

## ***Basic Computing For The Older Generation***

This book constitutes the refereed proceedings of the IFIP TC 3 International Conference, KCKS 2010, held as a part of the 21th World Computer Congress, WCC 2010, in Brisbane, Australia, in September 2010. The 43 revised full papers presented were carefully reviewed and selected from numerous submissions. The range of issues cover many aspects of ICT in relation to competencies in the knowledge society; they present theory, research, applications and practical experiences on topics including but not limited to developing creativity,

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digital solidarity, e-management in education, informatics and programming knowledge technologies, lifelong learning, policy development, teacher(s) in a knowledge society, e-inclusion, AGORA: the IFIP initiative on lifelong learning, collective intelligence, digital literacy, educating ict professionals, formal and informal learning, innovations of assessment, networking and collaboration, problem solving teacher learning & creativity as well as teaching & learning 2.0. The application of e-government technologies has led to increased public participation and social inclusion, while allowing for greater government transparency.

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These technologies provide accessibility to online content and services while offering the public an active voice in governmental issues. E-Governance and Social Inclusion: Concepts and Cases presents current and emerging research about the implementation of technology in government and its broad social implications. This handbook aims to be a comprehensive reference publication for academicians, researchers, practitioners, students, and managers with an interest in e-government content and the ability for the public to access and utilize this technology.

\*First class handbooks for first-class learning \*Learning Made

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Simple, a colourful approach to support self-study and training courses alike \*Written by experienced trainers for inexperienced learners to succeed, matched to main qualifications Learning Made Simple books give you skills without frills. They are matched to the main qualifications, and written by experienced teachers and authors to make often tricky subjects simple to learn. Every book is designed carefully to provide bite-sized lessons matched to your needs. Using full colour throughout, and written by leading teachers and writers, Learning Made Simple books will help you learn new skills and develop your talents. Whether you are studying

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at college, training at work, or reading at home, aiming for a qualification or simply getting up to speed, Learning Made Simple books will give you the advantage of easy, well-organised training materials in a handy volume you can refer to again and again.

Informationweek

Advances in Physical Ergonomics  
and Human Factors

Handbook of Research on  
Education and Technology in a  
Changing Society

The SAGE Encyclopedia of Lifespan  
Human Development

Practical Applications, Second  
Edition

The two-volume set LNCS 10297 + 10298  
constitutes the refereed proceedings of th

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Third International Conference on Human Aspects of IT for the Aged Population, ITAP 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 83 papers presented in the two volumes of ITAP 2017 were organized in topical sections as follows: Part I: aging and technology acceptance; user-centred design for the elderly; product design for the elderly; aging and user experience; digital literacy and training. Part II: mobile and wearable interaction for the elderly; aging and social media; silver and intergenerational gaming; health care and assistive technologies and services for the elderly; aging and learning, working and leisure. Handbook of the Psychology of Aging, Ninth Edition tackles both the biological

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and environmental influences on behavior and the reciprocal interface between changes in the brain and behavior that span the adult lifespan. This information is very important to many features of daily life, from workplace to family, and in public policy matters. It is complex and new questions are continually raised about how behavior changes with age. Providing perspectives on the behavioral science of aging for diverse disciplines, the handbook explains how the role of behavior is organized and how it changes over the course of life. Along with parallel advances in research methodology, it explicates in great detail, patterns and sub patterns of behavior over the lifespan, and how it affects biological, health and social interactions. Covers preclinical neuropathology Examines age and sex differences in the process of aging Considers financial decision-making and

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capacity Explores mental health issues related to death and dying Discusses technology for older adults

First published in 1988. Professionals who are on the cutting edge of educational computing discuss, in this provocative new book, one of the most exciting prospects of the field--harnessing the power of the computer to enhance the development of problem-solving abilities. Here is everything that educators will need to know to use computers to improve higher level skills such as problem solving and critical thinking. Current aspects of problem-solving theory, a philosophical case for including programming languages in the curriculum, state-of-the-art research on computers and problem solving, and a look at problem-solving software are included in this comprehensive volume. The research and its application to instruction are grounded



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in problem-solving theory--making this book a unique and critical addition to the existing literature.

