# Labscape

Maree Gosper, Dirk Ifenthaler

Landscapes and Labscapes Robert E. Kohler,2010-11-15 What is it like to do field biology in a world that exalts experiments and laboratories? How have field biologists assimilated laboratory values and practices, and crafted an exact, quantitative science without losing their naturalist souls? In Landscapes and Labscapes, Robert E. Kohler explores the people, places, and practices of field biology in the United States from the 1890s to the 1950s. He takes readers into the fields and forests where field biologists learned to count and measure nature and to read the imperfect records of nature's experiments. He shows how field researchers use nature's particularities to develop practices of place that achieve in nature what laboratory researchers can only do with simplified experiments. Using historical frontiers as models, Kohler shows how biologists created vigorous new border sciences of ecology and evolutionary biology.

UbiComp 2002: Ubiquitous Computing Gaetano Borriello, Lars E. Holmquist, 2003-08-02 Ubiquitous computing is coming of age. In the few short years of the lifetime of this conference, we have seen major changes in our emerging research community. When the conference started in 1999, as Handheld and Ubiquitous Computing, the field was still in its formative stage. In 2002, we see the Ubicomp conference (the name was shortened last year) emerging as an established player attracting research submissions of very high quality from all over the world. Virtually all major research centers and universities now have research programs broadly in the field of ubiquitous computing. Whether we choose to call it ubiquitous, pervasive, invisible, disappearing, embodied, or some other variant of computing, it is clear that Mark Weiser's original vision has only become more and more relevant since the term was coined over 10 years ago. But, most important in our context, the interest in the field can be gauged from the rising number of full paper submissions to the conference: from about 70 in both 1999 and 2000, to 90 in 2001, to this year's record breaking 136! Counting technical notes, workshops, poster and video submissions, there were over 250 original works submitted to this year's conference. This is an impressive effort by the research community, and we are grateful to everyone who took time to submit their work - without this, the conference would simply not exist.

Multidisciplinary Approaches to Visual Representations and Interpretations, 2004-12-09 The value of multi-disciplinary research lies in the exchange of ideas and methods across the traditional boundaries between areas of study. It could be argued that many of the advances in science and engineering take place because the ideas, methods and the tools of thought from one discipline become re-applied in another. The topic of the visual has become increasingly important as advances in technology have led to multi-media and multi-modal representations, and extended the range and scope of visual representation and interpretation in our lives. Under this broad heading there are many different perspectives and approaches, from across the entire spectrum of human knolwedge and activity. The editors and authors of this book aim to break down crossdisciplinary barriers, by bringing together people working in a wide variety of disciplines where visual representations and interpretations are exploited. Contributions come from researchers actively investigating visual representations and interpretations in a wide variety of areas, including art history, biology, clinical science, cognitive science, computer science, design, engineering, linguistics, mathematics, philosophy, physics, psychology, and sociology. The book provides a forum for wide-ranging and multi-disciplinary contributions on visual representations and interpretations. \* Contributors include researchers actively investigating visual representations and interpretations \* Content spans a wide variety of areas including but not limited to biology, sociology, and computer science \* Discusses how new technology has affected the visual representation of information

Proceedings of TAKE 2021 Conference Carla Lobo ,Susana Figueiredo Oliveira ,2021-07-10 Foreword This volume includes papers presented at TAKE 2021 Conference The Multidisciplinary Conference on Intangibles, held online between the 7 th and the 9th July 2021 and hosted by Universidade Portucalense, from Porto, Portugal. Detailed information about the Conference is to be found in the Conference Website: https://take-conference2021.com/. A Book of Abstracts was also published. TAKE 2021 included 80 presentations, by almost 100 participants, including 8 keynote

speakers, from 20 countries. Done during the Covid-19 crisis, TAKE 2021 was a show of intelligence, work, and solidarity, We thank infinitely all those involved, which contributed to the success of the event. We hope to continue the TAKE saga, next year with TAKE 2022 whose website is already online: https://take-conference2022.com/. Best wishes and kindest regards. Eduardo Tomé, on behalf of the Organizing Committee

