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COMPUTER, INTELLIGENT COMPUTING AND EDUCATION TECHNOLOGY

CRC Press **This proceedings set contains selected Computer, Information and Education Technology related papers from the 2014 International Conference on Computer, Intelligent Computing and Education Technology (CICET 2014), held March 27-28, 2014 in Hong Kong. The proceedings aims to provide a platform for researchers, engineers and academics as well as industry professionals from all over the world to present their research results and development activities in Computer Science, Information Technology and Education Technology.**

ENTERTAINMENT FOR EDUCATION. DIGITAL TECHNIQUES AND SYSTEMS

5TH INTERNATIONAL CONFERENCE ON E-LEARNING AND GAMES, EDUTAINMENT 2010, CHANGCHUN, CHINA, AUGUST 16-18, 2010, PROCEEDINGS

Springer **With the technical advancement of digital media and the medium of communication in recent years, there is a widespread interest in digital entertainment. An emerging te-nical research area edutainment, or educational entertainment, has been accepted as education using digital entertainment. Edutainment has been recognized as an eff- tive way of learning using modern digital media tools, like computers, games, mobile phones, televisions, or other virtual reality applications, which emphasizes the use of entertainment with application to the education domain. The Edutainment conference series was established in 2006 and subsequently - ganized as a special event for researchers working in this new interest area of e-learning and digital entertainment. The main purpose of Edutainment conferences is to facilitate the discussion, presentation, and information exchange of the scientific and technological development in the new community. The Edutainment conference series becomes a valuable opportunity for researchers, engineers, and graduate s-dents to communicate at these international annual events. The conference series - cludes plenary invited talks, workshops, tutorials, paper presentation tracks, and panel discussions. The Edutainment conference series was initiated in Hangzhou, China in 2006. Following the success of the first event, the second (Edutainment 2007 in Hong Kong, China), third (Edutainment 2008 in Nanjing, China), and fourth editions (Edutainment 2009 in Banff, Canada) were organized. Edutainment 2010 was held during August 16-18, 2010 in Changchun, China. Two workshops were jointly org- ized together with Edutainment 2010.**

MANUFACTURING SYSTEMS: THEORY AND PRACTICE

Springer Science & Business Media **Overviews manufacturing systems from the ground up, following the same concept as in the first edition. Delves into the fundamental building blocks of manufacturing systems: manufacturing processes and equipment. Discusses all topics from the viewpoint of four fundamental manufacturing attributes: cost, rate, flexibility and quality.**

INFORMATION SYSTEMS AND TECHNOLOGIES FOR NETWORK SOCIETY: PROCEEDINGS OF THE IPSJ INTERNATIONAL SYMPOSIUM

World Scientific **This volume contains technical papers and panel position papers selected from the proceedings of the International Symposium on Information Systems and Technologies for Network Society, held together with the IPSJ (information processing society of Japan) National Convention, in September 1997. Papers were submitted from all over the world, especially from Japan, Korea and China. Since these countries are believed to form one of the major computer manufacturing centers in the world, a panel on "Computer Science Education for the 21st Century" was set up. A special session on the Japanese project on Software Engineering invited representative researchers from the project, which is supported by the Ministry of Education, Japan.**

THEORY AND PRACTICE OF NATURAL COMPUTING

SECOND INTERNATIONAL CONFERENCE, TPNC 2013, CÁCERES, SPAIN, DECEMBER 3-5, 2013. PROCEEDINGS

Springer **This book constitutes the refereed proceedings of the Second International Conference, TPNC 2013, held in Cáceres, Spain, in December 2013. The 19 revised full papers presented together with one invited talk were carefully reviewed and selected from 47 submissions. The papers are organized in topical sections on nature-inspired models of computation; synthesizing nature by means of computation; nature-inspired materials and information processing in nature.**

INTERNET OF THINGS THEORY AND PRACTICE

BUILD SMARTER PROJECTS TO EXPLORE THE IOT ARCHITECTURE AND APPLICATIONS (ENGLISH EDITION)

