

American Automation Building Solutions Eyetoy

Cognetics and the locus of attention - Meanings, modes, monotony, and myths - Quantification - Unification - Navigation and other aspects of humane interfaces - Interface issues outside the user interface.

The 2-volume set LNCS 12242 and 12243 constitutes the refereed proceedings of the 7th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2020, held in Lecce, Italy, in September 2020. The 45 full papers and 14 short papers presented were carefully reviewed and selected from 99 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, 3D reconstruction visualization, and applications in the areas of cultural heritage, medicine, education, and industry. * The conference was held virtually due to the COVID-19 pandemic.*

A study of the relationship between platform and creative expression in the Atari VCS. The Atari Video Computer System dominated the home video game market so completely that “Atari” became the generic term for a video game console. The Atari VCS was affordable and offered the flexibility of changeable cartridges. Nearly a thousand of these were created, the most significant of which established new techniques, mechanics, and even entire genres. This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives. Studies of digital media have rarely investigated platforms—the systems underlying computing. This book (the first in a series of Platform Studies) does so, developing a critical approach that examines the relationship between platforms and creative expression. Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges: Combat, Adventure, Pac-Man, Yars' Revenge, Pitfall!, and Star Wars: The Empire Strikes Back. They describe the technical constraints and affordances of the system and track developments in programming, gameplay, interface, and aesthetics. Adventure, for example, was the first game to represent a virtual space larger than the screen (anticipating the boundless virtual spaces of such later games as World of Warcraft and Grand Theft Auto), by allowing the player to walk off one side into another space; and Star Wars: The Empire Strikes Back was an early instance of interaction between media properties and video games. Montfort and Bogost show that the Atari VCS—often considered merely a retro fetish object—is an essential part of the history of video games.

Volume 1 of the Textbook of Neural Repair and Rehabilitation covers the basic sciences relevant to recovery of function following injury to the nervous system.

Augmented Reality, Virtual Reality, and Computer Graphics

Prevention and Treatment of Childhood Obesity

A Practical Guide to Linux System Administration

The Age of Turbulence

Intelligent Virtual Agents

Machine Sensation

14th International Conference, ICCHP 2014, Paris, France, July 9-11, 2014, Proceedings, Part I

This book constitutes the refereed proceedings of the 6th International Conference on E-learning and Games, Edutainment 2011, held in Taipeh, Taiwan, in September 2011. The 42 full papers were carefully reviewed and selected from 130 submissions. The papers are organized in topical sections on: augmented and mixed reality in education; effectiveness of virtual reality for education; ubiquitous games and ubiquitous technology & learning; future classroom; e-reader and multi-touch; learning performance and achievement; learning by playing; game design and development; game-based learning/training; interactions in games; digital museum and technology, and behavior in games; educational robots and toys; e-learning platforms and tools; game engine/rendering/animations; game-assisted language learning; learning with robots and robotics education; e-portfolio and ICT-enhanced learning; game-based testing and assessment; trend, development and learning process of educational mini games; VR and edutainment.

The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

This book provides an introduction to the complex field of ubiquitous computing Ubiquitous Computing (also commonly referred to as Pervasive Computing) describes the ways in which current technological models, based upon three base designs: smart (mobile, wireless, service) devices, smart environments (of embedded system devices) and smart interaction (between devices), relate to and support a computing vision for a greater range of computer devices, used in a greater range of (human, ICT and physical) environments and activities. The author details the rich potential of ubiquitous computing, the challenges involved in making it a reality, and the prerequisite technological infrastructure. Additionally, the book discusses the application and convergence of several current major and future computing trends. Key Features: Provides an introduction to the complex field of ubiquitous computing Describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility: tabs, pads, boards, dust, skins and clay, enable the vision of ubiquitous computing Describes and explores how the three core designs (smart devices, environments and interaction) based upon current technology models can be applied to, and can evolve to, support a vision of ubiquitous computing and computing for the future Covers the principles of the following current technology models, including mobile wireless networks, service-oriented computing, human computer interaction, artificial intelligence, context-awareness, autonomous systems, micro-electromechanical systems, sensors, embedded controllers and robots Covers a range of interactions, between two or more UbiCom devices, between devices and people (HCI), between devices and the physical world. Includes an accompanying website with PowerPoint slides, problems and solutions, exercises, bibliography and further reading Graduate students in computer science, electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject. It will also be of interest to ICT professionals, software and network developers and others interested in future trends and models of computing and interaction over the next decades.

