

Leaderboard 10

Minhua Ma,Bobbie Fletcher,Stefan Göbel,Jannicke Baalsrud
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Serious Games Minhua Ma,Bobbie Fletcher,Stefan Göbel,Jannicke Baalsrud Hauge,Tim Marsh,2020-10-27 This book constitutes the refereed proceedings of the 6th Joint International Conference on Serious Games, JCSG 2020, held in Stoke-on-Trent, UK, in November 2020. The 19 full papers presented together with 3 short papers were carefully reviewed and selected from 38 submissions. The papers offer a wide range in the use of serious games in several fields like learning, simulation, training, health, well-being, management, assessment or marketing and much more.

Practical Automated Machine Learning Using H2O.ai Salil Ajgaonkar,2022-09-26 Accelerate the adoption of machine learning by automating away the complex parts of the ML pipeline using H2O.ai Key FeaturesLearn how to train the best models with a single click using H2O AutoMLGet a simple explanation of model performance using H2O ExplainabilityEasily deploy your trained models to production using H2O MOJO and POJOBook Description With the huge amount of data being generated over the internet and the benefits that Machine Learning (ML) predictions bring to businesses, ML implementation has become a low-hanging fruit that everyone is striving for. The complex mathematics behind it, however, can be discouraging for a lot of users. This is where H2O comes in – it automates various repetitive steps, and this encapsulation helps developers focus on results rather than handling complexities. You'll begin by understanding how H2O's AutoML simplifies the implementation of ML by providing a simple, easy-to-use interface to train and use ML models. Next, you'll see how AutoML automates the entire process of training multiple models, optimizing their hyperparameters, as well as explaining their performance. As you advance, you'll find out how to leverage a Plain Old Java Object (POJO) and Model Object, Optimized (MOJO) to deploy your models to production. Throughout this book, you'll take a hands-on approach to implementation using H2O that'll enable you to set up your ML systems in no time. By the end of this H2O book, you'll be able to train and use your ML models using H2O AutoML, right from experimentation all the way to production without a single need to understand complex statistics or data science. What you will learnGet to grips with H2O AutoML and learn how to use itExplore the H2O Flow Web UIUnderstand how H2O AutoML trains the best models and automates hyperparameter optimizationFind out how H2O Explainability helps understand model performanceExplore H2O integration with scikit-learn, the Spring Framework, and Apache StormDiscover how to use H2O with Spark using H2O Sparkling WaterWho this book is for This book is for engineers and data scientists who want to quickly adopt machine learning into their products without worrying about the internal intricacies of training ML models. If you're someone who wants to incorporate machine learning into your software system but don't know where to start or don't have much expertise in the domain of ML, then you'll find this book useful. Basic knowledge of statistics and programming is beneficial. Some understanding of ML and Python will be helpful.

Redis Essentials Maxwell Dayvson Da Silva,Hugo Lopes Tavares,2015-09-08 Harness the power of Redis to integrate and manage your projects efficiently About This Book Learn how to use Redis's data types efficiently to manage large data sets Scale Redis to multiple servers with Twemproxy, Redis Sentinel, and Redis Cluster A fast-paced guide, full of real-world examples to help you get the best out of the features offered by Redis Who This Book

Is For If you are a competent developer with experience of working with data structure servers and want to boost your project's performance by learning about features of Redis, then this book is for you. What You Will Learn Build analytics applications using Bitmaps and Hyperloglogs Enhance scalability with Twemproxy, Redis Sentinel, and Redis Cluster Build a Time Series implementation in Node.js and Redis Create your own Redis commands by extending Redis with Lua Get to know security techniques to protect your data (SSL encryption, firewall rules, basic authorization) Persist data to disk and learn the trade-offs of AOF and RDB Understand how to use Node.js, PHP, Python, and Ruby clients for Redis Avoid common pitfalls when designing your next solution In Detail Redis is the most popular in-memory key-value data store. It's very lightweight and its data types give it an edge over the other competitors. If you need an in-memory database or a high-performance cache system that is simple to use and highly scalable, Redis is what you need. Redis Essentials is a fast-paced guide that teaches the fundamentals on data types, explains how to manage data through commands, and shares experiences from big players in the industry. We start off by explaining the basics of Redis followed by the various data types such as Strings, hashes, lists, and more. Next, Common pitfalls for various scenarios are described, followed by solutions to ensure you do not fall into common traps. After this, major differences between client implementations in PHP, Python, and Ruby are presented. Next, you will learn how to extend Redis with Lua, get to know security techniques such as basic authorization, firewall rules, and SSL encryption, and discover how to use Twemproxy, Redis Sentinel, and Redis Cluster to scale infrastructures horizontally. At the end of this book, you will be able to utilize all the essential features of Redis to optimize your project's performance. Style and approach A practical guide that offers the foundation upon which you can begin to understand the capabilities of Redis using a step-by-step approach. This book is full of real-world problems and in-depth knowledge of the concepts and features of Redis, with plenty of examples.