BPB Publications **Explore the IoT with other emerging technologies like Artificial Intelligence, Machine Learning, Cloud Computing, and Blockchain Technology KEY FEATURES ● Learn from the basics of Internet of Everything, Industry 4.0, and Society 5.0. ● Check your knowledge with self-assessment questions and case studies. ● Supports the Government of India project "Digital India" and visualizes its completeness through the Internet of Things. ● Build a smarter environment (Smart Grid, Smart Home, Smart Transportation) through smart devices. ● Explore critical challenges with the future of IoT devices and possible uses in the next decade with IoTs devices. DESCRIPTION The Internet of Things is a new technology that scientists predict will transform the entire Internet and its components. This book explores how the Internet of Things would be incomplete without Artificial Intelligence. The emphasis would be on recent breakthroughs in the Internet of Things and their societal applications. IoT and IoE can deliver effective services in various areas, improving people's lives. This book teaches readers about the Internet of Things, its varieties, and its applications in various beneficial industries, including smart farming, smart homes, waste management systems, smart transportation systems, smart environments, and smart healthcare. In addition, numerous upcoming technologies and their integration with IoT devices have been included in this book through hands-on smart projects to help readers easily grasp the concepts. The book concludes with numerous IoT-AI-Blockchain studies, which are the future of IoT for researchers. WHAT YOU WILL LEARN ● Implement IoT and its different technologies to create smarter projects. ● Explore IoT and its many variations. ● Investigate IoT applications and the cloud-based technology that underpins them. ● Consider IoT's impact on healthcare, security, and other industries. ● Discover how the Internet of Things (IoT) and the Blockchain will play a role in the Smarter Future. WHO THIS BOOK IS FOR The book is primarily for anyone who wishes to learn about the IoT and its applications. Students, researchers, academicians, industry professionals, governmental organizations, and non-governmental organizations (NGO, Research Labs) will find this book extremely useful for implementing smart projects. TABLE OF CONTENTS 1. An Introduction to Internet of Things, its Variants and Possible Uses 2. Industry 4.0 and Society 5.0 for a Digital Environment 3. Internet of Things and Machine Learning 4. Role of AI in Smart Cyber Security for IoT-based Cloud Applications 5. IoMT and IoNT for Industry 4.0 and Society 5.0 6. Blockchain Based Solutions for IoT Based Cloud Architecture 7. Internet of Things Based Smart Energy- One Step Towards Clean Energy 8. Internet of Thing's Network Design and its Architecture 9. Intelligent Systems for the Internet of Things and Services Computing 10. Internet of Vehicles- The Internet of Things Based Cloud Technology 11. IoTs, Blockchain and Big Data based Network for Future Generation 12. AI as a Big Player in IoTs: Analysis of Threats 13. Role of 5G network in the Growth of the IoTs Based Environment 14. Security and Privacy Concerns with IoTs Devices 15. The Rise of Big Data, Intelligent Devices, IIoT, and Digital Twin Technology 16. Analysis of Several Aspects of Blockchain-Enabled IoTs for Future 17. IoTs Based Cloud Environments: Issues, Challenges and Future Research Directions**

SOCIAL COMPUTING THEORY AND PRACTICE: INTERDISCIPLINARY APPROACHES

INTERDISCIPLINARY APPROACHES

IGI Global **"This book offers a holistic approach to social computing with respect to the underlying theory, technology and mechanisms, as well as the challenges, opportunities and impact of social computing to any application area"--Provided by publisher.**

