

Computer Science Academic Journal

The growing trend for high-quality computer science in school curricula has drawn recent attention in classrooms. With an increasingly information-based and global society, computer science education coupled with computational thinking has become an integral part of an experience for all students, given that these foundational concepts and skills intersect cross-disciplinarily with a set of me lives and work. While many agree that these concepts should be taught in schools, there are systematic inequities that exist to prevent students from accessing related computer science skills. The Handbook of Research on Equity in Computer Science in P-16 Education is a comprehensive reference book that highlights relevant issues, perspectives, and challenges in P-16 environments that relate to computer science or computational thinking and examines methods for challenging these inequities in hopes of allowing all students equal opportunities for learning these skills. Additionally, it explores the challenges and policies that are created to limit access and thus reinforce systems of power and privilege. The chapters highlight issues, perspectives, and challenges faced in P-16 environments, including the population of growing computer science teachers who are predominantly white and male, teacher preparation or lack of faculty expertise, professional development programs, and more. It is intended for teacher educators, K-12 teachers, high school counselors, college faculty in the computer science department, school administrators, curriculum and instructional designers, directors of teaching and students.

A variety of programming models relevant to scientists explained, with an emphasis on how programming constructs map to parts of the computer. What makes computer programs fast or slow? To answer this question, we have to get behind the abstractions of programming languages and look at how a computer really works. This book examines and explains a variety of scientific programming (scientists) with an emphasis on how programming constructs map to different parts of the computer's architecture. Two themes emerge: program speed and program modularity. Throughout this book, the premise is to "get under the hood" and the discussion is tied to specific programs. The book digs into linkers, compilers, operating systems, and computer architecture to understand how the programs it begins with a review of C/C++ and explanations of how libraries, linkers, and Makefiles work. Programming models covered include Pthreads, OpenMP, MPI, TCP/IP, and CUDA. The emphasis on how computers work leads the reader into computer architecture and occasionally into the operating system kernel. The operating system studied is Linux, the preferred platform for scientific computing. It allows users to peer into its inner workings. A brief appendix provides a useful table of machines used to time programs. The book's website (https://github.com/dvakarv/bk-spcj) has all the programs described in the book as well as a link to the html text. This book contains the papers presented at the International Workshop on Visual Form, held in Capri (Italy) on May 27-30, 1991. The workshop, sponsored by the International Association for Pattern Recognition (IAPR), has been jointly organized by the Dipartimento di Informatica e Sistemistica of the University of Naples and the Istituto di Cibernetica of the National Research Council of Italy, and feature of most patterns, so that recognition can often be attained through shape discrimination. The organizers of the workshop shared the general feeling manifested by researchers, that it was time for holding a meeting exclusively devoted to a feature so crucial for both human and machine perception. During this meeting, problems and prospects in the field of 2D and 3D shape analysis could be effectively, updated picture of the current research activity in which shape plays a central role. Indeed, many highly qualified researchers in the field positively reacted to the Call for Papers.

Introduction to Combinatorial Testing

Smart Grid as a Solution for Renewable and Efficient Energy

26th International Conference, COCOON 2020, Atlanta, GA, USA, August 29-31, 2020, Proceedings

The Art of Failure

A Pragmatic Introduction to the Coq Proof Assistant

Advances in Machine Learning and Signal Processing

How to achieve a happier and healthier game design process by connecting the creative aspects of game design with techniques for effective project management. This book teaches game designers, aspiring game developers, and game design students how to take a digital game project from start to finish—from conceptualizing and designing to building, playtesting, and iterating—while avoiding the uncontrolled overwork known among developers as “crunch.” Written by a legendary game designer, A Playful Production Process outlines a process that connects the creative aspects of game design with proven techniques for effective project management. The book outlines four project phases—ideation, preproduction, full production, and post-production—that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game.