Global University Rankings and the Politics of Knowledge Michelle Stack, 2021 Analysing rankings in diverse higher education settings, this book draws on discourse analysis, theory, ethnography, and case studies, to consider the question of how knowledge is produced and shared.

Learn cocos2d 2 Steffen Itterheim, Andreas Lw, 2012-10-10 Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its pre-configured libraries, including cocos3d and Lua. Best of all, this book will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer

(bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Learn iPhone and iPad cocos2d Game Development Steffen Itterheim, 2011-07-30
Learn iPhone and iPad cocos2D Game Development provides a rock-solid introduction to the cocos2d iPhone game engine and related tools. It focuses on the process of creating several games made entirely with cocos2d and little-to-no iPhone SDK and OpenGL code. By creating 2-3 sample games over the course of the book, you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex (TextureAtlas), ParticleDesigner (Particle Effects), and others. The example games are modeled after popular App Store games so that they are relevant, recognizable, and immediately fun and inspiring. The games increase in complexity and highlight common recurring cocos2d beginner questions. As you move along, you'll learn about possible stumbling blocks and how to navigate them successfully. As you move from beginning to advanced, you'll encounter general game programming wisdom, tips for performance improvement, as well as pointers to alternative implementations and further reading. It is assumed that the reader has previous programming knowledge but not necessarily with Objective-C. Related topics such as Xcode, Objective-C, the iPhone SDK, and OpenGL are only discussed where absolutely necessary.

The iOS 5 Developer's Cookbook Erica Sadun, 2012-02-13 This title contains the nine additional chapters that are also included in *The iOS 5 Developer's Cookbook: Expanded Electronic Edition*. Note that this material is in addition to the print edition and standard eBook edition of *The iOS 5 Developer's Cookbook*. Erica Sadun's iOS "Developer's Cookbooks" have established themselves as the single best source of knowledge and sample code for production-quality iOS development. There's only one problem: To support Apple's breakthrough iOS 5, Sadun has created more great content and recipes than can fit in a single printed book. So we've bundled nine chapters of powerful iOS 5 solutions into an indispensable low-cost online supplement: *The iOS 5 Developer's Cookbook: The Additional Recipes*. These "Additional Recipes" will help you master the latest iOS 5 techniques and best practices for managing documents and data sharing; connecting to the iOS Address Book; integrating Apple's iCloud; working with Core Location and MapKit; integrating audio and video with MediaKit; providing push notifications to users; improving accessibility; integrating in-app purchasing with StoreKit; and even building games with GameKit. As with all Sadun's proven iOS guides, Sadun teaches every new concept and technique through robust code that's easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective development. Whether you own Sadun's previous books or not, if you want to build state-of-the-art iOS 5 apps, you'll find these "Additional Recipes" absolutely indispensable.

The Digital Transformation of the Automotive Industry Uwe Winkelhake, 2021-10-20 Building on his decades of experience as a consultant and project manager in the automotive industry, the author develops comprehensive and pragmatic recommendations for action regarding the digital transformation of the automotive and supplier industries. At the heart is the

transition from a vehicle-focused to a mobility-oriented business model. Based on the catalysts of the digital change, four digitization fields are structured, and a roadmap for their transformation is presented. The topics of comprehensive change in corporate culture and an agile and efficient information technology are covered in detail as vital success factors. Selected practical examples of innovative digitization projects provide additional ideas and impulses. An outlook on the automotive industry in the year 2040 completes the discourse.

Learn cocos2d Game Development with iOS 5 Steffen Itterheim, Andreas Lw, 2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Games and Learning Alliance Iza Marfisi-Schottman, Francesco Bellotti, Ludovic Hamon, Roland Klemke, 2020-12-02 This book constitutes the refereed proceedings of the 9th International Conference on Games and Learning Alliance, GALA 2020, held in Laval, France, in December 2020. The 35 full papers and 10 short papers were carefully reviewed and selected from 77 submissions. The papers cover a broad spectrum of topics: Serious Game Design; Serious Game Analytics; Virtual and Mixed Reality Applications; Gamification Theory; Gamification Applications; Serious Games for Instruction; and Serious Game Applications and Studies.

