical factors in value creation for customers and the society, especially in the future business environment. Finally, commonalities and uniquenesses in entrepreneurship relevant to industry sectors and social-economic-cultural contexts are clarified and a typical entrepreneurship model in the Asia-Pacific is proposed.

Computational Science – ICCS 2020 Apr 30 2022 The seven-volume set LNCS 12137, 12138, 12139, 12140, 12141, 12142, and 12143 constitutes the proceedings of the 20th International Conference on Computational Science, ICCS 2020, held in Amsterdam, The Netherlands, in June 2020.* The total of 101 papers and 248 workshop papers presented in this book set were carefully reviewed and selected from 719 submissions (230 submissions to the main track and 489 submissions to the workshops). The papers were organized in topical sections named: Part I: ICCS Main Track Part II: ICCS Main Track Part III: Track of Advances in High-Performance Computational Earth Sciences: Applications and Frameworks; Track of Agent-Based Simulations, Adaptive Algorithms and Solvers; Track of Applications of Computational Methods in Artificial Intelligence and Machine Learning; Track of Biomedical and Bioinformatics Challenges for Computer Science Part IV: Track of Classifier Learning from Difficult Data; Track of Complex Social Systems through the Lens of Computational Science; Track of Computational Health; Track of Computational Methods for Emerging Problems in (Dis-)Information Analysis Part V: Track of Computational Optimization, Modelling and Simulation; Track of Computational Science in IoT and Smart Systems; Track of Computer Graphics, Image Processing and Artificial Intelligence Part VI: Track of Data Driven Computational Sciences; Track of Machine Learning and Data Assimilation for Dynamical Systems; Track of Meshfree Methods in Computational Sciences; Track of Multiscale Modelling and Simulation; Track of Quantum Computing Workshop Part VII: Track of Simulations of Flow and Transport: Modeling, Algorithms and Computation; Track of Smart Systems: Bringing Together Computer Vision, Sensor Networks and Machine Learning; Track of Software Engineering for Computational Science; Track of Solving Problems with Uncertainties; Track of Teaching Computational Science; Track of UNcErtainty QUantIficatiOn for ComputationAl modeLs *The conference was canceled due to the COVID-19 pandemic.

Handbook of Research on Implementing Digital Reality and Interactive Technologies to Achieve Society 5.0 Oct 05 2022 Research on digital reality has been extensive in recent years, covering a wide range of topics and leading to new ways to approach and deal with complex situations. Within the Society 5.0 paradigm, people and machines establish a positive relationship to find solutions for social aspects and problems. This perspective establishes a strong interconnection between physical and virtual space, making the user an active player for better life and society. In these terms, digital systems and virtual and augmented reality technologies enable multi-dimensional scenarios and additional levels of interdisciplinary collaboration to create a highly inclusive communication network and social framework. The Handbook of Research on Implementing Digital Reality and Interactive Technologies to Achieve Society 5.0 provides an overview of methods, processes, and tools adopted to achieve super-smart society needs by exploiting digital reality and interactive technologies. It includes case studies that illustrate applications that place people's quality of life at the center of the digitalization process, accessing and managing different information and data domains. Covering topics such as cultural heritage, interactive learning, and virtual participation, this major reference work is a comprehensive resource for business executives and managers, IT managers, government officials, community leaders, arts and performance organizers, healthcare administrators and professionals, faculty and administrators of both K-12 and higher education, students of

higher education, researchers, and academicians.

A Good Sleep: The Role of Factors in Psychosocial Health Mar 18 2021

Interoperability of Heterogeneous IoT Platforms Jan 16 2021 This book discusses the design and implementation of, as well as experimentation on, an open cross-layer framework and associated methodology to provide voluntary interoperability among heterogeneous Internet of Things (IoT) platforms. It allows readers to effectively and efficiently develop smart IoT applications for various heterogeneous IoT platforms, spanning single and/or multiple application domains. To do so, it provides an interoperable framework architecture for the seamless integration of different IoT architectures present in different application domains. In this regard, interoperability is pursued at various levels: device, network, middleware, services and data.

CHIP. Журнал информационных технологий. No01/2017 Jul 10 2020 Chip (Чип) – первый компьютерный журнал в Европе. Издается в 16 странах Европы и Азии тиражом более 1 миллиона экземпляров. Журнал Chip в России – это высочайшее качество в освещении таких тем, как аудио-, видео- и фототехника, компьютеры, программное обеспечение, Интернет, современные технологии телекоммуникаций и развлечений. Профессиональная тестовая лаборатория для самого широкого спектра цифровой техники.(DVD прилагается только к печатному изданию.)В номере:Эпоха авто на электричествеCHIP рассказывает о впечатлениях от электромобилей и концепт-каров Парижского автосалонаGalileo сбился с курса?Почему европейская спутниковая система навигации до сих пор не работает в штатном режиме?Ваш дом – ваша крепостьКак взламывают современные устройства для построения умного дома и как защититься от злоумышленниковВторой шанс «железа»Как правильно настроить смартфоны, ноутбуки и другую цифровую технику, чтобы выжать из нее максимум возможностей и продлить срок службыКак заменить экран iPhone 6Пошаговое руководством по замене разбитого экрана смартфона Apple и советы по выбору инструментовОсвобождаем место на дискеИспользуем встроенную в Windows 10 утилиту для

сжатия системных файлов и высвобождения места на винчестереи многое другое

Emerging Research in Data Engineering Systems and Computer Communications Aug 11 2020 This book gathers selected papers presented at the 2nd International Conference on Computing, Communications and Data Engineering, held at Sri Padmavati Mahila Visvavidyalayam, Tirupati, India from 1 to 2 Feb 2019. Chiefly discussing major issues and challenges in data engineering systems and computer communications, the topics covered include wireless systems and IoT, machine learning, optimization, control, statistics, and social computing.

Human Aspects of IT for the Aged Population. Technologies, Design and User Experience Oct 01 2019 This three volume set of LNCS 12207, 12208 and 12209 constitutes the refereed proceedings of the 6th International Conference on Human Aspects of IT for the Aged Population, ITAP 2020, held as part of the 22nd International Conference, HCI International 2020, which took place in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. The total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. ITAP 2020 includes a total of 104 regular papers which are organized in topical sections named: Involving Older Adults in HCI Methodology , User Experience and Aging, Aging and Mobile and Wearable Devices, Health and Rehabilitation Technologies, Well-being, Persuasion, Health Education and Cognitive Support, Aging in Place, Cultural and Entertainment Experiences for Older Adults, Aging and Social Media, Technology Acceptance and Societal Impact.

Computational Intelligence and Its Applications in Healthcare Feb 03 2020 Computational Intelligence and Its Applications in Healthcare presents rapidly growing applications of computational intelligence for healthcare systems, including intelligent synthetic characters, man-machine interface, menu generators, user acceptance analysis, pictures archiving, and communication systems. Computational intelligence is the study of the design of intelligent agents, which are systems that act intelligently: they do what they think are appropriate for their

circumstances and goals; they're flexible to changing environments and goals; they learn from experience; and they make appropriate choices given perceptual limitations and finite computation. Computational intelligence paradigms offer many advantages in maintaining and enhancing the field of healthcare. Provides coverage of fuzzy logic, neural networks, evolutionary computation, learning theory, probabilistic methods, telemedicine, and robotics applications Includes coverage of artificial intelligence and biological applications, soft computing, image and signal processing, and genetic algorithms Presents the latest developments in computational methods in healthcare Bridges the gap between obsolete literature and current literature