Synthesis and Operability Strategies for Computer-Aided Modular Process Intensification presents state-of-the-art methodological developments and real-world applications for computer-aided process modeling, optimization and control, with a particular interest on process intensification systems. Each chapter consists of basic principles, model formulation, solution algorithm, and step-by-step implementation guidance on key procedures. Sections cover an overview on the current status of process intensification technologies, including challenges and opportunities, detail process synthesis, design and optimization, the operation of intensified processes under uncertainty, and the integration of design, operability and control. Advanced operability analysis, inherent safety analysis, and model-based control strategies developed in the community of process systems engineering are also introduced to assess process operational performance at the early design stage. Includes a survey of recent advances in modeling, optimization and control of process intensification systems Presents a modular synthesis approach for process design, integration and material selection in intensified process systems Provides advanced process operability, inherent safety tactics, and model-based control analysis approaches for the evaluation of process operational performance at the conceptual design stage Highlights a systematic framework for multiscale process design intensification integrated with operability and control Includes real-word application examples on intensified reaction and/or separation systems with targeted cost, energy and sustainability improvements

Peace Love Computer Science Journal. A great computer scientist gift for someone who studied computation and its applications. A cool programming notebook for a professional programmer who works in computing.

Visual Form

IoT

Security and Privacy Paradigm

SIAM Journal on Scientific Computing

Mathematical Structures for Computer Science

A Comprehensive Approach

As the need for proficient power resources continues to grow, it is becoming increasingly important to implement new strategies and technologies in energy distribution to meet consumption needs. The employment of smart grid networks assists in the efficient allocation of energy resources. Smart Grid as a Solution for Renewable and Efficient Energy features emergent research and trends in energy consumption and management, as well as communication techniques utilized to monitor power transmission and usage. Emphasizing developments and challenges occurring in the field, this book is a critical resource for researchers and students concerned with signal processing, power demand management, energy storage procedures, and control techniques within smart grid networks.

Grammatical Evolution: Evolutionary Automatic Programming in an Arbitrary Language provides the first comprehensive introduction to Grammatical Evolution, a novel approach to Genetic Programming that adopts principles from molecular biology in a simple and useful manner, coupled with the use of grammars to specify legal structures in a search. Grammatical Evolution's rich modularity gives a unique flexibility, making it possible to use alternative search strategies – whether evolutionary, deterministic or some other approach – and to even radically change its behavior by merely changing the grammar supplied. This approach to Genetic Programming represents a powerful new weapon in the Machine Learning toolkit that can be applied to a diverse set of problem domains.

The goal of Optimal Transport (OT) is to define geometric tools that are useful to compare probability distributions. Their use dates back to 1781. Recent years have witnessed a new revolution in the spread of OT, thanks to the emergence of approximate solvers that can scale to sizes and dimensions that are relevant to data sciences. Thanks to this newfound scalability, OT is being increasingly used to unlock various problems in imaging sciences (such as color or texture processing), computer vision and graphics (for shape manipulation) or machine learning (for regression, classification and density fitting). This monograph reviews OT with a bias toward numerical methods and their applications in data sciences, and sheds lights on the theoretical properties of OT that make it particularly useful for some of these applications. Computational Optimal Transport presents an overview of the main theoretical insights that support the practical effectiveness of OT before explaining how to turn these insights into fast computational schemes. Written for readers at all levels, the authors provide descriptions of foundational theory at two-levels. Generally accessible to all readers, more advanced readers can read the specially identified more general mathematical expositions of optimal transport tailored for discrete measures. Furthermore, several chapters deal with the interplay between continuous and discrete measures, and are thus targeting a more mathematically-inclined audience. This monograph will be a valuable reference for researchers and students wishing to get a thorough understanding of Computational Optimal Transport, a mathematical gem at the interface of probability, analysis and optimization.