PROJECT MANAGEMENT THEORY AND PRACTICE

CRC Press **Although there are numerous project management resources available, most are either too academic, focus too heavily on IT, or provide quick-fix advice without the theory required to understand why the solutions work. Following and expanding on PMI's Project Management Body of Knowledge (PMBOK®), Project Management Theory and Practice provides students with a complete overview of project management theory—in language they can easily understand. This classroom-tested textbook translates the abstract model vocabulary and processes from A Guide to the Project Management Body of Knowledge (PMBOK® Guide), Fourth Edition into accessible discussions complete with contemporary views and projections for the future. The text integrates the organizational environment that surrounds a project to supply students with the well-rounded knowledge of theories, organizational issues, and human behavior needed to manage real-world projects effectively. Providing a clear picture of the state of the art in project management, it details numerous project-related frameworks, including: Enterprise project management Project portfolio management Work breakdown structures Earned value management Professional responsibility Project team productivity The text reaches beyond traditional core project management topics to include discussions on enterprise maturity, virtual and outsourced organizations, project management offices, operational governance, and multi-project management. Filled with numerous end-of-chapter questions, scheduling and budgeting problems, scoping projects, and sample worksheets that illustrate various analytical tools and management decisions, this is the ideal text for classroom use and essential reading**

for anyone seeking project management certification.

TECHNOLOGY FOR THE SCHOOL LIBRARIAN: THEORY AND PRACTICE

ABC-CLIO The world of the school librarian has changed significantly over the past ten years with the proliferation of technology into all phases of education; this book attempts to address these issues. • Lists features that should be included in a school library web page • Provides a chronology tracing the development of technology in school libraries • Offers an illustration of network topologies • Includes questions for research/further study in each chapter

COMPUTER NETWORK SECURITY

THEORY AND PRACTICE

Springer Verlag This text introduces a complete and concise view of network security. It provides in-depth theoretical coverage of recent advancements and practical solutions to network security threats, including the most recent topics on wireless network security.

NETWORK CODING

FUNDAMENTALS AND APPLICATIONS

Academic Press Network coding is a field of information and coding theory and is a method of attaining maximum information flow in a network. This book is an ideal introduction for the communications and network engineer, working in research and development, who needs an intuitive introduction to network coding and to the increased performance and reliability it offers in many applications. This book is an ideal introduction for the research and development communications and network engineer who needs an intuitive introduction to the theory and wishes to understand the increased performance and reliability it offers over a number of applications. A clear and intuitive introduction to network coding, avoiding difficult mathematics, which does not require a background in information theory. Emphasis on how network coding techniques can be implemented, using a wide range of applications in communications and network engineering Detailed coverage on content distribution networks, peer-to-peer networks, overlay networks, streaming and multimedia applications, storage networks, network security and military networks, reliable communication, wireless networks, delay-tolerant and disruption-tolerant networks, cellular and ad hoc networks (including LTE and WiMAX), and connections with data compression and compressed sensing Edited and contributed by the world's leading experts

MASTERING WINDOWS XP HOME EDITION

John Wiley & Sons Windows XP Home Edition is Microsoft's next generation operating system for home users. Unlike Windows 95/98/Me, Windows XP Home Edition is based on the same code as Windows NT/2000, a more reliable and powerful system. Windows XP Home Edition makes it easier for families to set-up and switch between individual, personalized accounts, search for particular files and customize the way they manage files and folders. Other exciting features include Internet Explorer 6, the Photo Printing Wizard, and Windows Media Player 8, which includes DVD playback and CD burning utilities. Advanced features include a Network Setup Wizard, and Internet Connection Sharing and Firewall support.

COMPUTER SECURITY FOR THE HOME AND SMALL OFFICE

Apress * Does not assume prior knowledge, yet goes beyond introductory level * Patient, step-by-step instruction with a minimum of jargon * Recognizes the increasing use of home systems and public systems by corporate users (telecommuters).

