

Reactivision

Chhabi Rani Panigrahi, Bibudhendu Pati, Binod
Kumar Pattanayak, Seeven Amic, Kuan-Ching Li

iPhone Game Blueprints Igor Uduslivii, 2013-12-26

iPhone Game Blueprints is a practical, hands-on guide with step-by-step instructions leading you through a number of different projects, providing you with the essentials for creating your own iPhone games. This book is for graphic designers, developers, illustrators, and simple enthusiasts, who dream about the creation of mobile games or who have already worked in that domain, but need some additional inspiration and knowledge. This book can be considered as an illustrated handbook, worth having in your game development studio. It can work as a "paper art-director" for your project.

Pen-and-Paper User Interfaces Jürgen

Steimle, 2012-01-05 Even at the beginning of the 21st century, we are far from becoming paperless. Pen and paper is still the only truly ubiquitous information processing technology. Pen-and-paper user interfaces bridge the gap between paper and the digital world. Rather than replacing paper with electronic media, they seamlessly integrate both worlds in a hybrid user interface. Classical paper documents become interactive. This opens up a huge field of novel computer applications at our workplaces and in our homes. This book provides readers with a broad and extensive overview of the field, so as to provide a full and up-to-date picture of pen-and-paper computing. It covers the underlying technologies, reviews the variety of modern interface concepts and discusses future directions of pen-and-paper computing. Based on the author's award-winning dissertation, the book

also provides the first theoretical interaction model of pen-and-paper user interfaces and an integrated set of interaction techniques for knowledge workers. The model proposes a 'construction set' of core interactions that are helpful in designing solutions that address the diversity of pen-and-paper environments. The interaction techniques, concrete instantiations of the model, provide innovative support for working with printed and digital documents. They integrate well-established paper-based practices with concepts derived from hypertext and social media. Researchers, practitioners who are considering deploying pen-and-paper user interfaces in real-world projects, and interested readers from other research disciplines will find the book an invaluable reference source. Also, it provides an introduction to pen-and-paper computing for the academic curriculum. The present book was overdue: a thorough, concise, and well-organized compendium of marriages between paper-based and electronic documents. Max Mühlhäuser, Technische Universität Darmstadt Everyone interested in how to design for real-world activities would profit from reading this book. James D. Hollan, University of California, San Diego

Programming Interactivity Joshua

Noble, 2012-01-12 Ready to create rich interactive experiences with your artwork, designs, or prototypes? This is the ideal place to start. With this hands-on guide, you'll explore several themes in interactive art and design—including 3D graphics, sound, physical interaction, computer vision, and geolocation—and learn the basic

programming and electronics concepts you need to implement them. No previous experience is necessary. You'll get a complete introduction to three free tools created specifically for artists and designers: the Processing programming language, the Arduino microcontroller, and the openFrameworks toolkit. You'll also find working code samples you can use right away, along with the background and technical information you need to design, program, and build your own projects. Learn cutting-edge techniques for interaction design from leading artists and designers Let users provide input through buttons, dials, and other physical controls Produce graphics and animation, including 3D images with OpenGL Use sounds to interact with users by providing feedback, input, or an element they can control Work with motors, servos, and appliances to provide physical feedback Turn a user's gestures and movements into meaningful input, using Open CV

Multimedia Programming Using Max/MSP and TouchDesigner Patrik Lechner, 2014-11-26 If you want to learn how to use Max 6 and/or TouchDesigner, or work in audio-visual real-time processing, this is the book for you. It is intended for intermediate users of both programs and can be helpful for artists, designers, musicians, VJs, and researchers. A basic understanding of audio principles is advantageous.

Advances in Visual Computing George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Song Wang, Kim Kyungnam, Bedrich Benes, Kenneth Moreland, Stephen DiVerdi, Christoph Borst, Chiang Yi-Jen, Jiang Ming, 2011-09-13 The two

volume set LNCS 6938 and LNCS 6939 constitutes the refereed proceedings of the 7th International Symposium on Visual Computing, ISVC 2011, held in Las Vegas, NV, USA, in September 2011. The 68 revised full papers and 46 poster papers presented together with 30 papers in the special tracks were carefully reviewed and selected from more than 240 submissions. The papers of part I (LNCS 6938) are organized in computational bioimaging, computer graphics, motion and tracking, segmentation, visualization; mapping modeling and surface reconstruction, biomedical imaging, computer graphics, interactive visualization in novel and heterogeneous display environments, object detection and recognition. Part II (LNCS 6939) comprises topics such as immersive visualization, applications, object detection and recognition, virtual reality, and best practices in teaching visual computing.