Marketing Strategy and Competitive Positioning 6e deals with the process of developing and implementing a marketing strategy. The book focuses on competitive positioning at the heart of marketing strategy and includes in-depth discussion of the processes used in marketing to achieve competitive advantage. The book is primarily about creating and sustaining superior performance in the marketplace. It focuses on the two central issues in marketing strategy formulation - the identification of target markets and the creation of a differential advantage. In doing that, it recognises the emergence of new potential target markets born of the recession and increased concern for climate change; and it examines ways in which firms can differentiate their offerings through the recognition of environmental and social concerns. The book is ideal for undergraduate and postgraduate students taking modules in Marketing Strategy, Marketing Management and Strategic Marketing Management.

Game User Experience Evaluation

Second International Conference on Social Robotics, ICSR 2010, Singapore, November 23-24, 2010. Proceedings

Third International Workshop, IVA 2001, Madrid, Spain, September 10-11, 2001. Proceedings

Avant-garde Videogames

Being Human

International GI-Dagstuhl Seminar 15283, Dagstuhl Castle, Germany, July 5-10, 2015, Revised Selected Papers

Technologies for Active Aging

Predicting the future is a risky game, and can often leave egg on one’s face. However when the organizers of the Intelligent Virtual Environments workshop at the European Conference on AI predicted that the field of Intelligent Virtual Agents would grow and mature rapidly, they were not wrong. From this small workshop spawned the successful one on Intelligent Virtual Agents, held in Manchester in 1999. This volume comprises the proceedings of the much larger third workshop held in Madrid, September 10 11, 2001, which successfully achieved the aim of taking a more international focus, bringing together researchers from all over the world. We received 35 submissions from 18 different countries in America, Asia, and Africa. The 16 papers presented at the conference and published here show the high quality of the work that is currently being done in this field. In addition, five contributions were selected as short papers, which were presented as posters at the workshop. This proceedings volume also includes the two prestigious papers presented at the workshop by our keynote speakers: Daniel Thalmann, Professor at the Swiss Federal Institute of Technology (EPFL) in Lausanne and Director of the Computer Graphics Lab., who talked about The Foundations to Build a Virtual Human Society. Jeff Rickel, Project Leader at the Information Sciences Institute and a Research Assistant Professor in the Department of Computer Science at the University of Southern California, who debated about Intelligent Virtual Agents for Education and Training: Opportunities and Challenges.

This book is designed to help newcomers and experienced users alike learn about Kubernetes. Its chapters are designed to introduce core Kubernetes concepts and to build on them to a level where running an application on a production cluster is a familiar, repeatable, and automated process. From there, more advanced topics are introduced, like how to manage a Kubernetes cluster itself.

This textbook introduces readers to digital business from a management standpoint. It provides an overview of the foundations of digital business with basics, activities and success factors, and an analytical view on user behavior. Dedicated chapters on mobile and social media present fundamental aspects, discuss applications and address key success factors. The Internet of Things (IoT) is subsequently introduced in the context of big data, cloud computing and connecting technologies, with a focus on industry 4.0, smart business services, smart homes and digital consumer applications, as well as artificial intelligence. The book then turns to digital business models in the B2C (business-to-consumer) and B2B (business-to-business) sectors. Building on the business model concepts, the book addresses digital business strategy, discussing the strategic digital business environment and digital business value activity systems (dVAsS), as well as strategy development in the context of digital business. Special chapters explore the implications of strategy for digital marketing and digital procurement. Lastly, the book discusses the fundamentals of digital business technologies and security, and provides an outline of digital business implementation. A comprehensive case study on Google/Alphabet, explaining Google’s organizational history, its integrated business model and its market environment, rounds out the book.