SCIENTIFIC AND TECHNICAL AEROSPACE REPORTS

PROGRESS IN INTELLIGENT COMPUTING TECHNIQUES: THEORY, PRACTICE, AND APPLICATIONS

PROCEEDINGS OF ICACNI 2016, VOLUME 1

Springer The book focuses on both theory and applications in the broad areas of communication technology, computer science and information security. This two volume book contains the Proceedings of 4th International Conference on Advanced Computing, Networking and Informatics. This book brings together academic scientists, professors, research scholars and students to share and disseminate information on knowledge and scientific research works related to computing, networking, and informatics to discuss the practical challenges encountered and the solutions adopted. The book also promotes translation of basic research into applied investigation and convert applied investigation into practice.

ADVANCES IN ELECTRONIC ENGINEERING, COMMUNICATION AND MANAGEMENT VOL.2

PROCEEDINGS OF THE EECM 2011 INTERNATIONAL CONFERENCE ON ELECTRONIC ENGINEERING, COMMUNICATION AND MANAGEMENT, HELD DECEMBER 24-25, 2011, BEIJING, CHINA

Springer Science & Business Media This volume presents the main results of 2011 International Conference on Electronic Engineering, Communication and Management (EECM2011) held December 24-25, 2011, Beijing China. The EECM2011 is an integrated conference providing a valuable opportunity for researchers, scholars and scientists to exchange their ideas face to face together. The main focus of the EECM 2011 and the present 2 volumes "Advances in Electronic Engineering, Communication and Management" is on Power Engineering, Electrical engineering applications, Electrical machines, as well as Communication and Information Systems Engineering. This volume presents the main results of 2011 International Conference on Electronic Engineering, Communication and Management (EECM2011) held December 24-25, 2011, Beijing China. The EECM2011 is an integrated conference providing a valuable opportunity for researchers, scholars and scientists to exchange their ideas face to face together. The main focus of the EECM 2011 and the present 2 volumes "Advances in Electronic Engineering, Communication and Management" is on Power Engineering, Electrical engineering applications, Electrical machines, as well as Communication and Information Systems Engineering.

NETWORKS IN ACTION

COMMUNICATION, ECONOMICS AND HUMAN KNOWLEDGE

Springer Science & Business Media fifteen countries in Scandinavia, Europe, Asia, Australia, and U.S.A. All of them came to Stockholm primarily because they recognize the growing im portance of networks as complex systems, and their home institutions do not offer any systematic lectures on this topic. The Networks Course was originally initiated jointly by the Summer University of Southern Stockholm Foundation and the County Council of Stockholm, the Swedish Aviation Administration, the Swedish National Road Administration, the Swedish Post, the Swedish State Railways, and Telia AB. They have all served as joint sponsors and hosts for the Course. In the year 1993 the Course also was sponsored by the Swedish Transport and Communications Research Board. All these organizations have supported the publication of a series of key lectures from the Course, to be released as a single volume entitled Networks in Action. It is the ambition of the Foundation to create continuity in its activities for the future. The board has proposed to its principals to take a decision in this direction. It is my expectation that this will be the case for the Networks Course from 1995. This book will then serve as a basic reference for use in an era when the topic of Communication-Networks will be included on a permanent basis in the Summer University's agenda.

TECHNICAL NEWS BULLETIN

THEORY AND PRACTICE OF CRYPTOGRAPHY AND NETWORK SECURITY PROTOCOLS AND TECHNOLOGIES

BoD – Books on Demand In an age of explosive worldwide growth of electronic data storage and communications, effective protection of information has become a critical requirement. When used in coordination with other tools for ensuring information security, cryptography in all of its applications, including data confidentiality, data integrity, and user authentication, is a most powerful tool for protecting information. This book presents a collection of research work in the field of cryptography. It discusses some of the critical challenges that are being faced by the current computing world and also describes some mechanisms to defend against these challenges. It is a valuable source of knowledge for researchers, engineers, graduate and doctoral students working in the field of cryptography. It will also be useful for faculty members of graduate schools and universities.

