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Designing Interfaces C Interfaces and Implementations Boundaries, Phases and Interfaces *Designing Interfaces Designing Interfaces* Understanding Interfaces *Designing User Interfaces for an Aging Population Designing Social Interfaces* Interfaces in Materials *Languages for Developing User Interfaces Polymers at Interfaces* Science of Composite Interfaces Investigations of Surfaces and Interfaces PDP-8 Computer Interfaces for Tropospheric Propagation Measurements Chemistry of Interfaces Proteins at Interfaces Semiconductor Growth, Surfaces and Interfaces Applied Chemistry at Protein Interfaces *Delamination and Deflection at Interfaces* Surfaces and Interfaces II Physics and Chemistry of Interfaces Distribution of Colloid Particles Onto Interfaces in Unsaturated Porous Media Physics of Surfaces and Interfaces Physical Chemical Oscillations at Heterogeneous Interfaces A Methodology for Developing Multimodal User Interfaces of Information Systems 3D User Interfaces with Java 3D Rare Earth Metal/semiconductor Interfaces and Compounds Critical and Subcritical Crack-growth Behavior Along Toughened Ceramic-metal Interfaces *Implicit Solvation Models for Air-water Interfaces and Aqueous and Nonaqueous Solution* Physical Chemistry of Colloids and Interfaces in Oil Production *Transport Processes at Fluidic Interfaces 3D User Interfaces* Solid Surfaces, Interfaces and Thin Films Radiotracer Studies of Interfaces Hybrid Organic-Inorganic Interfaces Distributed User Interfaces: Usability and Collaboration Fundamentals of Adhesion and Interfaces Brain-Computer Interfaces *Surfaces and Interfaces II Ion Correlations at Electrified Soft Matter Interfaces*

Hybrid Organic-Inorganic Interfaces Nov 27 2019 Hybrid organic-inorganic materials and the rational design of their interfaces open up the access to a wide spectrum of functionalities not achievable with traditional concepts of materials science. This innovative class of materials has a major impact in many application domains such as optics, electronics, mechanics, energy storage and conversion, protective coatings, catalysis, sensing and nanomedicine. The properties of these materials do not only depend on the chemical structure, and the mutual interaction between their nano-scale building blocks, but are also strongly influenced by the interfaces they share. This handbook focuses on the most recent investigations concerning the design, control, and dynamics of hybrid organic-inorganic interfaces, covering: (i) characterization methods of interfaces, (ii) innovative computational approaches and simulation of interaction processes, (iii) in-situ studies of dynamic aspects controlling the formation of these interfaces, and (iv) the role of the interface for process optimization, devices, and applications in such areas as optics, electronics, energy and medicine.

***Implicit Solvation Models for Air-water Interfaces and Aqueous and Nonaqueous Solution* Jun 02 2020**

Brain-Computer Interfaces Aug 24 2019 The success of a BCI system depends as much on the system itself as on the user's ability to produce distinctive EEG activity. BCI systems can be divided into two groups according to the placement of the electrodes used to detect and measure neurons firing in the brain. These groups are: invasive systems, electrodes are inserted directly into the cortex are used for single cell or multi unit recording, and electrocorticography (EcoG), electrodes are placed on the surface of the cortex (or dura); noninvasive systems, they are placed on the scalp and use electroencephalography (EEG) or magnetoencephalography (MEG) to detect neuron activity. The book is basically divided into three parts. The first part of the book covers the basic concepts and overviews of Brain Computer Interface. The second part describes new theoretical developments of BCI systems. The third part covers views on real applications of BCI systems.

Distribution of Colloid Particles Onto Interfaces in Unsaturated Porous Media Jan 10 2021

Physics and Chemistry of Interfaces Feb 08 2021 Serving as a general introduction to surface and interface science, this book focuses on basic concepts rather than specific details, and on intuitive understanding rather than merely learning facts. The text reflects the fact that the physics and chemistry of surfaces is a diverse area of research that involves classical scientific and engineering disciplines. As such, it discusses fundamental subjects, such as thermodynamics of interfaces, as well as applied topics including wetting, friction, and lubrication. Following an introduction to the most important techniques and methods, readers will be able to apply simple models to their own scientific problems. Furthermore, manifold high end technological applications are shown together with the basic scientific treatment, for example AFM, surface technology, biotechnology, microelectronics, and biomaterials. The book is written with advanced students of chemistry, physics, materials science, chemical engineering and related subjects who have a basic knowledge of natural sciences and mathematics in mind. In addition, scientists and engineers who are not yet specialists in surface science but want to learn more about this important subject will equally benefit.