Pervasive Computing Friedemann Mattern, Mahmoud Naghshineh, 2003-08-02 This volume contains the proceedings of Pervasive 2002, the ?rst in a series of international conferences on Pervasive Computing. The conference took place at ETH Zurich from August 26to 28, 2002. Its objective was to present, discuss, and explore the latest technical developments in the emerging ?eld of pervasive computing, as well as potential future directions. Pervasive Computing is a cross-disciplinary area that extends the appli- tion of computing to diverse usage models. It covers a broad set of research topics such as low power, integrated technologies, embedded systems, mobile - vices, wireless and mobile networking, middleware, applications, user interfaces, security, and privacy. The great amount of interest we are witnessing in Per- sive Computing is driven by relentless progress in basic information technologies such as microprocessors, memory chips, integrated sensors, storage devices, and wireless communication systems that continue to enable ever smaller, lighter, and faster systems. Such systems are also becoming a?ordable due to their high integration and mass production, paving the way for their adoption.

Moment Theory and Some Inverse Problems in Potential Theory and Heat Conduction Rudolf Gorenflo, Vy K. Le, Dang D. Trong, 2002

#### **Ubicomp ...** ,2003

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

Curriculum Models for the 21st Century Maree Gosper, Dirk Ifenthaler, 2013-08-28 Changing student profiles and the increasing availability of mainstream and specialized learning technologies are stretching the traditional face-to-face models of teaching and learning in higher education. Institutions, too, are facing far-reaching systemic changes which are placing strains on existing resources and physical infrastructure and calling into question traditional ways of teaching through lectures and tutorials. And, with an ever-increasing scrutiny on teaching and teachers' accountability for positive educational outcomes, the call for closer attention to learning, teaching and, most especially, to the design and delivery of the curriculum is given increasing relevance and importance. Research provides strong evidence of the potential for technologies to facilitate not only cognition and learning but also to become integral components in the redesign of current curriculum models. Some Universities and individual academics have moved along this pathway, developing new and innovative curriculum, blending pedagogies and technologies to suit their circumstances. Yet, there are others, unsure of the possibilities, the opportunities and constraints in these changing times. Curriculum Models for the 21st Century gives insights into how teaching and learning can be done differently. The focus is on a whole of curriculum approach, looking at theoretical models and examples of practice which capitalize on the potential of technologies to deliver variations and alternatives to the more traditional lecture-based model of University teaching.

Trends in Interactive Visualization Elena Zudilova-Seinstra, Tony Adriaansen, Robert van Liere, 2008-12-17 II Challenges in Data Mapping Part II deals with one of the most challenging tasks in Interactive Visualization, mapping and teasing out information from large complex datasets and generating visual representations. This section consists of four chapters. Binh Pham, Alex Streit, and Ross Brown provide a comprehensive requirement analysis of information uncertainty visualizations. They examine the sources of uncertainty, review aspects of its complexity, introduce typical models of uncertainty, and analyze major issues in visualization of uncertainty, from various user and task

perspectives. Alfred Inselberg examines challenges in the multivariate data analysis. He explains how relations among multiple variables can be mapped uniquely into ?-space subsets having geometrical properties and introduces Parallel Coordinates meth- ology for the unambiguous visualization and exploration of a multidimensional geometry and multivariate relations. Christiaan Gribble describes two alternative approaches to interactive particle visualization: one targeting desktop systems equipped with programmable graphics hardware and the other targeting moderately sized multicore systems using pack- based ray tracing. Finally, Christof Rezk Salama reviews state-of-the-art strategies for the assignment of visual parameters in scientific visualization systems. He explains the process of mapping abstract data values into visual based on transfer functions, clarifies the terms of pre- and postclassification, and introduces the state-of-the-art user int- faces for the design of transfer functions.