The Advanced iOS 6 Developer's Cookbook Erica Sadun, 2013-02-28 The Advanced iOS 6 Developer's Cookbook brings together reliable, proven solutions for cutting-edge iOS 6 development. World-renowned iOS expert Erica Sadun covers device-specific development, document/data sharing, Core Text, networking, image processing, onboard cameras, audio, Address Book, Core Location, GameKit, StoreKit, push notifications, and more. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut and paste. Using her examples, Sadun fully explains both the "how" and "why" of advanced and specialized iOS 6 development. All code is tested with iOS 6

features and iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution without having to identify the right class or framework first. Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch-based apps that leverage Bezier curves, splines, and other geometric tools Securing network apps via authentication, system keychains, and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geopositioning and MapKit Creating connected game play with GameKit/Game Center: device-to-device networking, shared leaderboards, and Internet-based matches Integrating secure in-app purchasing with StoreKit Communicating with users from web-based services via push notifications

Game-Based Marketing Gabe Zichermann, Joselin Linder, 2010-03-29 Harness the power of games to create extraordinary customer engagement with Game-Based Marketing. Gamification is revolutionizing the web and mobile apps. Innovative startups like Foursquare and Swoopo, growth companies like Gilt and Groupon and established brands like United Airlines and Nike all agree: the most powerful way to create and engage a vibrant community is with game mechanics. By leveraging points, levels, badges, challenges, rewards and leaderboards – these innovators are dramatically lowering their customer acquisition costs, increasing engagement and building sustainable, viral communities. Game-Based Marketing unlocks the design secrets of mega-successful games like Zynga's Farmville, World of Warcraft, Bejeweled and Project Runway to give you the power to create winning game-like experiences on your site/apps. Avoid obvious pitfalls and learn from the masters with key insights, such as: Why good leaderboards shouldn't feature the Top 10 players. Most games are played as an excuse to socialize, not to achieve. Status is worth 10x more than cash to most consumers. Badges are not enough: but they are important. You don't need to offer real-world prizing to run a blockbuster sweepstakes. And learn even more: How to architect a point system that works Designing the funware loop: the basics of points, badges, levels, leaderboards and challenges Maximizing the value and impact of badges Future-proofing your design Challenging users without distraction Based on the groundbreaking work of game expert and successful entrepreneur Gabe Zichermann, Game-Based Marketing brings together the game mechanics expertise of a decade's worth of research. Driven equally by big companies, startups, 40-year-old men and tween girls, the world is becoming increasingly more fun. Are you ready to play?

The Security Leader's Communication Playbook Jeffrey W. Brown, 2021-09-12 This book is for cybersecurity leaders across all industries and organizations. It is intended to bridge the gap between the data center and the board room. This book examines the multitude of communication challenges that CISOs are faced with every day and provides practical tools to identify your audience, tailor your message and master the art of communicating. Poor communication is one of the top reasons that CISOs fail in their roles. By taking the step to work on your communication and soft skills (the two go

hand-in-hand), you will hopefully never join their ranks. This is not a “communication theory” book. It provides just enough practical skills and techniques for security leaders to get the job done. Learn fundamental communication skills and how to apply them to day-to-day challenges like communicating with your peers, your team, business leaders and the board of directors. Learn how to produce meaningful metrics and communicate before, during and after an incident. Regardless of your role in Tech, you will find something of value somewhere along the way in this book.

Advances in Information Retrieval Matthias Hagen, Suzan Verberne, Craig Macdonald, Christin Seifert, Krisztian Balog, Kjetil Nørvåg, Vinay Setty, 2022-04-05 This two-volume set LNCS 13185 and 13186 constitutes the refereed proceedings of the 44th European Conference on IR Research, ECIR 2022, held in April 2022, due to the COVID-19 pandemic. The 35 full papers presented together with 11 reproducibility papers, 13 CLEF lab descriptions papers, 12 doctoral consortium papers, 5 workshop abstracts, and 4 tutorials abstracts were carefully reviewed and selected from 395 submissions.