An exploration of avant-garde games that builds upon the formal and political modes of contemporary and historical art movements. The avant-garde challenges or leads culture; it opens up or redefines art forms and our perception of the way the world works. In this book, Brian Schrank describes the ways that the avant-garde emerges through videogames. Just as impressionism or cubism created alternative ways of making and viewing paintings, Schrank argues, avant-garde videogames create alternate ways of making and playing games. A mainstream game channels players into a tightly closed circuit of play; an avant-garde game opens up that circuit, revealing (and reveling in) its own nature as a game. We can evaluate the avant-garde, Schrank argues, according to how it opens up the experience of games (formal art) or the experience of being in the world (political art). He shows that different artists use different strategies to achieve an avant-garde perspective. Some fixate on form, others on politics; some take radical positions, others more complicit ones. Schrank examines these strategies and the artists who deploy them, looking closely at four varieties of avant-garde games: radical formal, which breaks up the flow of the game so players can engage with its materiality, sensuality, and conventionality; radical political, which plays with art and politics as well as fictions and everyday life; complicit formal, which treats videogames as a resource (like any other art medium) for contemporary art; and complicit political, which uses populist methods to blend life, art, play, and reality—as in alternate reality games, which adapt Situationist strategies for a mass audience.

Tips & Tricks for Using Your Brain

The Atari Video Computer System

New Perspectives in Information Systems and Technologies, Volume 2

Mind Hacks

Internet of Things. User-Centric IoT

6th International Conference on E-learning and Games, Edutainment 2011, Taipei, Taiwan, September 7-9, 2011, Proceedings

First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008 Erfurt, Germany, November 26-29, 2008, Proceedings

The brain is a fearsomely complex information-processing environment—one that often eludes our ability to understand it. At any given time, the brain is collecting, filtering, and analyzing information and, in response, performing countless intricate processes, some of which are automatic, some voluntary, some conscious, and some unconscious.Cognitive neuroscience is one of the ways we have to understand the workings of our minds. It's the study of the brain biology behind our mental functions: a collection of methods—like brain scanning and computational modeling—combined with a way of looking at psychological phenomena and discovering where, why, and how the brain makes them happen.Want to know more? Mind Hacks is a collection of probes into the moment-by-moment works of the brain. Using cognitive neuroscience, these experiments, tricks, and tips related to vision, motor skills, attention, cognition, subliminal perception, and more throw light on how the human brain works. Each hack examines specific operations of the brain. By seeing how the brain responds, we pick up clues about the architecture and design of the brain, learning a little bit more about how the brain is put together.Mind Hacks begins your exploration of the mind with a look inside the brain itself, using hacks such as "Transcranial Magnetic Stimulation: Turn On and Off Bits of the Brain" and "Tour the Cortex and the Four Lobes." Also among the 100 hacks in this book, you'll find: Release Eye Fixations for Faster Reactions See Movement When All is Still Feel the Presence and Loss of Attention Detect Sounds on the Margins of Certainty Mold Your Body Schema Test Your Handedness See a Person in Moving Lights Make Events Understandable as Cause-and-Effect Boost Memory by Using Context Understand Detail and the Limits of Attention Steven Johnson, author of "Mind Wide Open" writes in his foreword to the book, "These hacks amaze because they reveal the brain's hidden logic; they shed light on the cheats and shortcuts and latent assumptions our brains make about the world." If you want to know more about what's going on in your head, then Mind Hacks is the key—let yourself play with the interface between you and the world.

A theory of place for interaction design.

This book contains a selection of articles from The 2014 World Conference on Information Systems and Technologies (WorldCIST'14), held between the 15th and 18th of April in Funchal, Madeira, Portugal, a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Software Systems, Architectures, Applications and Tools; Computer Networks, Mobility and Pervasive Systems; Radar Technologies; Human-Computer Interaction; Health Informatics and Information Technologies in Education.

Evaluating interactive systems for their user experience (UX) is a standard approach in industry and research today. This book explores the areas of game design and development and Human Computer Interaction (HCI) as ways to understand the various contributing aspects of the overall gaming experience. Fully updated, extended and revised this book is based upon the original publication Evaluating User Experience in Games, and provides updated methods and approaches ranging from user- orientated methods to game specific approaches. New and emerging methods and areas explored include physiologically- orientated UX evaluation, user behaviour, telemetry based methods and social play as effective evaluation techniques for gaming design and evolving user-experience. Game User Experience Evaluation allows researchers, PhD students as well as game designers and developers to get an overview on available methods for all stages of the development life cycle.

Computers Helping People with Special Needs

Exploring Digital Design

Making Servers Work

Strategy, Business Models and Technology

Toward a Ludic Architecture

First International Conference, INTETAIN 2005, Madonna di Campaglio, Italy, November 30 - December 2, 2005, Proceedings

Multi-Disciplinary Design Practices

A fascinating, eclectic analysis of the changing geographies of play in contemporary society.