EBOOK: User Participation in Health and Social Care Research

Universal Access in Human-Computer Interaction: Aging and Assistive Environments

Third International Conference, ITAP 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part I

Services for Older People

Opportunities and Challenges for the Future

Online Communities as Agents of Change and Social Movements

*Just like the previous edition, this new edition aims to provide practical advice on how to create, develop, or improve office*

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*environments so that those individuals who work within them can do so comfortably and contently. Those environments include traditional purpose-built offices, home offices, vehicle interiors, or transient environments like train stations, hotels, and airports. Technology has changed radically since the first edition published in 2007. The new edition has been completely updated and offers simple, practical and effective advice that can be employed easily in any office environment, whether typical or atypical. Features Provides up-to-date advice on working with*

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*handheld devices and computers*  
*Outlines what can be done in non-office environments to make the worker more comfortable*  
*Offers updated case studies, which are more relevant to today's work, made possible by ever-advancing technology*  
*Includes an expanded section on accommodating workers with disabilities and covers new options available to assist the disabled so they can work effectively and comfortably*  
*Deals with the hidden area of work-related manual handling inside and outside the office*  
*This is a timely book, given the increasing emphasis on user participation in both*

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*research and health and social service provision, that can be read in conjunction with a more general book on research..."*  
*David Hicks, Liverpool John Moores University, UK*

*User participation in research is still in its relative infancy with many practical, ethical, moral, methodological and philosophical questions unanswered. This text gathers together an international set of authors to explore these issues and begin to forge some practical solutions to each of these concerns. The book includes contributions on the use and application of*

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*narrative approaches, intervention and evaluation research, methodological development and quality thresholds. It provides a practical framework for all groups wishing to undertake research based on the principles and values of user participation. The book is structured around ten original case studies which explore the use of participatory methods in practice with a variety of groups across diverse health, social care and community settings. These include older people, including those with dementia, people with learning disability, mental*

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*health service users and their carers, and children and young people. Unique and often groundbreaking studies from Australia, Sweden, the UK, and the USA are used to illustrate application of theory to research practice. In addition the text:*

- Considers the issues, challenges and rewards of user participation research*
- Draws on the actual experience of doing research and working with users*
- Includes the voices and contributions of users in reporting research*

*User Participation in Health and Social Care Research: Voices, Values and Evaluation is key reading*

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*for students, researchers, practitioners and users themselves wishing to undertake participative research involving service users.*

*There is no end in sight as the Fourth Industrial Revolution becomes more prevalent across the world. Artificial intelligence (AI) is making it imperative that machines and technology be integrated within the workplace. As the workforce ages, there has to be a way to acquire the tacit and explicit knowledge of these workers. The fields of human resource development and workforce development must lead in efforts to train and*

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*develop these workers for continuous technological change. Strategies for Attracting, Maintaining, and Balancing a Mature Workforce is an essential reference source that examines efforts for engaging, retaining, and utilizing an aging workforce in a workplace that is increasingly becoming more technology-centered and provides reskilling and upskilling strategies to address the skills gaps. The title compiles vital human resource and workforce development strategies that assist these professionals with helping all employees at all levels within the workforce attain work, keep*



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*their jobs, and grow in their development to assist others. Featuring research on topics such as organizational culture, career learning, and agile workforce, this book is ideally designed for managers, executives, recruiters, hiring professionals, managing directors, human resources professionals, business researchers, industry professionals, academicians, and students.*

*Hearing Before the Select Committee on Aging, House of Representatives, Ninety-eighth Congress, Second Session, May 22, 1984*

*Open and Distance Education*

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*in Australia, Europe and the  
Americas*

*Designing and Managing Your  
Research Project*

*Educational Computing and  
Problem Solving*

*Architectures, Algorithms,  
and Applications*

*Get Up and Running On Your  
Home PC*

This book provides information about the key areas needed for a successful project. It includes software skills, developing research objectives, writing proposals, literature reviews, getting ethics approval, seeking funding, managing a project, communicating research findings, and writing reports. There is also a chapter on working as an independent researcher.

The book includes numerous examples, checklists, and practical exercises designed to assist the learning of research skills and

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the completion of crucial project tasks. It covers procedures needed for conducting projects electronically and accessing information from the Internet.

The two volumes set LNCS 10913-10914 of SCSM 2018 constitutes the proceedings of the 10th International Conference on Social Computing and Social Media, SCSM 2018, held as part of the International Conference on Human-Computer Interaction, HCII 2018, held in Las Vegas, NV, USA, in July 2018. The total of 1171 papers and 160 posters presented at the 14 colocated HCII 2018 conferences. The papers were carefully reviewed and selected from 4346 submissions. These papers which are organized in the following topical sections: social media user experience, individual and social behavior in Social Media, privacy and ethical issues in Social Media, motivation and gamification in

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Social Media, social network analysis, and agents, models and algorithms in Social Media.

