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Universal Access in Human-Computer Interaction. Applications and Services Constantine Stephanidis, 2009-07-14 The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers address the latest research and development efforts and highlight the human aspects of the design and use of computing systems. 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.

Future Communication, Computing, Control and Management Ying Zhang, 2012-02-01 This volume contains revised and extended research articles written by prominent researchers participating in the ICF4C 2011 conference. 2011 International Conference on Future Communication, Computing, Control and Management (ICF4C 2011) has been held on December 16-17, 2011, Phuket, Thailand. Topics covered include intelligent computing, network management, wireless networks, telecommunication, power engineering, control engineering, Signal and Image Processing, Machine Learning, Control Systems and Applications. The book will offer the states of arts of tremendous advances in Computing, Communication, Control, and Management and also serve as an excellent reference work for researchers and graduate students working on Computing, Communication, Control, and Management Research.

Digital Human Modeling: Applications in Health, Safety, Ergonomics and Risk Management Vincent G. Duffy, 2016-07-04 This book constitutes the refereed proceedings of the 7th International Conference on Digital Human Modelling: Applications in Health, Safety, Ergonomics and Risk Management, DHM 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016 and received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. 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. This volume contains papers addressing the following major topics: anthropometry, ergonomics, design and comfort; physiology and anatomy models; motion prediction and recognition; quality and safety in healthcare; design for health; work design and support; modeling human behavior and cognition.

Learn Robotics with Raspberry Pi Matt Timmons-Brown, 2019-01-22 In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

Debugging Game History Henry Lowood, Raiford Guins, 2024-02-06 Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to “debug” the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from “Amusement Arcade” to “Embodiment” and “Game Art” to “Simulation” and “World Building.” Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical “takes” on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, René H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Image Analysis and Recognition Aurelio Campilho, Mohamed Kamel, 2012-06-21 The two-volume set LNCS 7324/7325 constitutes the refereed proceedings of the 9th International Conference on Image and Recognition, ICIAR 2012, held in Aveiro, Portugal, in June 2012. The 107 revised full papers presented were carefully reviewed and selected from 207 submissions. The papers are organized in topical sections on clustering and classification; image processing; image analysis; motion analysis and tracking; shape representation; 3D imaging; applications; biometrics and face recognition; human activity recognition; biomedical image analysis; retinal image analysis;

and call detection and modeling.

Coding4Fun Dan Fernandez, Brian Peek, 2008-11-26 How would you like to build an Xbox game, use your Nintendo Wiimote to create an electronic whiteboard, or build your own peer-to-peer application? Coding4Fun helps you tackle some cool software and hardware projects using a range of languages and free Microsoft software. Now you can code for fun with C#, VB, ASP.NET, WPF, XNA Game Studio, Popfly, as well as the Lua programming language. If you love to tinker, but don't have time to figure it all out, this book gives you clear, step-by-step instructions for building ten creative projects, including: Alien Attack: Create a 2D clone of Space Invaders with XNA for the PC, Xbox 360, and Zune LEGO Soldier: Create an action game using Popfly with a custom-built virtual LEGO character World of Warcraft RSS Feed Reader: Use WoW's customizable interface to have feeds pop up while you're gaming InnerTube: Download YouTube videos automatically and convert them to a file format for off-line viewing PeerCast: Stream video files from any PC TwitterVote: Create custom online polls on Twitter WHSMail: Build a website with ASP.NET for Windows Home Server that lets you view the messages stored on a computer with Outlook Wiimote Controlled Car: Steer your remote-controlled car by tilting the Wii Remote controller left and right Wiimote Whiteboard: Create an interactive whiteboard using a Wii Remote Holiday Lights: Synchronize your holiday light display with music to create your own light show The perfect gift for any developer, Coding4Fun shows you how to use your programming skills in new and fun ways. This book is amazing! The scope is so wonderfully broad that anyone who has an interest in designing games at any level should read this book. -- Alex Albrecht, Creator of Diggnation / Totally Rad Show / Project Lore

Codename Revolution Steven E. Jones, George K. Thiruvathukal, 2012-02-24 Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

Game Design Workshop Tracy Fullerton, 2008-02-08 Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design

CIRP Design 2012 Amaresh Chakrabarti, 2012-11-27 During its life cycle, a product produces waste that is over 20 times its weight. As such it is critical to develop products that are sustainable. Currently product development processes lack high quality methods and tools that are empirically validated to support development of sustainable products. This book is a compilation of over forty cutting edge international research papers from the 22nd CIRP International Design Conference, written by eminent researchers from 15 countries, on engineering design process, methods and tools, broadly for supporting sustainable product development. A variety of new insights into the product development process, as well as a host of methods and tools that are at the cutting edge of design research are discussed and explained covering a range of diverse topics. The areas covered include: Sustainable design and manufacturing, Design synthesis and creativity, Global product development and product life cycle management, Design for X (safety, reliability, manufacturability, etc.), and Design taxonomy, ontology and standards. CIRP Design 2012: Sustainable Product Development provides researchers in design, engineering and sustainability access to some of the latest, quality research in this area. Practitioners and educators of engineering design and sustainability will find an empirically validated suite of methods and tools that can be applied and taught to develop their practices.

Virtual and Mixed Reality Randall Shumaker, 2009-07-15 The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight the human aspects of the design and use of computing systems. 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.