Proteins at Interfaces Jul 16 2021

***Designing User Interfaces for an Aging Population* Apr 24 2022 Designing User Interfaces for an Aging Population presents age-friendly design guidelines that are well-established, agreed-upon, research-based, actionable, and applicable across a variety of modern technology platforms. The global population is becoming more reliant on digital technology and connectedness, but at the same time it is aging: the percentage of adults over 55 is growing quickly, especially in the developed world. Older adults control a majority of disposable income, and companies, non-profit organizations, government agencies, and infrastructure providers are increasingly motivated to ensure that their products are accessible to this large potential user group. With advancing age, to varying degrees, most people experience age-related changes: visual, auditory, motor, cognitive, and motivational. These changes impact the ability of people to use digital technology, leading to experiences that are difficult, frustrating, and off-putting. The book offers guidance for product engineers, designers, or students who want to produce technological products and online services that can be used, easily and successfully, by older adults, as well as by others. It presents typical age-related characteristics, addressing vision and visual design; hand-eye coordination and ergonomics; hearing and sound; speech and comprehension; navigation, focus, and guidance; cognition, attention, learning, and memory; content and writing; attitude and affect; and general accessibility. The authors explore characteristics of aging via realistic personas which demonstrate the impact of design**

decisions on actual users over age 55. Understand the characteristics of older adults that can hinder use of technology Know the guidelines for designing technology to be usable by older adults as well as younger people Review real-world examples of designs that implement the guidelines as well as designs that violate them

Solid Surfaces, Interfaces and Thin Films Jan 28 2020 This book emphasises both experimental and theoretical aspects of surface, interface and thin film physics. Compa- red to the earlier editions, which bore the title "Surfaces and Interfaces of Solid Materials", the book now places more emphasis on thin films, including also their superconducting and ferromagnetic properties. The present 4th edition thus presents techniques of preparing well-defined solid surfaces and interfaces, fundamental aspects of adsorption and layer growth, as well as basic models for the descripti- on of structural, vibronic and electronic properties of sur- faces, interfaces and thin films. Because of their importan- ce for modern information technology, significant attention is paid to the electronic properties of semiconductor inter- faces and heterostructures. Collective phenomena , such as superconductivity and ferromagnetism, also feature promi- nently. Experimental sections covering essential measurement and preparation techniques are presented in separate panels.

Designing Interfaces Oct 31 2022 Provides information on designing easy-to-use interfaces.

Rare Earth Metal/semiconductor Interfaces and Compounds Aug 05 2020

***Surfaces and Interfaces II* Jul 24 2019 The Army Materials and Mechanics Research Center has conducted the Sagamore Army Materials Research Conferences, in cooperation with the Metallurgical Research Laboratories of the Department of Chemical Engineering and Metallurgy of Syracuse University, since 1954. The purpose of the conferences has been to gather together scientists and engineers from academic institutions, industry, and government who are uniquely qualified to explore in depth a subject of importance to the Army, the Department of Defense and the scientific corr.munity. This volume, Surfaces and Interfaces ll: Physical and Mechanical Properties, can be considered a continuation, or perhaps an extension, of the information contained in Surfaces and Interfaces I: Chemical and Physical Characteristics. The emphasis in this volume is focused on: the technological significance of surfaces and interfaces; surface sensitive mechanical properties; environment-sensitive properties; control of grain structure; and composite materials. It is felt that the rather ambitious undertaking of the program committee to place the role of "surfaces and interfaces" in its proper context has been achieved. The balance between basic research findings and more applied research allows the reader a certain degree of latitude in the use of the two volumes. The continued active interest and support of these conferences by Col. C. T. Riordan, Commanding Officer, Dr. E. Scala, Technical Di rector, and J. F. Sullivan, Deputy Technical Director, of the Army Materials and Mechanics Research Center is appreciated.**

***Transport Processes at Fluidic Interfaces* Mar 31 2020 There are several physico-chemical processes that determine the behavior of multiphase fluid systems – e.g., the fluid dynamics in the different phases and the dynamics of the interface(s), mass transport between the fluids, adsorption effects at the interface, and transport of surfactants on the interface – and result in heterogeneous interface properties. In general, these processes are strongly coupled and local properties of the interface play a crucial role. A thorough understanding of the behavior of such complex flow problems must be based on physically sound mathematical models, which especially account for the local processes at the interface. This book presents recent findings on the rigorous derivation and mathematical analysis of such models and on the development of numerical methods for direct numerical simulations. Validation results are based on specifically designed experiments using high-resolution experimental techniques. A special feature of this book is its focus on an interdisciplinary research approach combining Applied Analysis, Numerical Mathematics, Interface Physics and Chemistry, as well as relevant research areas in the Engineering Sciences. The contributions originated from the joint interdisciplinary research projects in the DFG Priority Programme SPP 1506 “Transport Processes at Fluidic Interfaces.”**