The goal of this comprehensive volume is to encourage volunteerism among retired and older people, for their own good and for the good of society. To this end, it documents the physical and psychosocial benefits, and the personal rewards, that derive from a productive volunteer experience. The book also discusses volunteerism in the context of changing concepts of aging and retirement in America, and presents an extensive listing of up-to-date opportunities for prospective volunteers, bringing the idea of volunteer work into the 21st century. Three appendices provide both hard data on the ways people volunteer in America today and specific guidance on learning how to use the Internet in volunteering--including a useful glossary of Internet terms. A list of

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sources cited, in print and on the Internet, and an index complete the work.

The "alternatives" Issue : Hearing Before the Special Committee on Aging, United States Senate, Ninety-fifth Congress, First Session. ...

Where and How Retired Americans Can Give Back

E-Governance and Social Inclusion:  
Concepts and Cases

Proceedings of the AHFE 2016

International Conference on Physical Ergonomics and Human Factors, July 27-31, 2016, Walt Disney World®, Florida, USA

Social Computing and Social Media. User Experience and Behavior

Computing for the Older and Wiser

This is the first volume of the two-volume set (CCIS 617 and CCIS 618) that contains extended abstracts of the posters presented during the 18th

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International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences was carefully reviewed and selected from 4354 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers 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. The papers included in this volume are organized in the following topical sections: design thinking, education and expertise; design and evaluation methods, techniques and tools; cognitive issues in HCI;

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information presentation and visualization; interaction design; design for older users; usable security and privacy; human modeling and ergonomics.

This book reports on the state of the art in physical ergonomics and is concerned with the design of products, process, services, and work systems to assure their productive, safe, and satisfying use by people. With focus on the human body's responses to physical and physiological work demands, repetitive strain injuries from repetition, vibration, force, and posture are the most common types of issues examined, along with their design implications. The book explores a wide range of topics in physical ergonomics, which includes the consequences of repetitive motion, materials handling, workplace safety, and usability in the

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use of portable devices, design, working postures, and the work environment. Mastering physical ergonomics and safety engineering concepts is fundamental to the creation of products and systems that people are able to use, as well as the avoidance of stresses and minimization of the risk of accidents. Based on the AHFE 2016 International Conference on Physical Ergonomics & Human Factors, held on July 27-31, 2016 in Walt Disney World®, Florida, USA, the book provides readers with a comprehensive view of the current challenges in Physical Ergonomics, which are a critical aspect in the design of any human-centered technological system, and factors influencing human performance. This book is open access under a CC BY 4.0 license. This book describes



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the history, structure and institutions of open and distance education in six countries: Australia, Brazil, Canada, Germany, the UK and the US. It discusses how open and distance education is evolving in a digital age to reflect the needs and circumstances of national higher education systems in these countries, and explores the similarities and differences between the ways in which they are organized and structured. It is the first book to make such comparisons and draw conclusions about the nature of open and distance education in the context of various national higher education systems. In a digital era with growing use of online education as well as open and distance education, this book is particularly useful for policy-makers and senior administrators who want to learn about organizing and

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expanding open and distance education provision. It is also a valuable reference for researchers, academics and students interested in understanding the different approaches to open and distance education.

Computers For Seniors For Dummies  
Australasian Conference on Information Systems 2018

The Engineering Handbook of Smart Technology for Aging, Disability, and Independence

Focus on Curriculum

U-M Computing News

Basic Computing for the Older Generation

**The bestselling guide—now in a new edition A computer provides a great resource for learning new things and**

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**keeping in touch with family and friends, but it may seem intimidating at first. The bestselling Computers For Seniors For Dummies is here to help the 50+ set conquer and overcome any uncertainty with clear-cut, easy-to-understand guidance on how to confidently navigate your computer and the Windows 10 operating system. Featuring large text and images, it's never been easier for seniors to smoothly click their way around a new PC. Even if you don't know a mouse from a megabyte, this book walks you through all the steps to**

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**choosing, setting up, and successfully using your new computer. Begin with learning how to turn the computer on and use the keyboard, and from there you'll progress to effortlessly finding your way around the new Windows 10 operating system. Explore all you can do with a computer:**

- Research topics of interest**
- Keep in touch with loved ones**
- Shop securely online**
- Find recipes and diet tips**