Pervasive Information Systems Panos E Kourouthanassis, George M Giaglis, 2016-09-16 Today's ubiquitous computing technology is imbedded in everyday objects from cars to clothes to shipping containers, whose location, context, and state can be monitored, instantly processed, and acted upon. This new volume in the Advances in Management Information Systems series provides an indepth review of the state-of-the-art practices and research opportunities in a new era where information technology resides in physical space. Written for both scholars and practitioners, Pervasive Information Systems is organized into three sections, each investigating a distinct part of the subject. Part I focuses on the design challenges of Pervasive Information Systems (PS), and discusses issues relating to the coordination of PS through middleware structures as well as issues related to the efficient deployment of PS. Part II discusses the challenges and limitations of deploying pervasive technologies to support domestic, corporate, and public systems. Part III presents two emerging research fields of PS - design for aesthetics and PS evaluation.

Proceedings, 2003

IBM Systems Journal International Business Machines Corporation, 2003

**Plant Cell Biology**, 2020-08-31 Plant Cell Biology, volume 160 in Methods in Cell Biology, includes chapters on modern experimental procedures and applications developed for research in the broad area of plant cell biology. Topics covered in this volume include techniques for imaging and analyzing membrane dynamics and movement across membranes; cell wall composition, structure and mechanics; cytoskeleton dynamics and organization; cell development; ion channel physiology; cell mechanics; and methods related to quantifying cell morphogenesis. Provide in-depth procedures and application notes from selected experts who developed the methods Each chapter will include figures and movies as appropriate to explain complex techniques Chapters will include caveats of techniques and future prospects

Recording Science in the Digital Era Cerys Willoughby, 2019-07-15 For most of the history of scientific endeavour, science has been recorded on paper. In this digital era, however, there is increasing pressure to abandon paper in favour of digital tools. Despite the benefits, there are barriers to the adoption of such tools, not least their usability. As the relentless development of technology changes the way we work, we need to ensure that the design of technology not only overcomes these barriers, but facilitates us as scientists and supports better practice within science. This book examines the importance of record-keeping in science, current record-keeping practices, and the role of technology for enabling the effective capture, reuse, sharing, and preservation of scientific data. Covering the essential areas of electronic laboratory notebooks (ELNs) and digital tools for recording scientific data, including an overview of the current data management technology available and the benefits and pitfalls of using these technologies, this book is a useful tool for those interested in implementing digital data solutions within their research groups or departments. This book also provides insight into important factors to consider in the design of digital tools such as ELNs for those interested in producing their own tools. Finally, it looks at the role of current technology and then considers how that technology might develop in the future to better support scientists in their work, and in capturing and sharing the scientific record.

Euro-Par 2003 Parallel Processing Harald Kosch, László Böszörményi, Hermann

Hellwagner, 2004-06-01 Euro-ParConference Series The European Conference on Parallel Computing (Euro-Par) is an international conference series dedicated to the promotion and advancement of all aspects of parallel and distributed computing. The major themes fall into the categories of hardware, software, algorithms, and applications. This year, new and interesting topicswereintroduced, like Peer-to-Peer Computing, Distributed Multimedia-stems, and Mobile and Ubiquitous Computing. For the ?rst time, we organized a Demo Session showing many challenging applications. The general objective of Euro-Par is to provide a forum promoting the de-lopment of parallel and distributed computing both as an industrial technique and an academic discipline, extending the frontiers of both the state of the art and the state of the practice. The industrial importance of parallel and dist-buted computing is supported this year by a special Industrial Session as well as a vendors' exhibition. This is particularly important as currently parallel and distributed computing is evolving into a globally important technology; the b- zword Grid Computing clearly expresses this move. In addition, the trend to a - bile world is clearly visible in this year's Euro-Par. ThemainaudienceforandparticipantsatEuro-Parareresearchersinaca- mic departments, industrial organizations, and government laboratories. Euro- Par aims to become the primary choice of such professionals for the presentation of new results in their speci?c areas. Euro-Par has its own Internet domain with a permanent Web site where the history of the conference series is described: http://www.euro-par.org. The Euro-Par conference series is sponsored by the Association for Computer Machinery (ACM) and the International Federation for Information Processing (IFIP).