JAVA NETWORK PROGRAMMING AND DISTRIBUTED COMPUTING

Addison-Wesley Professional Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

TECHNICAL NEWS BULLETIN

TECHNICAL NEWS BULLETIN OF THE NATIONAL BUREAU OF STANDARDS

REFERENCE DATA FOR ENGINEERS

RADIO, ELECTRONICS, COMPUTERS AND COMMUNICATIONS

Elsevier **Reference Data for Engineers is the most respected, reliable, and indispensable reference tool for technical professionals around the globe. Written by professionals for professionals, this book is a complete reference for engineers, covering a broad range of topics. It is the combined effort of 96 engineers, scientists, educators, and other recognized specialists in the fields of electronics, radio, computer, and communications technology. By providing an abundance of information on essential, need-to-know topics without heavy emphasis on complicated mathematics, Reference Data for Engineers is an absolute "must-have" for every engineer who requires comprehensive electrical, electronics, and communications data at his or her fingertips. Featured in the Ninth Edition is updated coverage on intellectual property and patents, probability and design, antennas, power electronics, rectifiers, power supplies, and properties of materials. Useful information on units, constants and conversion factors, active filter design, antennas, integrated circuits, surface acoustic wave design, and digital signal processing is also included. The Ninth Edition also offers new knowledge in the fields of satellite technology, space communication, microwave science, telecommunication, global positioning systems, frequency data, and radar. * Widely acclaimed as the most practical reference ever published for a wide range of electronics and computer professionals, from technicians through post-graduate engineers. * Provides a great way to learn or review the basics of various technologies, with a minimum of tables, equations, and other heavy math.**

INTRODUCTION TO ELECTRONIC ANALOGUE COMPUTERS

INTERNATIONAL SERIES OF MONOGRAPHS IN ELECTRONICS AND INSTRUMENTATION

Elsevier **Introduction to Electronic Analogue Computers, Second Revised Edition is based on the ideas and experience of a group of workers at the Royal Aircraft Establishment, Farnborough, Hants. This edition is almost entirely the work of Mr. K. C. Garner, of the College of Aeronautics, Cranfield. As various advances have been made in the technology involving electronic analogue computers, this book presents discussions on the said progress, including some acquaintance with the capabilities of electronic circuits and equipment. This text also provides a mathematical background including simple differential equations. It then further tackles topics on analog computers, including its types and functions. This book will be invaluable to students specializing in any computer related studies, as well as others interested in electronic analog computers.**

CURRENT ISSUES AND TRENDS IN KNOWLEDGE MANAGEMENT, DISCOVERY, AND TRANSFER

IGI Global **No matter the industry, the development of information technologies has transformed how information is distributed and used to predict trends. Collecting and identifying the most vital information, however, requires constant management and manipulation. Current Issues and Trends in Knowledge Management, Discovery, and Transfer is an essential reference source that discusses crucial practices for collaborating and distributing work as well as validating accrued knowledge from real-time data. Featuring research on topics such as dynamic knowledge, management systems, and sharing behavior, this book is ideally designed for academics, researchers, librarians, managing professionals, and students seeking coverage on knowledge acquisition and implementation across systems.**

DIMENSIONS

THE MAGAZINE OF THE NATIONAL BUREAU OF STANDARDS, U.S. DEPARTMENT OF COMMERCE

GLITCH ART IN THEORY AND PRACTICE

CRITICAL FAILURES AND POST-DIGITAL AESTHETICS

Taylor & Francis **Glitch Art in Theory and Practice: Critical Failures and Post-Digital Aesthetics explores the concept of "glitch" alongside contemporary digital political economy to develop a general theory of critical media using glitch as a case study and model, focusing specifically on examples of digital art and aesthetics. While prior literature on glitch practice in visual arts has been divided between historical discussions and social-political analyses, this work provides a rigorous, contemporary theoretical foundation and framework.**