**If you've just purchased your first computer and need a plain-English introduction to getting started, *Computers For Seniors For Dummies* has you**

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**covered.**

**This title has been especially written for the over 50s using plain English and avoiding technical jargon. It applies to both laptop and desktop computers running Windows 8 and Windows RT.**

**An advanced look at smart technology to promote the independence of the elderly and disabled Ongoing research and advancements in technology are essential for the continuing independence of elderly and disabled persons. The Engineering Handbook of Smart Technology for Aging,**

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**Disability, and Independence** provides a thorough analysis of these technologies and the needs of the elderly and disabled, including a breakdown of demographics, government spending, growth rate, and much more. Each chapter is written by an expert in his or her respective field, and gives readers unparalleled insight into the research and developments in a multitude of important areas, including:

**User-need analyses, classifications, and policies**

**Assistive devices and systems for people with motor disabilities**

**Assistive devices**

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**and systems for people with visual and hearing impairments Human-machine interaction and virtual reality Assistive robotics Technology for user mobility and object manipulation Smart homes as assistant environments A discussion of emerging standards and guidelines to build accessible devices, tools, and environments This book is an indispensable resource for researchers and professionals in computer science, rehabilitation science, and clinical engineering. It also serves as a valuable textbook for graduate students**

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**in the aforementioned fields.**

**Microcomputer Edition**

**Basic Computer Games**

**Contemporary Ergonomics**

**1995**

**Introduction to Reconfigurable  
Computing**

**Role of the Public Assistance  
Program and of the Bureau of  
Public Assistance in Relation  
to Older Persons**

**National Perspectives in a  
Digital Age**

"This multiple-volume  
publication advances the  
emergent field of mobile  
computing offering  
research on approaches,  
observations and models



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pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

Computing for the Older & Wiser is a simple-to-follow user friendly guide aimed at the older generation introducing the basics of mastering a computer. Covering the latest release of Windows Vista Home Premium(TM) and Windows XP(TM), this book is designed for people who want straightforward instructions on how to use their home PC. Written in

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plain English, using no unintelligible 'computer speak' Adrian guides you step-by-step through the basics of computing including chapters on: Use of the keyboard and mouse  
Email and the Internet  
Customising your desktop  
Word processing  
Digital photography  
Useful websites and much more  
Useful tips and tricks and a question and answer revision section in each chapter will build your confidence, get you up-to-date and technologically savvy in no time! If you want to learn how to

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search and shop online,  
email or chat to family  
and friends, and you have  
the enthusiasm to learn a  
new skill then this book  
is for you. With  
explanatory screenshots in  
full colour Easy to read  
font Supplementary website  
- including additional  
exercises to help improve  
your PC skills, further  
online hints and tips, and  
a directory of useful  
resources.

[www.pcwisdom.co.uk](http://www.pcwisdom.co.uk)

"Computing for the Older &  
Wiser will take readers  
comfortably through  
getting started on their

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home PC. The content is similar to what we would take our clients through if they were to attend a class, which is exactly the right level." —Faye Lester, Computer Training Coordinator, Age Concern Camden, UK "I have not had so much fun for years" —Renee Moore, 79, pupil at Age Concern, Colchester, UK

Technology has become an integral part of our everyday lives. This trend in ubiquitous technology has also found its way into the learning process at every level of

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education. The Handbook of Research on Education and Technology in a Changing Society offers an in-depth description of concepts related to different areas, issues, and trends within education and technological integration in modern society. This handbook includes definitions and terms, as well as explanations of concepts and processes regarding the integration of technology into education. Addressing all pertinent issues and concerns in education and technology in our changing

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society with a wide breadth of discussion, this handbook is an essential collection for educators, academicians, students, researchers, and librarians.

Key Competencies in the Knowledge Society  
Strategies for Attracting, Maintaining, and Balancing a Mature Workforce  
Core Skills for Social and Health Research  
High Technology and Its Benefits for an Aging Population  
Basic Computing with Windows XP  
Library of Congress

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## Subject Headings

In approximately 800 signed articles by experts from a wide diversity of fields, this encyclopedia explores all individual and situational factors related to human development across the lifespan.