Chris P. Bacon, a disabled pig that became a YouTube sensation, describes his life living with a veterinarian's family, enjoying his popularity, and inspiring people the world over with his perseverance.

The essays in this book, written by researchers from both humanities and science, describe various theoretical and experimental approaches to adding medical ethics to a machine, what design features are necessary in order to achieve this, philosophical and practical questions concerning justice, rights, decision-making and responsibility in medical contexts, and accurately modeling essential physician-machine-patient relationships. In medical settings, machines are in close proximity with human beings: with patients who are in vulnerable states of health, who have disabilities of various kinds, with the very young or very old and with medical professionals. Machines in these contexts are undertaking important medical tasks that require emotional sensitivity, knowledge of medical codes, human dignity and privacy. As machine technology advances, ethical concerns become more urgent: should medical machines be programmed to follow a code of medical ethics? What theory or theories should constrain medical machine conduct? What design features are required? Should machines share responsibility with humans for the ethical consequences of medical actions? How ought clinical relationships involving machines to be modeled? Is a capacity for empathy and emotion detection necessary? What about consciousness? This collection is the first book that addresses these 21st-century concerns.

“Toward a Ludic Architecture” is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

Machine Medical Ethics

Entertainment Computing - ICEC 2004

Entertainment Computing and Serious Games

Interactive Storytelling

The Rise of Empathic Media

Social Robotics

New Directions for Designing Interactive Systems

The goal of this book is to bring together ideas from several different disciplines in order to examine the focus and aims that drive rehabilitation intervention and technology development. Specifically, the chapters in this book address the questions of what research is currently taking place to further develop rehabilitation, applied technology and how we have been able to modify and measure responses in both healthy and clinical populations using these technologies.

The two-volume set LNICST 150 and 151 constitutes the thoroughly refereed post-conference proceedings of the First International Internet of Things Summit, IoT360 2014, held in Rome, Italy, in October 2014. This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.

What happens when media technologies are able to interpret our feelings, emotions, moods, and intentions? In this cutting edge new book, Andrew McStay explores that very question and argues that these abilities result in a form of technological empathy. Offering a balanced and incisive overview of the issues raised by ‘Emotional AI’, this book: Provides a clear account of the social benefits and drawbacks of new media trends and technologies such as emoji, wearables and chatbots Demonstrates through empirical research how ‘empathic media’ have been developed and introduced both by start-ups and global tech corporations such as Facebook Helps readers understand the potential implications on everyday life and social relations through examples such as video-gaming, facial coding, virtual reality and cities Calls for a more critical approach to the rollout of emotional AI in public and private spheres Combining established theory with original analysis, this book will change the way students view, use and interact with new technologies. It should be required reading for students and researchers in media, communications, the social

sciences and beyond.

This book highlights practical sysadmin skills, common architectures that you'll encounter, and best practices that apply to automating and running systems at any scale, from one laptop or server to 1,000 or more. It is intended to help orient you within the discipline, and hopefully encourages you to learn more about system administration.

How to Do Things with Videogames

Textbook of Neural Repair and Rehabilitation

Racing the Beam

The Place of Play

Third International Conference, Eindhoven, The Netherlands, September 1-3, 2004, Proceedings

Architecture, Pervasive Computing, and Environmental Knowing

The papers in this volume were the fruitful scientific results of the Second International Conference on Social Robotics (ICSR), held during November 23–24, 2010 in Singapore, which was jointly organized by the Social Robotics Laboratory (SRL), Interactive Digital Media Institute (IDMI), the National University of Singapore and 2 Human Language Technology Department, the Institute for Infocomm Research (I R), A*STAR, Singapore. These papers address a range of topics in social robotics and its applications. We received paper submissions from America, Asia, and Europe. All the papers were reviewed by at least three referees from the 32-member Program Committee who were assembled from the global community of social robotics researchers. This volume contains the 42 papers that were selected to report on the latest developments and studies of social robotics in the areas of human–robot interaction; affective and cognitive sciences for interactive robots; design philosophies and software architectures for robots; learning, adaptation and evolution of robotic intelligence; and mechatronics and intelligent control. 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 Pureau, René H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinba, 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

This report is for anyone interested in the ramifications of our digital future and in ways society must adjust to the technological changes to come. It is also for those of us who work in the field of Human-Computer Interaction and who are concerned that our research agenda stays relevant in the years to come. Produced from a forum entitled HCI 2020: Human Values in a Digital Age, held in Sanlucar la Mayor, Spain on March 15-16, 2007. Convened by Richard Harper and Abigail Sellen of Microsoft Research Cambridge, Tom Rodden of the United Kingdom's Nottingham University, and Yvonne Rogers of the Open University.