Exploring Gamification in Digital Learning Environments Sofia Schöbel, 2020
Addressing Global Challenges and Quality Education Carlos Alario-Hoyos, María Jesús Rodríguez-Triana, Maren Scheffel, Inmaculada Arnedillo-Sánchez, Sebastian Maximilian Dennerlein, 2020-09-07 This book constitutes the proceedings of the 15th European Conference on Technology Enhanced Learning, EC-TEL 2020, held in Heidelberg, Germany, in September 2020. The 24 research papers and 20 demo and 5 poster papers presented in this volume were carefully reviewed and selected from 91 submissions. The European Conference on Technology-Enhance Learning, which celebrates its 15th anniversary this year, is committed to address global challenges and quality education. The papers deal with the Sustainable Development Goals, particularly SDG 4 and SDG 10, to help to reduce the existing gaps and inequalities between countries and regions from around the world in terms of inclusiveness, equity, access, and quality of education. The chapters: “Designing an Online Self-Assessment for Informed Study Decisions: The User Perspective”; “Living with Learning Difficulties: Two Case Studies Exploring the Relationship Between Emotion and Performance in Students With Learning Difficulties”; “Applying Instructional Design Principles on Augmented Reality Cards for Computer Science Education”; and “Teaching Simulation Literacy With Evacuations - Concept, Technology, and Material for a Novel Approach” are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com. Due to the Corona pandemic EC-TEL 2020 was held as an virtual event.

The Outreach of Digital Libraries: A Globalized Resource Network Hsin-Hsi Chen, Gobinda Chowdhury, 2012-11-02 This book constitutes the refereed proceedings of the 14th International Conference on Asia-Pacific Digital Libraries, ICADL 2012, held in Taipei, China, in November 2012. The 27 revised full papers, 17 revised short papers, and 13 poster papers were carefully reviewed and selected from 93 submissions. The papers are organized in topical sections on cultural heritage preservation, retrieval and browsing in digital libraries, biliometrics, metadata and cataloguing, mobile and cloud computing, human factors in digital library, presevation systems and algorithms, social media, digital library algorithms and systems, recommendation applications and social networks.

Machine Learning at Scale with H2O Gregory Keys, David Whiting, 2022-07-29

Build predictive models using large data volumes and deploy them to production using cutting-edge techniques

Key Features

- Build highly accurate state-of-the-art machine learning models against large-scale data
- Deploy models for batch, real-time, and streaming data in a wide variety of target production systems
- Explore all the new features of the H2O AI Cloud end-to-end machine learning platform

Book Description H2O is an open source, fast, and scalable machine learning framework that allows you to build models using big data and then easily productionalize them in diverse enterprise environments. Machine Learning at Scale with H2O begins with an overview of the challenges faced in building machine learning models on large enterprise systems, and then addresses how H2O helps you to overcome them. You'll start by exploring H2O's in-memory distributed architecture and find out how it enables you to build highly accurate and explainable models on massive datasets using your favorite ML algorithms, language, and IDE. You'll also get to grips with the seamless integration of H2O model building and deployment with Spark using H2O Sparkling Water. You'll then learn how to easily deploy models with H2O MOJO. Next, the book shows you how H2O Enterprise Steam handles admin configurations and user management, and then helps you to identify different stakeholder perspectives that a data scientist must understand in order to succeed in an enterprise setting. Finally, you'll be introduced to the H2O AI Cloud platform and explore the entire machine learning life cycle using multiple advanced AI capabilities. By the end of this book, you'll be able to build and deploy advanced, state-of-the-art machine learning models for your business needs. What you will learn

- Build and deploy machine learning models using H2O
- Explore advanced model-building techniques
- Integrate Spark and H2O code using H2O Sparkling Water
- Launch self-service model building environments
- Deploy H2O models in a variety of target systems and scoring contexts
- Expand your machine learning capabilities on the H2O AI Cloud

Who this book is for This book is for data scientists and machine learning engineers who want to gain hands-on machine learning experience by building and deploying state-of-the-art models with advanced techniques using H2O technology. An understanding of the data science process and experience in Python programming is recommended. This book will also benefit students by helping them understand how machine learning works in real-world enterprise scenarios.

Beginning iOS 5 Games Development Lucas Jordan, 2012-01-02 Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

Handbook of Research on Adult Learning in Higher Education Okojie, Mabel C.P.O., Boulder, Tinukwa C., 2020-02-01 In today's globalized world,

professional fields are continually transforming to keep pace with advancing methods of practice. The theory of adult learning, specifically, is a subject that has seen new innovations and insights with the advancement of online and blended learning. Examining new principles and characteristics in adult learning is imperative, as emerging technologies are rapidly shifting the standards of higher education. The Handbook of Research on Adult Learning in Higher Education is a collection of innovative research on the methods and applications of adult education in residential, online, and blended course delivery formats. This book will focus on the impact that culture, globalization, and emerging technology currently has on adult education. While highlighting topics including andragogical principles, professional development, and artificial intelligence, this book is ideally designed for teachers, program developers, instructional designers, technologists, educational practitioners, deans, researchers, higher education faculty, and students seeking current research on new methodologies in adult education.

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