UNDERSTANDING UMTS RADIO NETWORK MODELLING, PLANNING AND AUTOMATED OPTIMISATION

THEORY AND PRACTICE

John Wiley & Sons **This book sets out to provide the theoretical foundations that will enable radio network planners to plan model and optimize radio networks using state-of-the-art findings from around the globe. It adopts a logical approach, beginning with the background to the present status of UMTS radio network technology, before devoting equal coverage to planning, modelling and optimization issues. All key planning areas are covered, including the technical and legal implications of network infrastructure sharing, hierarchical cell structure (HCS) deployment, ultra-high-site deployment and the benefits and limitations of using computer-aided design (CAD) software. Theoretical models for UMTS technology are explained as generic system models, stand-alone services and mixed services. Business modelling theory and methods are put forward, taking in propagation calculations, link-level, UMTS static and UMTS dynamic simulations. The challenges and goals of the automated optimization process are explored in depth using cutting-edge cost function and optimization algorithms. This theory-based resource containing prolific illustrative case studies explains the reasons for UMTS radio networks performance issues and how to use this foundational knowledge to model, plan and optimize present and future systems.**

NETWORK-BASED LANGUAGE TEACHING

CONCEPTS AND PRACTICE

Cambridge University Press **This collection of research in on-line communication for second language learning inlcudes use of electronic mail, real-time writing and the World Wide Web. It analyses the theories underlying computer-assisted learning.**

BUREAU OF MINES PUBLICATIONS AND ARTICLES ... (WITH SUBJECT AND AUTHOR INDEX).

LIST OF BUREAU OF MINES PUBLICATIONS AND ARTICLES ... WITH SUBJECT AND AUTHOR INDEX

HANDS-ON NETWORKING FUNDAMENTALS

Cengage Learning **HANDS-ON-NETWORKING FUNDAMENTALS, Second Edition, helps readers learn network administration from the ground up. Designed to provide a solid foundation in essential concepts and methods, this detailed introduction requires no previous experience, covering all of the critical knowledge and skills information technology professionals need to work with network operating systems in a network administration environment. Like other textbooks in the Hands-On series, this highly practical guide features a variety of projects in every chapter, with activities integrated closely with core material to facilitate understanding, reinforce learning, and build essential skills at every step. Now thoroughly revised to reflect the latest advances in network technology, HANDS-ON-NETWORKING FUNDAMENTALS,Second Edition includes up-to-date coverage of key network operating systems, wireless and cellular networking, network protocols, and other important innovations in the field. Equally useful for students beginning to explore network administration and professionals preparing for certification, this book is a reliable, effective resource for networking success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.**

COMPUTER SUPPORTED COLLABORATIVE LEARNING

Springer Science & Business Media **Although research in collaborative learning has a fairly long history, dating back at least to the early work of Piaget and Vygotsky, it is only recently that workers have begun to apply some of its findings to the design of computer based learning systems. The early generation of the!le systems focused on their potential for supporting individual learning: learning could be self paced; teaching could be adapted to individual learners' needs. This was certainly the promise of the later generation of intelligent tutoring systems. However, this promise has yet to be realised. Not only are there still some very difficult research problems to solve in providing adaptive learning systems, but there are also some very real practical constraints on the widespread take up of individualised computer based instruction. Reseachers soon began to realise that the organisational, cultural and social contexts of the classroom have to be taken into account in designing systems to promote effective learning. Much of the work that goes on in classrooms is collaborative, whether by design or not. Teachers also need to be able to adapt the technology to their varying needs. Developments in technology, such as networking, have also contributed to changes in the way in which computers may be envisaged to support learning. In September 1989, a group of researchers met in Maratea, Italy, for a NATO-sponsored workshop on "Computer supported collaborative . learning". A total of 20 researchers from Europe (Belgium.**

INTERNATIONAL PRACTICE THEORY

Springer **International Practice Theory is the definitive introduction to the practice turn in world politics, providing an accessible, up-to-date guide to the approaches, concepts, methodologies and methods of the subject. Situating the study of practices in contemporary theory and reviewing approaches ranging from Bourdieu's praxeology and communities of practice to actor-network theory and pragmatic sociology, it documents how they can be used to study international practices empirically. The book features a discussion of how scholars can navigate ontological challenges such as order and change, micro and macro, bodies and objects, and power and critique. Interpreting practice theory as a**

methodological orientation, it also provides an essential guide for the design, execution and drafting of a praxiographic study.