This book constitutes the refereed proceedings of the First International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2005 held in Madonna di Campiglio, Italy in November/December 2005.

Among the intelligent computational technologies covered are adaptive media presentations, recommendation systems in media scalable crossmedia, affective user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, cross domain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humour, etc. The 21 revised full papers and 15 short papers presented together with 12 demonstration papers were carefully reviewed and selected from a total of 39 submissions. The papers cover a wide range of topics, including intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorers assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special populations (impaired, children, elderly).

Twelve Years a Slave

The Space of Play and Games

My Life So Far...

Intelligent Technologies for Interactive Entertainment

Debugging Game History

Human-computer Interaction in the Year 2020

Advanced Technologies in Rehabilitation

This volume, containing 24 papers and 19 poster papers, reviews the etiology and epidemiology of childhood obesity. It explores genetic and contributory environmental factors. It also describes recent research and educational efforts in prevention of the condition, including programmes aimed at high-risk minority populations.

Large surface computing devices (wall-mounted or tabletop) with touch interfaces and their application to collaborative data analysis, an increasingly important and prevalent activity, is the primary topic of this book. Our goals are to outline the fundamentals of surface computing (a still maturing technology), review relevant work on collaborative data analysis, describe frameworks for understanding collaborative processes, and provide a better understanding of the opportunities for research and development. We describe surfaces as display technologies with which people can interact directly, and emphasize how interaction design changes when designing for large surfaces. We review efforts to use large displays, surfaces or mixed display environments to enable collaborative analytic activity. Collaborative analysis is important in many domains, but to provide concrete examples and a specific focus, we frequently consider analysis work in the security domain, and in particular the challenges security personnel face in securing networks from attackers, and intelligence analysts encounter when analyzing intelligence data. Both of these activities are becoming increasingly collaborative endeavors, and there are huge opportunities for improving collaboration by leveraging surface computing. This work highlights for interaction designers and software developers the particular challenges and opportunities presented by interaction with surfaces. We have reviewed hundreds of recent research papers, and report on advancements in the fields of surface-enabled collaborative analytic work, interactive techniques for surface technologies, and useful theory that can provide direction to interaction design work. We also offer insight into issues that arise when developing applications for multi-touch surfaces derived from our own experiences creating collaborative applications. We present these insights at a level appropriate for all members of the software design and development team. Table of Contents: List of Figures / Acknowledgments / Figure Credits / Purpose and Direction / Surface Technologies and Collaborative Analysis Systems / Interacting with Surface Technologies / Collaborative Work Enabled by Surfaces / The Theory and the Design of Surface Applications / The Development of Surface Applications / Concluding Comments / Bibliography / Authors' Biographies

The two-volume set LNCS 8547 and 8548 constitutes the refereed proceedings of the 14th International Conference on Computers Helping People with Special Needs, ICCHP 2014, held in Paris, France, in July 2014. The 132 revised full papers and 55 short papers presented were carefully reviewed and selected from 362 submissions. The papers included in the first volume are organized in the following topical sections: accessible media; digital content and media accessibility; 25 years of the Web: weaving accessibility; towards e-inclusion for people with intellectual disabilities; the impact of PDF/UA on accessible PDF; accessibility of non-verbal communication; emotions for accessibility (E4A), games and entertainment software; accessibility and therapy; implementation and take-up of e-accessibility; accessibility and usability of mobile platforms for people with disabilities and elderly persons; portable and mobile platforms for people with disabilities and elderly persons; people with cognitive disabilities: AT, ICT and AAC; autism: ICT and AT; access to mathematics, science and music and blind and visually impaired people: AT, HCI and accessibility.