Weaving Fire into Form Brygg Ullmer, Orit Shaer, Ali Mazalek, Caroline Hummels, 2022-07-13 This book investigates multiple facets of the emerging discipline of Tangible, Embodied, and Embedded Interaction (TEI). This is a story of atoms and bits. We explore the interweaving of the physical and digital, toward understanding some of their wildly varying hybrid forms and behaviors. Spanning conceptual, philosophical, cognitive, design, and technical aspects of interaction, this book charts both history and aspirations for the future of TEI. We examine and celebrate diverse trailblazing works, and provide wide-ranging conceptual and pragmatic tools toward weaving the animating fires of computation and technology into

evocative tangible forms. We also chart a path forward for TEI engagement with broader societal and sustainability challenges that will profoundly (re)shape our children's and grandchildren's futures. We invite you all to join this quest.

Human-Computer Interaction – INTERACT 2015 Julio Abascal, Simone Barbosa, Mirko Fetter, Tom Gross, Philippe Palanque, Marco Winckler, 2015-08-31 The four-volume set LNCS 9296-9299 constitutes the refereed proceedings of the 15th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2015, held in Bamberg, Germany, in September 2015. The 74 full and short papers and 4 organizational overviews, 2 panels, 6 tutorials, and 11 workshops included in the fourth volume are organized in topical sections on tangible and tactile interaction; tools for design; touch and haptic; user and task modelling; visualization; visualization 3D; visualization in virtual spaces; wearable computing; demonstrations; and interactive posters.

Educationalization and Its Complexities Rosa Bruno-Jofre, 2019-07-04 This edited collection brings together scholars from Canadian and international institutions to discuss educationalization, a trend in modern societies that involves transferring social responsibilities onto the school system. This book brings a new dimension to the literature on educationalization by examining the concept in relation to Catholicism, Indigenous issues, the right to education, and historical studies grounded in both Canada and Chile. In these contributions, the book represents an attempt to both deepen the current

discussion on the construction and use of educationalization as a concept as well as invite further exploration of this subject in relation to the increasing digitalization of life in the twenty-first century.

Informatics in Control, Automation and Robotics
Juan Andrade Cetto, Jean-Louis Ferrier, Joaquim Filipe, 2011-05-02 The present book includes a set of selected papers from the seventh International Conference on Informatics in Control Automation and Robotics (ICINCO 2010), held in Madeira, Portugal, from 15 to 18 June 2010. The conference was organized in three simultaneous tracks: Intelligent Control Systems and Optimization, Robotics and Automation and Signal Processing, Systems Modeling and Control. The book is based on the same structure. ICINCO received 320 paper submissions, not including those of workshops or special sessions, from 57 countries, in all continents. After a double blind paper review performed by the Program Committee only 27 submissions were accepted as full papers and thus selected for oral presentation, leading to a full paper acceptance ratio of 8%. Additional papers were accepted as short papers and posters. A further refinement was made after the conference, based also on the assessment of presentation quality, so that this book includes the extended and revised versions of the very best papers of ICINCO 2010. Commitment to high quality standards is a major concern of ICINCO that will be maintained in the next editions of this conference, including not only the stringent paper acceptance ratios but also the quality of the

program committee, keynote lectures, workshops and logistics.

Tangible User Interfaces Orit Shaer, Eva Hornecker, 2010 In the last two decades, Tangible User Interfaces (TUIs) have emerged as a new interface type that interlinks the digital and physical worlds. Drawing upon users' knowledge and skills of interaction with the real non-digital world, TUIs show a potential to enhance the way in which people interact with and leverage digital information. However, TUI research is still in its infancy and extensive research is required in order to fully understand the implications of tangible user interfaces, to develop technologies that further bridge the digital and the physical, and to guide TUI design with empirical knowledge. This paper examines the existing body of work on Tangible User Interfaces. We start by sketching the history of tangible user interfaces, examining the intellectual origins of this field. We then present TUIs in a broader context, survey application domains, and review frameworks and taxonomies. We also discuss conceptual foundations of TUIs including perspectives from cognitive sciences, psychology, and philosophy. Methods and technologies for designing, building, and evaluating TUIs are also addressed. Finally, we discuss the strengths and limitations of TUIs and chart directions for future research.

Story Driven Modeling als agile Vorgehensmethode für das Internet der Dinge in Lehre und Praxis

Ruben Jubeh, 2019-02-13 SDM4IoT ist eine Entwicklungsmethode für das Internet der Dinge (IoT). Sie setzt auf die Story-getriebene

Modellierungsmethode (SDM) für Softwareentwicklung auf. SDM4IoT eignet sich unabhängig von der Programmiersprache oder Plattform für eine breite, heterogene Palette an Anwendungen, Technologien und Hardware. Wesentliches Element zur Spezifikation und Entwurf sind dabei Szenarien, die textuell und graphisch konkrete Benutzerabläufe beschreiben. Elemente des IoT-Systems, auch Hardware, werden in Objektdiagrammen dargestellt. Prototyping und iterative Integration ermöglichen früh validierbare Ergebnisse. Die SDM4IoT-Methode wurde an elf Fallstudien aus verschiedenen Anwendungsbereichen untersucht und im Hochschul-Lehrbetrieb evaluiert. Zwei praxisbezogene Forschungsprojekte zeigen die Anwendbarkeit auf den industriellen Kontext. In Kombination mit einer agilen Vorgehensmethode eignet sich SDM4IoT besonders für die sich technologisch schnell wandelnde IoT-Anwendungsdomäne.