Physical Chemistry of Colloids and Interfaces in Oil Production May 02 2020

C Interfaces and Implementations Sep 29 2022 C Interfaces and Implementations describes how to use interface-based design in the C programming language, and it illustrates this approach by describing 24 interfaces and their implementations in detail. The source code in the book is interleaved with its explanation in an order that best suits understanding the code.

Boundaries, Phases and Interfaces Aug 29 2022 This book approaches the concept of boundary, central in linguistic theory, and the related notion of phase from the perspective of the interaction between syntax and its interfaces. A primary notion is that phases are the appropriate domains to explain most interface linguistic phenomena and that the study of (narrow) interfaces helps to understand conditions on the internal structure of the Language Faculty. The first part of this volume is dedicated to introducing the notion of boundary, cycle and phase, and also the current debates regarding internal interfaces, in particular, the syntax-phonology, syntax-semantics, syntax-discourse, syntax-morphology and syntax-lexicon interfaces, in order to show how the notion of boundary/phase is related to (or even determines) most of their characteristics. The four sections of the second part deal with (morpho)phonology/ syntax and the role or boundaries/phases; the syntax-discourse and syntax-semantics interface; and the lexicon-syntax interface, while the notion of boundary/phase cross-cuts the main topics addressed.

Chemistry of Interfaces Aug 17 2021 Proceedings of the 9th European Conference on Chemistry of Interfaces, Zacapane, Poland, 1986

***3D User Interfaces* Feb 29 2020 The Complete, Up-To-Date Guide to Building Great 3D User Interfaces for Any Application 3D interaction is suddenly everywhere. But simply using 3D input or displays isn't enough: 3D interfaces must be carefully designed for optimal user experience. 3D User Interfaces: Theory and Practice, Second Edition is today's most comprehensive primary reference to building state-of-the-art 3D user interfaces and interactions. Five pioneering researchers and practitioners cover the full spectrum of emerging applications, techniques, and best practices. The authors combine theoretical foundations, analysis of leading devices, and empirically validated design guidelines. This edition adds two new chapters on human factors and general human-computer interaction--indispensable foundational knowledge for building any 3D user interface. It also demonstrates advanced concepts at work through two running case studies: a first-person VR game and a mobile augmented reality application. Coverage Includes 3D user interfaces: evolution, elements, and roadmaps Key applications: virtual and augmented reality (VR, AR), mobile/wearable devices What 3D UI designers should know about human sensory systems and cognition ergonomics How proven human-computer interaction techniques apply to 3D UIs 3D UI output hardware for visual, auditory, and haptic/ tactile systems Obtaining 3D**

position, orientation, and motion data for users in physical space 3D object selection and manipulation Navigation and wayfinding techniques for moving through virtual and physical spaces Changing application state with system control techniques, issuing commands, and enabling other forms of user input Strategies for choosing, developing, and evaluating 3D user interfaces Utilizing 2D, "magic," "natural," multimodal, and two-handed interaction The future of 3D user interfaces: open research problems and emerging technologies

Designing Interfaces **Jul 28 2022 Designing good application interfaces isn't easy now that companies need to create compelling, seamless user experiences across an exploding number of channels, screens, and contexts. In this updated third edition, you'll learn how to navigate through the maze of design options. By capturing UI best practices as design patterns, this best-selling book provides solutions to common design problems. You'll learn patterns for mobile apps, web applications, and desktop software. Each pattern contains full-color examples and practical design advice you can apply immediately. Experienced designers can use this guide as an idea sourcebook, and novices will find a road map to the world of interface and interaction design. Understand your users before you start designing Build your software's structure so it makes sense to users Design components to help users complete tasks on any device Learn how to promote wayfinding in your software Place elements to guide users to information and functions Learn how visual design can make or break product usability Display complex data with artful visualizations**

Physical Chemical Oscillations at Heterogeneous Interfaces Nov 07 2020

PDP-8 Computer Interfaces for Tropospheric Propagation Measurements Sep 17 2021 Interfaces for a PDP-8 computer used in Tropospheric propagation research have been developed to provide communication with and control over the real-time radio equipment. The report describes the work and that was done on these interfaces and provides an understanding of their operation. The characteristics of the Input/Output bus of the PDP-8 computer and the digital circuit modules used in the implementation of the interfaces are provided as background for the discussions of the interfaces. Each of the interfaces is described with at least three sections: a general description of its function, a specific description of the Input/Output commands used by it and the functions they perform, and a discussion of the interface as it is implemented. (Author Modified Abstract).