Emphasising the alien qualities of anthropomorphic technologies, Machine Sensation makes a conscious effort to increase rather than decrease the tension between nonhuman and human experience. In a series of rigorously executed cases studies, including natural user interfaces, artificial intelligence as well as sex robots, Leach shows how object-oriented ontology enables one to insist upon the unhuman nature of technology while acknowledging its immense power and significance in human life. Machine Sensation meticulously engages OOO, Actor Network Theory, the philosophy of technology, cybernetics and posthumanism in innovative and gripping ways.

Ubiquitous Computing

First International Summit, IoT360 2014, Rome, Italy, October 27-28, 2014, Revised Selected Papers, Part I

Digital Ground

Anthropomorphism and 'Natural' Interaction with Nonhumans

Kubernetes for Full-Stack Developers

Emotional AI

Toys and Digital Cultures

The advancement of information and communication technologies (ICT) has enabled broad use of ICT and facilitated the use of ICT in the private and personal domain. ICT-related industries are directing their business targets to home applications. Among these applications, entertainment will differentiate ICT applications in the private and personal market from the of 'ce. Comprehensive research and development on ICT - plications for entertainment will be different for the promotion of ICT use in the home and other places for leisure. So far engineering research and development on entertainment has never been really established in the academic communities. On the other hand entertainment-related industries such as the video and computer game industries have been growing rapidly in the last 10 years, and today the entertainment computing business outperforms the turnover of the movie industry. Entertainment robots are drawing the attention of young people. The event called RoboCup has been increasing the number of participants year by year. Entertainment technologies cover a broad range of products and services: movies, music, TV (including upcoming interactive TV), VCR, VoD (including music on demand), computer games, game consoles, video arcades, gaming machines, the Internet (e.g., chat rooms, board and card games, MUD), intelligent toys, edutainment, simulations, sport, theme parks, virtual reality, and upcoming service robots. The evolution of entertainment computing focuses on users' growing use of entertainment technologies at work, in school and at home, and the impact of this technology on their behavior. Nearly every working and living place has computers, and over two-thirds of children in industrialized countries have computers in their homes as well.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

The challenge of population aging requires innovative approaches to meet the needs of increasing numbers of older people. Emerging information and communication technologies (ICTs), such as pervasive computing and ambient assistive technology, have considerable potential for enhancing the quality of life of many older people by providing additional safety and security while also supporting mobility, independent living, and social participation. The proposed book will be a landmark publication in the area of technology and aging that will serve as a statement of the current state-of-the-art and as a pointer to directions for future research and emerging technologies, products, and services.

In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the New York Times and the New Yorker, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works.

In How to Do Things with Videogames, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. How to Do Things with Videogames offers a fresh starting point to more fully consider games' progress today and promise for the future.

A Critical Lexicon

Adventures in a New World

Smart Devices, Environments and Interactions

Marketing Strategy and Competitive Positioning, 7th Edition

Empowering Cognitive, Physical, Social and Communicative Skills Through Virtual Reality, Robots, Wearable Systems and Brain-computer Interfaces

Interaction Design

Digital Business and Electronic Commerce

From the bestselling author of The Map and the Territory and Capitalism in America The Age Of Turbulence is Alan Greenspan's incomparable reckoning with the contemporary financial world, channeled through his own experiences working in the command room of the global economy longer and with greater effect than any other single living figure. Following the arc of his remarkable life's journey through his more than eighteen-year tenure as chairman of the Federal Reserve Board to the present, in the second half of The Age of Turbulence Dr. Greenspan embarks on a magnificent tour d'horizon of the global economy. The distillation of a life's worth of wisdom and insight into an elegant expression of a coherent worldview, The Age of Turbulence will stand as Alan Greenspan's personal and intellectual legacy.

Machine Medical Ethics Springer

Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of the book Exploring Digital Design is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestøl, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practitioners will also find the book useful. Overall, Exploring Digital Design provides an excellent introduction to, and resource for, research into digital design.

This book constitutes the refereed proceedings of the First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008, held in Erfurt, Germany, in November 2008. The 19 revised full papers, 5 revised short papers, and 5 poster papers presented together with 3 invited lectures and 8 demo papers were carefully reviewed and selected from 62 submission. The papers are organized in topical sections on future perspectives on interactive digital storytelling, interactive storytelling applications, virtual characters and agents, user experience and dramatic immersion, architectures for story generation, models for drama management and interacting with stories, as well as authoring and creation of interactive narrative.

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