The bestselling guide to choosing a computer and getting online, fully updated for Windows 8! Whether you use your computer for bookkeeping, making travel plans, socializing, shopping, or just plain fun, computers are now an essential part of daily life. But it can be overwhelming to keep up with the technology as it continually evolves. This clear, friendly guide not only gets you up to speed on computer basics, it also covers the very latest information, like the changes you'll see with Windows 8. You'll learn to use the

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keyboard and mouse, navigate the Windows 8 operating system, access the Internet, create documents, keep safe online, and more. Packed with screenshots and illustrations, the new edition of this popular book is easy to follow, never intimidating, and always helpful. Starts with the basics and assumes no prior knowledge of computers Updates your current skills for the latest technology changes, such as the Windows 8 operating system Explains how to connect to the Internet, keep up with family and friends via e-mail and social media, find recipes and health information, book travel, manage your budget, and much more Shows you how to organize documents, work with files and folders, manage pictures and videos, and customize your



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desktop and system Offers tips and advice to help you avoid common pitfalls Take on technology with confidence and take advantage of all your computer can do with Computers for Seniors For Dummies, 3rd Edition! This work is a comprehensive study of the field. It provides an entry point to the novice willing to move in the research field reconfigurable computing, FPGA and system on programmable chip design. The book can also be used as teaching reference for a graduate course in computer engineering, or as reference to advance electrical and computer engineers. It provides a very strong theoretical and practical background to the field, from the early Estrin's machine to the very modern architecture such as embedded

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logic devices.

Concepts, Methodologies, Tools, and  
Applications

18th International Conference, HCI  
International 2016, Toronto, Canada,  
July 17-22, 2016, Proceedings, Part I  
10th International Conference, SCSM  
2018, Held as Part of HCI International  
2018, Las Vegas, NV, USA, July 15-20,  
2018, Proceedings, Part I

Concepts and Cases

Mobile Computing: Concepts,  
Methodologies, Tools, and Applications  
Health Care for Older Americans

The four-volume set LNCS  
8513-8516 constitutes the  
refereed proceedings of the  
8th International Conference  
on Universal Access in  
Human-Computer

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Interaction, UAHCI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 14 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems.

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The papers 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. The total of 251 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 75 papers included in this volume are organized in the following topical sections: design for aging; health and rehabilitation applications; accessible smart and assistive

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environments; assistive robots and mobility, navigation and safety.

Basic Computing for the Older Generation  
Severn House Paperbacks

The growing presence of social media and computer use has caused significant changes to community engagement. With the ubiquity of these technologies, there is increasing engagement in social and political policies and changes. Online Communities as Agents of Change and Social Movements is a pivotal

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reference source for the latest research on relevant theoretical and practical frameworks regarding online communities and social media as agents of social and political change. Featuring extensive coverage on relevant areas such as computer use, online engagement, and collective action, this publication is an ideal resource for researchers, academics, practitioners, and students in the fields of social psychology, social network analysis, media studies, information systems, and

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political science.

Handbook of the Psychology  
of Aging

The Senior Volunteer

Hearings, Reports and Prints  
of the Senate Special

Committee on Aging

Federal Register

Communication, Technology  
and Aging

Human Aspects of IT for the  
Aged Population. Aging,

Design and User Experience

*In this volume, acknowledged  
experts present state of the art  
reviews and empirical data on how  
aging affects personal  
communication, and how  
technology can contribute to*

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*improving communication efficacy. Chapters are divided into three sections. The first section provides a basic overview of issues in this field. The second section deals with socio-cultural issues. The final section addresses issues around training and compensation. The volume contains new research on heretofore unexplored areas within the field of aging, such as: computer use and design, internet use, and computer literacy. For gerontologists, psychologists, and other professionals interested in aging.*

*There are many teaching and curriculum programs that attempt to make education relevant to the wider sociocultural environment of*



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*learners. Volume 5 focuses on research on curriculum and teaching from a sociocultural perspective. Authors will discuss exemplary examples of research on curriculum initiatives, teaching resources, and teaching approaches that reflect a concern for sociocultural issues broadly defined, while also mapping out implications, future issues, and future research agendas. There will be chapters on reading mathematics, science, language, social science, history, music, health education, religious and moral education, information technology, vocational education, and multicultural studies. The text will be relevant to educators across*

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*all levels of education.*

*Office Ergonomics and Human  
Factors*

*8th International Conference,  
UAHCI 2014, Held as Part of HCI  
International 2014, Heraklion, Crete,  
Greece, June 22-27, 2014,  
Proceedings, Part III*

*HCI International 2016 – Posters'  
Extended Abstracts*

*IFIP TC 3 International Conference,  
KCKS 2010, Held as Part of WCC  
2010, Brisbane, Australia,  
September 20-23, 2010,  
Proceedings*