Informatics in Control, Automation and Robotics Jean-Louis Ferrier, Oleg Gusikhin, Kurosh Madani, Jurek Sasiadek, 2014-11-04 The present book includes a set of selected papers from the tenth "International Conference on Informatics in Control Automation and Robotics" (ICINCO 2013), held in Reykjavík, Iceland, from 29 to 31 July 2013. The conference was organized in four simultaneous tracks: "Intelligent Control Systems and Optimization", "Robotics and Automation", "Signal Processing, Sensors, Systems Modeling and Control" and "Industrial Engineering, Production and Management". The book is based on the same structure. ICINCO 2013 received 255 paper submissions from 50 countries, in all continents. After a double blind paper review performed by the Program Committee only 30% were published and presented orally. 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 2013.

Soft Computing for Intelligent Control and Mobile Robotics Oscar Castillo, Witold Pedrycz, 2010-10-05 This book describes in a detailed fashion the application of hybrid intelligent systems using soft computing techniques for intelligent control and mobile robotics. Soft Computing (SC) consists of several intelligent computing paradigms, including fuzzy logic, neural networks, and bio-inspired optimization algorithms, which can be used to produce powerful hybrid intelligent systems. The prudent combination of SC techniques can produce powerful hybrid intelligent systems that are capable of solving real-world problems. This is illustrated in this book with a wide range of applications, with particular emphasis in intelligent control and mobile robotics. The book is organized in five main parts, which contain a group of papers around a similar subject. The first part consists of papers with the main theme of theory and algorithms, which are basically papers that propose new models and concepts, which can be the basis for achieving intelligent control and mobile robotics. The second part contains papers with the main theme of intelligent control, which are basically papers using bio-inspired techniques, like evolutionary algorithms and neural networks, for achieving intelligent control of non-linear plants. The third part contains papers with the theme of optimization of fuzzy controllers, which basically consider the application of bio-inspired optimization methods to automate the design process of optimal type-1 and type-2 fuzzy controllers. The fourth part contains papers that deal with the application of SC techniques in times series prediction and intelligent agents. The fifth part contains papers with the theme of computer vision and robotics, which are papers considering soft computing methods for applications related to vision and robotics.

Human-Computer Interaction: Interaction Modalities and Techniques Masaaki Kurosu, 2013-07-01 The five-volume set LNCS 8004--8008 constitutes the refereed proceedings of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, NV, USA in July 2013. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. 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. This volume contains papers in the thematic area of human-computer interaction, addressing the following major topics: speech, natural language and auditory interfaces; gesture and eye-gaze based Interaction; touch-based interaction; haptic interaction; graphical user interfaces and visualisation.

Proceedings of the 5th Australasian Conference on Interactive Entertainment Ruth Christie, 2008-12-03 IE '08: The 5th Australasian Conference on Interactive Entertainment Dec 03, 2008-Dec 04, 2008 Brisbane, Australia. You can view more information about this proceeding and all of ACM's other published conference proceedings from the ACM Digital Library: <http://www.acm.org/dl>.

Human Centered Robot Systems Helge Ritter, Gerhard Sagerer, Rüdiger Dillmann, Martin Buss, 2009-11-25 Human Centered Robotic Systems must be able to interact with humans such that the burden of adaptation lies with the machine and not with the human. This book collates a set of prominent papers presented during a two-day conference on Human Centered Robotic Systems held on November 19-20, 2009, in Bielefeld University, Germany. The aim of the conference was to bring together researchers from the areas of robotics, computer science, psychology, linguistics, and biology who are all focusing on a shared goal of cognitive interaction. A survey of recent approaches, the current state-of-the-art, and possible future directions in this interdisciplinary field is presented. It provides practitioners and scientists with an up-to-date introduction to this dynamic field, with methods and solutions that are likely to significantly impact on our future lives.

Android Tips, Tricks, Apps & Hacks Volume 2 Imagine Publishing,

Digital Human Modeling Vincent G. Duffy, 2009-07-14 The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19-24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers address the latest research and development efforts and highlight the human aspects of the design and use of computing systems. 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.

Assistive Technologies and Computer Access for Motor Disabilities Kouroupetroglou, Georgios, 2013-08-31 Individuals with disabilities that impede their range of motion often have difficulty accessing technologies. With the use of computer-based assistive technology; devices, tools, and services can be used to maintain and improve the functional capabilities of motor disabilities. Assistive Technologies and Computer Access for Motor Disabilities investigates solutions to the difficulties of impaired technology access by highlighting the principles, methods, and advanced technological solutions for those with motor impairments. This reference source is beneficial to academia, industry, and various professionals in disciplines such as rehabilitation science, occupational therapy, human-computer interface development, ergonomics, and teaching in inclusive and special education. This publication is integrated with its pair book Disability Informatics and Web Accessibility for Motor Limitations.

Bio-Inspired Systems: Computational and Ambient Intelligence Joan Cabestany, Francisco Sandoval, Alberto Prieto, 2009-06-08 This book constitutes the refereed proceedings of the 10th International Work-Conference on Artificial Neural Networks, IWANN 2009, held in Salamanca, Spain in June 2009. The 167 revised full papers presented together with 3 invited lectures were carefully reviewed and selected from over 230 submissions. The papers are organized in thematic sections on theoretical foundations and models; learning and adaptation; self-organizing networks, methods and applications; fuzzy systems; evolutionary computation and genetic algorithms; pattern recognition; formal languages in linguistics; agents and multi-agent on intelligent systems; brain-computer interfaces (bci); multiobjective optimization; robotics; bioinformatics; biomedical applications; ambient assisted living (aal) and ambient intelligence (ai); other applications.

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