Radiotracer Studies of Interfaces Dec 29 2019 Radiotracer Studies of Interfaces presents a selection of examples illustrating the application of radiotracer studies for different types of interfaces. The value of radiotracer studies in fields such as food chemistry, corrosion of metals, neurochemistry, biology and catalysis is revealed. Separate chapters are devoted to the environmental problems connected with nuclear reactors and with the nuclear industry in general. The book also presents efforts to minimize and avoid the risk of radioactive contamination in the environment by describing new approaches to the problem. Demonstrates the use of radiotracers Contains a detailed discussion of double-layer phenomena Separate chapters are devoted to the most important branches of science where radiotracer study of interfacial phenomena plays an important role

Semiconductor Growth, Surfaces and Interfaces Jun 14 2021 Several diverse but related topics concerned with semiconductor growth are brought together here, for the first time in a single text. Those studying semiconductor growth from any perspective will find this book invaluable and it will be essential reading for all in the semiconductor industry, whether in applications or in manufacturing.

Ion Correlations at Electrified Soft Matter Interfaces **Jun 22 2019 Ion Correlations at Electrified Soft Matter Interfaces presents an investigation that combines experiments, theory, and computer simulations to demonstrate that the interdependency between ion correlations and other ion interactions in solution can explain the distribution of ions near an electrified liquid/liquid interface. The properties of this interface are exploited to vary the coupling strength of ion-ion correlations from weak to strong while monitoring their influence on ion distributions at the nanometer scale with X-ray reflectivity and on the macroscopic scale with interfacial tension measurements. This thesis demonstrates that a parameter-free density functional theory that includes ion-ion correlations and ion-solvent interactions is in agreement with the data over the entire range of experimentally tunable correlation coupling strengths. The reported findings represent a significant advance towards understanding the nature and role of ion correlations in charged soft-matter. Ion distributions underlie many scientific phenomena and technological applications, including electrostatic interactions between charged biomolecules and the efficiency of energy storage devices. These distributions are determined by interactions dictated by the chemical properties of the ions and their environment, as well as the long-range nature of the electrostatic force. The presence of strong correlations between ions is responsible for counterintuitive effects such as like-charge attraction.**

Fundamentals of Adhesion and Interfaces Sep 25 2019

Understanding Interfaces May 26 2022 This book addresses both the nature and design of interfaces based on current computing technologies, and the extent to which designers can develop interfaces that"understand"their potential users. It also examinesthe concept of usability." Understanding Interfaces is divided into four parts. The first part introduces the issues of interface use and design; the second discusses understanding interfaces in terms of human communications; the third section covers the skills necessary for interface use; and the final part examines the design and evaluation of interfaces.

Designing Interfaces **Jun 26 2022 Designing a good interface isn't easy. Users demand software that is well-behaved, good-looking, and easy to use. Your clients or managers demand originality and a short time to market. Your UI technology -- web applications, desktop software, even mobile devices -- may give you the tools you need, but little guidance on how to use them well. UI designers over the years have refined the art of interface design, evolving many best practices and reusable ideas. If you learn these, and understand why the best user interfaces work so well, you too can design engaging and usable interfaces with less guesswork and more confidence. Designing Interfaces captures those best practices as design patterns -- solutions to common design problems, tailored to the situation at hand. Each pattern contains practical advice that you can put to use immediately, plus a variety of examples illustrated in full color. You'll get recommendations, design alternatives, and warningson when not to use them. Each chapter's introduction describes key design concepts that are often misunderstood, such as affordances, visual hierarchy, navigational distance, and the use of color. These give you a deeper understanding of why the patterns work, and how to apply them with more insight. A book can't design an interface for you -- no foolproof design process is given here -- but Designing Interfaces does give you concrete ideas that**

you can mix and recombine as you see fit. Experienced designers can use it as a sourcebook of ideas. Novice designers will find a roadmap to the world of interface and interaction design, with enough guidance to start using these patterns immediately.