Future Directions in Distributed Computing André Schiper, Alex A. Shvartsman, Hakim Weatherspoon, Ben Y. Zhao, 2003-07-01 Every year we witness acceleration in the availability, deployment, and use of distributed applications. However building increasingly sophisticated applications for extant and emerging networked systems continues to be challenging for several reasons: - Abstract models of computation used in distributed systems research often do not fully capture the limitations and the unpredictable nature of realistic distributed computing platforms; -Fault-tolerance and ef?ciency of computation are dif?cult to combine when the c- puting medium is subject to changes, asynchrony, and failures; - Middleware used for constructing distributed software does not provide services most suitable for sophisticated distributed applications; -Middleware services are speci?ed informally and without precise guarantees of e- ciency, faulttolerance, scalability, and compositionality; - Speci?cation of distributed deployment of software systems is often left out of the development process; - Finally, there persists an organizational and cultural gap between engineering groups developing systems in a commercial enterprise, and research groups advancing the scienti?c state-of-the-art in academic and industrial settings. The objectives of this book are: (1) to serve as a motivation for de?ning future research programs in distributed computing, (2) to help identify areas where practitioners and engineers on the one hand and scientists and researchers on the other can improve the state of distributed computing through synergistic efforts, and (3) to motivate graduate students interested in entering the exciting research ?eld of distributed computing.

Pervasive Computing Alois Ferscha, Friedemann Mattern, 2004-03-23 nd Welcome to the proceedings of PERVASIVE 2004, the 2 International C- ference on Pervasive Computing and the premier forum for the presentation and appraisal of the most recent and most advanced research results in all - undational and applied areas of pervasive and ubiquitous computing. Consi- ring the half-life period of technologies and knowledge this community is facing, PERVASIVE is one of the most vibrant, dynamic, and evolutionary among the computer-science-related symposia and conferences. The research challenges, e?orts, and contributions in pervasive computing have experienced a breathtaking acceleration over the past couple of years, mostly due to technological progress, growth, and a shift of paradigms in c- puter science in general. As for technological advances, a vast manifold of tiny, embedded, and autonomous computing and communication systems have st- ted to create and populate a pervasive and ubiquitous computing landscape, characterized by paradigms like autonomy, context-awareness, spontaneous - teraction, seamless integration, self-organization, ad hoc networking, invisible services, smart artifacts, and everywhere

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

**Elemental 3** Daniel Wade, Paul Hellard, Mark Snoswell, 2008 Elemental 3 is the only art book showcasing the work of CG artists in architectural visualization and product design.

Pervasive Computing and Networking Mohammad S. Obaidat, Mieso Denko, Isaac Woungang, 2011-06-09 This book presents state-of-the-art research on architectures, algorithms, protocols and applications in pervasive computing and networks With the widespread availability of wireless and mobile networking technologies and the expected convergence of ubiquitous computing with these emerging technologies in the near future, pervasive computing and networking research and applications are among the hot topics on the agenda of researchers working on the next generation of mobile communications and networks. This book provides a comprehensive guide to selected topics, both ongoing and emerging, in pervasive computing and networking. It contains contributions from high profile researchers and is edited by leading experts in this field. The main topics covered in the book include pervasive computing and systems, pervasive networking security, and pervasive networking and communication. Key Features: Discusses existing and emerging communications and computing models, design architectures, mobile and pervasive wireless applications, technology and research challenges in pervasive computing systems, networking and communications Provides detailed discussions of key research challenges and open research issues in the field of autonomic computing and networking Offers information on existing experimental studies including case studies, implementation test-beds in industry and academia Includes a set of PowerPoint slides for each chapter for instructors adopting it as a textbook Pervasive Computing and Networking will be an ideal reference for practitioners and researchers working in the areas of communication networking and pervasive computing and networking. It also serves as an excellent textbook for graduate and senior undergraduate courses in computer science, computer engineering, electrical engineering, software engineering, and information engineering and science.

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