SAAB TECHNICAL NOTES

COMPUTATIONAL ART THERAPY

Charles C Thomas Publisher This book is concerned with the interdisciplinary studies applying computer technologies to the theory and practice of art therapy. The contents consist of the author's sixteen papers published, twelve patents in Korea, Japan, and the U.S.A., and other relevant materials, all organized in a logical sequence. This book is intended for art therapy courses at upper undergraduate and graduate levels. No prior computer knowledge is assumed. Interpretation of drawings no longer needs to be done manually by the therapists themselves because, as this book argues, computerized systems can perform the steps of evaluation and interpretation. The difficult concept of computer science is explained in a simple and concrete way with illustrations, sample drawings, and case studies. This book explains statistical methods, various functions of a computer, technologies in digital image processing, computer algorithms, methodologies in expert systems, and the Bayesian network. All these elements can be used to improve the practice and theory in the evaluation of art and the interpretation of art. Readers do not need to worry about unfamiliar terms such as digital image, algorithm, expert system, and Bayesian network which appear here. Neither should they be concerned about pixel, cluster, edge, blurring, convex hull, regression, etc., the terms which appear later in the book. These terms will be explained with illustrations and drawings for easy understanding. Computational Art Therapy will not only promote the use of various art therapy tools but also provide a foundation for new methodologies through which art therapy researchers can develop their own methodologies to improve the practice and theory of art therapy. It will be of special interest to those studying art therapy, psychology, psychiatry, art, computer science and applied statistics.

COLLABORATIVE COMPUTING: NETWORKING, APPLICATIONS AND WORKSHARING

17TH EAI INTERNATIONAL CONFERENCE, COLLABORATECOM 2021, VIRTUAL EVENT, OCTOBER 16–18, 2021, PROCEEDINGS, PART II

Springer Nature

HUMAN-COMPUTER INTERACTION

THEORY AND PRACTICE

CRC Press This is the second volume in the HCI International Conference Proceedings 2003. See following arrangement for details.

DIGITAL CURRENCY: BREAKTHROUGHS IN RESEARCH AND PRACTICE

BREAKTHROUGHS IN RESEARCH AND PRACTICE

IGI Global Digital technology has revitalized the landscape of the global economy. As digital currency, such as bitcoin and IOTA, continues to become more prominent in society, conducting further research in this area is vital to promoting economic advancements. Digital Currency: Breakthroughs in Research and Practice is a critical source of academic knowledge on the use of computers, smartphones, and the internet to purchase goods and services using virtual currency. The security and privacy aspects of using digital currency are also explored. Highlighting a range of pertinent topics such as electronic commerce, online transaction payment, and web-based electronic money, this book is an ideal reference source for business executives, financial analysts, business professionals, economists, IT professionals, and researchers interested in emerging trends in digital currency and finance.

NETWORK CALCULUS

A THEORY OF DETERMINISTIC QUEUING SYSTEMS FOR THE INTERNET

Springer Network Calculus is a set of recent developments that provide deep insights into flow problems encountered in the Internet and in intranets. The first part of the book is a self-contained, introductory course on network calculus. It presents the core of network calculus, and shows how it can be applied to the Internet to obtain results that have physical interpretations of practical importance to network engineers. The second part serves as a mathematical reference used across the book. It presents the results from Min-plus algebra needed for network calculus. The third part contains more advanced material. It is appropriate reading for a graduate course and a source of reference for professionals in networking by surveying the state of the art of research and pointing to open problems in network calculus and its application in different fields, such as mulitmedia smoothing, aggregate scheduling, adaptive guarantees in Internet differential services, renegotiated reserved services, etc.