Investigations of Surfaces and Interfaces Oct 19 2021

***Delamination and Deflection at Interfaces* Apr 12 2021**

***Polymers at Interfaces* Dec 21 2021 This book is concerned with the configuration of polymers at the interfacial zone between two other phases or immiscible components. In recent years, developments in technology combined with increased attention from specialists in a wide range of fields have resulted in a considerable increase in our understanding of the behavior of polymers at interfaces. Inevitably these advances have generated a wealth of literature and although there have been numerous reviews, a critical treatment with adequate descriptions of both theory and experiment, including detailed analysis of the two, has been missing. This text hopes to fill this gap, providing a timely and comprehensive account of the field as it stands today. This long needed work will be invaluable to experts as well as newcomers in the broad field of polymers, interfaces and colloids, both in industry and academia. Whilst industrial laboratories involved in this field will find it indispensable, it will be equally important to anyone with an interest in interfacial polymer or colloidal research.**

Physics of Surfaces and Interfaces Dec 09 2020 This graduate-level textbook covers the major developments in surface sciences of recent decades, from experimental tricks and basic techniques to the latest experimental methods and theoretical understanding. It is unique in its attempt to treat the physics of surfaces, thin films and interfaces, surface chemistry, thermodynamics, statistical physics and the physics of the solid/electrolyte interface in an integral manner, rather than in separate compartments. It is designed as a handbook for the researcher as well as a study-text for graduate students. Written explanations are supported by 350 graphs and illustrations.

Applied Chemistry at Protein Interfaces May 14 2021

A Methodology for Developing Multimodal User Interfaces of Information Systems Oct 07 2020 The Graphical User Interface (GUI), as the most prevailing type of User Interface (UI) in today's interactive applications, restricts the interaction with a computer to the visual modality and is therefore not suited for some users (e.g., with limited literacy or typing skills), in some circumstances (e.g., while moving around, with their hands or eyes busy) or when the environment is constrained (e.g., the keyboard and the mouse are not available). In order to go beyond the GUI constraints, the Multimodal (MM) UIs apear as paradigm that provide users with great expressive power, naturalness and flexibility. In this thesis we argue that developing MM UIs combining graphical and vocal modalities is an activity that could benefit from the application of a methodology which is composed of: a set of models, a method manipulating these models and the tools implementing the method. Therefore, we define a design space-based method that is supported by model-to-model colored transformations in order to obtain MM UIs of information systems. The design space is composed of explicitly defined design options that clarify the development process in a structured way in order to require less design effort. The feasability of the methodology is demonstrated through three case studies with different levels of complexity and coverage. In addition, an empirical study is conducted with end-users in order to measure the relative usability level provided by different design decisions.

Distributed User Interfaces: Usability and Collaboration Oct 26 2019 Written by international researchers in the field of Distributed User Interfaces (DUIs), this book brings together important contributions regarding collaboration and usability in Distributed User Interface settings. Throughout the thirteen chapters authors address key questions concerning how collaboration can be improved by using DUIs, including: in which situations a DUI is suitable to ease the collaboration among users; how usability standards can be used to evaluate the usability of systems based on DUIs; and accurately describe case studies and prototypes implementing these concerns. Under a collaborative scenario, users sharing common goals may take advantage of DUI environments to carry out their tasks more successfully because DUIs provide a shared environment where the users are allowed to manipulate information in the same space and at the same time. Under this hypothesis, collaborative DUI scenarios open new challenges to usability evaluation techniques and methods. Distributed User Interfaces: Collaboration and Usability presents an integrated view of different approaches related to Collaboration and Usability in Distributed User Interface settings, which demonstrate the state of the art, as well as future directions in this novel and rapidly evolving subject area.

Interfaces in Materials Feb 20 2022 An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the Wiley editorial department.

Surfaces and Interfaces II Mar 12 2021

***Languages for Developing User Interfaces* Jan 22 2022 This book focuses on the new approaches that may allow the next generation of computer programming languages to better support the creation of user interface software. It is of interest to creators of toolkits and people creating end-user applications that want to provide end-user customization.**

Science of Composite Interfaces Nov 19 2021

Critical and Subcritical Crack-growth Behavior Along Toughened Ceramic-metal Interfaces Jul 04 2020

***Designing Social Interfaces* Mar 24 2022 Presents a set of design principles, patterns, and best practices that can be used to create user interfaces for new social websites or to improve existing social sites, along with advice for common challenges faced when designing social interfaces.**

3D User Interfaces with Java 3D Sep 05 2020 3D User Interfaces with Java 3D is a practical guide for providing next-generation applications with 3D user interfaces for manipulation of in-scene objects. Emphasis is on standalone and web-based business applications, such as for online sales and mass customization, but much of what this book offers has broad applicability to 3D user interfaces in other pursuits such as scientific visualization and gaming.