Kognition und Technologie im kooperativen Lernen

Hanna Risku, Markus F. Peschl, 2010 English summary: Knowledge has become one of the most important resources in many economic, technological and academic domains. To understand the impact and potential of this development towards a knowledge-based economy and technology in the respective fields, we have to take a closer look at the processes responsible for bringing about new knowledge. Work in this field reveals that cooperative forms of learning are among the major sources of such knowledge. Consequently, this book supports the claim that learning is a process of cooperative knowledge creation and not simply a

process of knowledge transfer. The focus of the collection of articles in this book is on how communication, cooperation, negotiation, knowledge creation, and innovation can be integrated into a comprehensive notion of learning. Cognition and technology both play a major role in the integration of these knowledge processes, as they are ultimately the foundation on which any form of cooperative learning is based. The articles in this book provide an overview of the state-of-the-art approaches, models and technologies in the highly dynamic field of cooperative learning. They cover the subject matter from both a theoretical and a practical perspective and offer several best practice examples of some of the key work being carried out in this field. German text. German description: Wissen ist zur wichtigsten Ressource in vielen ökonomischen, technologischen und wissenschaftlichen Bereichen geworden. Um zu verstehen, welche Konsequenzen und welches Potenzial diese Entwicklung zu einer Wissensgesellschaft hat, ist ein neues Verständnis für die Prozesse der Wissensgenerierung nötig. Aktuelle Forschungen bestätigen, dass kooperative Lernformen eine primäre Quelle neuen Wissens sind. Daher versteht dieses Buch Lernen nicht als blossen Wissenstransfer, sondern als kooperative Wissensgenerierung. Wie kann man Kommunikation, Kooperation, Verhandlung, Knowledge Creation und Innovation zu einem integrierten Bild des Lernens zusammenführen? Welche Rolle spielen kognitive Prozesse und (Wissens-)Technologie? Dieser Band gibt einen Überblick über die aktuellen Ansätze, Modelle und Technologien im dynamischen Feld des

kooperativen Lernens. Die Artikel sprechen sowohl aus theoretischer als auch aus praktischer Perspektive und bieten eine Vielzahl an konkreten Anwendungsbeispielen aus diesem Bereich.

Human-Computer Interaction -- INTERACT 2013

Paula Kotzé, Gary Marsden, Gitte Lindgaard, Janet Wesson, Marco Winckler, 2013-07-30 The four-volume set LNCS 8117-8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2013, held in Cape Town, South Africa, in September 2013. The fourth volume includes 38 regular papers organized in topical sections on supporting physical activity, supporting shared activities, sustainability, tabletop computing, text comprehensibility, tracking eyes and head, usability evaluation and technology acceptance, user preferences and behaviour, user requirements capture and analysis, UX in work / educational context, voice / sound-based computing, 31 interactive posters, 2 industrial papers, 4 panels, 1 contribution on special interest groups, 1 tutorial, and 9 workshop papers.

Mathematical and Engineering Methods in Computer Science Antonin Kucera, Thomas A.

Henzinger, Jaroslav Nešetřil, Tomas Vojnar, David Antos, 2013-01-17 This volume contains the post-proceedings of the 8th Doctoral Workshop on Mathematical and Engineering Methods in Computer Science, MEMICS 2012, held in Znojmo, Czech Republic, in October, 2012. The 13 thoroughly revised papers were carefully selected out of 31 submissions and are presented together with 6 invited papers. The topics covered by the papers

include: computer-aided analysis and verification, applications of game theory in computer science, networks and security, modern trends of graph theory in computer science, electronic systems design and testing, and quantum information processing.

Human-Computer Interaction -- INTERACT 2011

Pedro Campos, Nicholas Graham, Joaquim Jorge, Nuno Nunes, Philippe Palanque, Marco Winckler, 2011-09-01 The four-volume set LNCS 6946-6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2011, held in Lisbon, Portugal, in September 2011. The 46 papers included in the third volume are organized in topical sections on novel user interfaces and interaction techniques, paper 2.0, recommender systems, social media and privacy, social networks, sound and smell, touch interfaces, tabletops, ubiquitous and context-aware computing, UI modeling, and usability.

Digital Inclusion of Individuals with Autism Spectrum Disorder Nenad Glumbić, Mirjana Đorđević, Branislav Brojčin, 2022-09-02 This book examines opportunities and obstacles in achieving the digital inclusion of individuals with autism spectrum disorder (ASD). It addresses basic requirements of the digital society and the concepts of digital inclusion (and exclusion), digital participation, and the disability digital divide as well as support for individuals with autism in co-creating digital devices. The book discusses the application of digital technologies across different contexts, including education,

leisure activities, community life, daily living skills, and employment of individuals with autism. Featured areas of coverage include: Computer-based interventions for speech development, social communication, executive functions, and other skills in children with autism. Digital health intervention for persons with ASD. Risks for persons with ASD on the Internet (e.g., excessive use, addictive behavior, and cyberbullying). Digital technology use in simulating job interviews, and teaching work skills. Digital technology use in self-advocacy activities of individuals with autism. Digital Inclusion of Individuals with Autism Spectrum Disorder is an essential reference for researchers, professors, graduate students, clinicians and related therapists and professionals in clinical child and school psychology, social work, behavioral therapy/rehabilitation, pediatrics, physical therapy, occupational therapy, speech and language therapy, neurology, special education, child and adolescent psychiatry, and developmental psychology.

Advances in Ergonomics In Design, Usability & Special Populations: Part III Marcelo Soares, Francisco Rebelo ,2022-07-19 Successful interaction with products, tools and technologies depends on usable designs and accommodating the needs of potential users without requiring costly training. In this context, this book is concerned with emerging ergonomics in design concepts, theories and applications of human factors knowledge focusing on the discovery, design and understanding of human interaction and usability

issues with products and systems for their improvement. This book will be of special value to a large variety of professionals, researchers and students in the broad field of human modeling and performance who are interested in feedback of devices' interfaces (visual and haptic), user-centered design, and design for special populations, particularly the elderly. We hope this book is informative, but even more - that it is thought provoking. We hope it inspires, leading the reader to contemplate other questions, applications, and potential solutions in creating good designs for all.

Progress in Advanced Computing and Intelligent Engineering Chhabi Rani Panigrahi, Bibudhendu Pati, Binod Kumar Pattanayak, Seeven Amic, Kuan-Ching Li, 2021-04-15 This book focuses on theory, practice and applications in the broad areas of advanced computing techniques and intelligent engineering. This book includes 74 scholarly articles which were accepted for presentation from 294 submissions in the 5th ICACIE during 25–27 June 2020 at Université des Mascareignes (UdM), Mauritius, in collaboration with Rama Devi Women's University, Bhubaneswar, India, and S'O'A Deemed to be University, Bhubaneswar, India. This book brings together academicians, industry persons, research scholars and students to share and disseminate their knowledge and scientific research work related to advanced computing and intelligent engineering. It helps to provide a platform to the young researchers to find the practical challenges encountered in these areas of research and the solutions adopted. The book helps

to disseminate the knowledge about some innovative and active research directions in the field of advanced computing techniques and intelligent engineering, along with some current issues and applications of related topics.

Human-Computer Interaction: Interaction Techniques and Environments Julie A.

Jacko, 2011-06-18 This four-volume set LNCS 6761-6764 constitutes the refereed proceedings of the 14th International Conference on Human-Computer Interaction, HCII 2011, held in Orlando, FL, USA in July 2011, jointly with 8 other thematically similar conferences. The revised papers presented were carefully reviewed and selected from numerous submissions. 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 papers of this volume are organized in topical sections on touch-based and haptic interaction, gaze and gesture-based interaction, voice, natural language and dialogue, novel interaction techniques and devices, and avatars and embodied interaction.

Rethinking Freire and Illich Rosa Bruno-Jofré, Michael Attridge, Jon Igeldo Zaldivar, 2023-10-02 Marking the fiftieth anniversary of two of the most influential books in modern educational and social theory, *Rethinking Freire and Illich* introduces readers to the results of the symposium of Paulo Freire's *Pedagogy of the Oppressed* and Ivan Illich's *Deschooling Society*. The collection uniquely

analyses Freire and Illich together, although not in a comparative way. It acknowledges that both Freire and Illich led in different ways to a new approach to perceiving and understanding the concept of liberation as a human condition, while also presenting current criticisms of their work from a gendered perspective and by Indigenous scholars in the US and Canada. Drawing on contributions from historians of education, theologians, digital experts, and philosophers of education, the book offers a historical analysis using extensive primary sources and an originality of topics. It introduces the ways in which the current generation reads the overall works of Freire and Illich in the search for a reconstructed democratic education. As a result, *Rethinking Freire and Illich* presents Freire and Illich in light of contemporary issues in this generation, and offers renewed searches for a good and just life and a reconstructed democratic education.

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