Advances in Computer Science and Engineering

Automata on Infinite Words

Game Engine Architecture, Third Edition

The Making of a New Science

Evolutionary Automatic Programming in an Arbitrary Language

Computer Science and Engineering Education for Pre-collegiate Students and Teachers

Blockchain Technology for Emerging Applications: A Comprehensive Approach explores recent theories and applications of the execution of blockchain technology. Chapters look at a wide range of application areas, including healthcare, digital physical frameworks, web of-things, smart transportation frameworks, interruption identification frameworks, ballot-casting, architecture, smart urban communities, and digital rights administration. The book addresses the engineering, plan objectives, difficulties, constraints, and potential answers for blockchain-based frameworks. It also looks at blockchain-based design perspectives of these intelligent architectures for evaluating and interpreting real-world trends. Chapters expand on different models which have shown considerable success in dealing with an extensive range of applications, including their ability to extract complex hidden features and learn efficient representation in unsupervised environments for blockchain security pattern analysis. Introduces the basic architecture and taxonomy of blockchain technology Surveys the most recent developments and challenges in blockchain-enabled technology for various application domains with fundamental and technical depth Investigates how to devise secure and reliable applications and blockchain-enabled decentralized secure solutions using blockchain technology

This book includes the proceedings of the second International Conference on Advances in Computer Science and Engineering (CES 2012), which was held during January 13-14, 2012 in Sanya, China. The papers in these proceedings of CES 2012 focus on the researchers' advanced works in their fields of Computer Science and Engineering mainly organized in four topics, (1) Software Engineering, (2) Intelligent Computing, (3) Computer Networks, and (4) Artificial Intelligence Software.

This book reviews the state of the art in algorithmic approaches addressing the practical challenges that arise with hyperspectral image analysis tasks, with a focus on emerging trends in machine learning and image processing/understanding. It presents advances in deep learning, multiple instance learning, sparse representation based learning, low-dimensional manifold models, anomalous change detection, target recognition, sensor fusion and super-resolution for robust multispectral and hyperspectral image understanding. It presents research from leading international experts who have made foundational contributions in these areas. The book covers a diverse array of applications of multispectral/hyperspectral imagery in the context of these algorithms, including remote sensing, face recognition and biomedicine. This book would be particularly beneficial to graduate students and researchers who are taking advanced courses in (or are working in) the areas of image analysis, machine learning and remote sensing with multi-channel optical imagery. Researchers and professionals in academia and industry working in areas such as electrical engineering, civil and environmental engineering, geosciences and biomedical image processing, who work with multi-channel optical data will find this book useful.

International Journal of Technology Diffusion, Vol 3 ISS 2

African Journal of Mathematics and Computer Science Research

International Journal of Foundations of Computer Science

Computational Optimal Transport

Theory, Applications, Generalizations

Peace Love Computer Science Journal

This edition offers a pedagogically rich and intuitive introduction to discrete mathematics structures. It meets the needs of computer science majors by being both comprehensive and accessible.

Combinatorial testing of software analysis interactions among variables using a very small number of tests. This advanced approach has demonstrated success in providing strong, low-cost testing in real-world situations. Introduction to Combinatorial Testing presents a complete self-contained tutorial on advanced combinatorial testing methods for real-world software. The book introduces key concepts and procedures of combinatorial testing, explains how to use software tools for generating combinatorial tests, and shows how this approach can be integrated with existing practice. Detailed explanations and examples clarify how and why to use various techniques. Sections on cost and practical considerations describe tradeoffs and limitations that may impact resources or funding. While the authors introduce some of the theory and mathematics of combinatorial methods, readers can use the methods without in-depth knowledge of the underlying mathematics. Accessible to undergraduate students and researchers in computer science and engineering, this book illustrates the practical application of combinatorial methods in software testing. Giving pointers to freely available tools and offering resources on a supplementary website, the book encourages readers to apply these methods in their own testing projects.

5G IoT and Edge Computing for Smart Healthcare addresses the importance of a 5G IoT and Edge-Cognitive-Computing-based system for the successful implementation and realization of a smart-healthcare system. The book provides insights on 5G technologies, along with intelligent processing algorithms/processors that have been adopted for processing the medical data that would assist in addressing the challenges in computer-aided diagnosis and clinical risk analysis on a real-time basis. Each chapter is self-sufficient, solving real-time problems through novel approaches that help the audience acquire the right knowledge. With the progressive development of medical and communication - computer technologies, the healthcare system has seen a tremendous opportunity to support the demand of today's new requirements. Focuses on the advancement of 5G in terms of its security and privacy aspects, which is very important in health care systems Address advancements in signal processing and , more specifically, the cognitive computing algorithm to make the system more real-time Gives insights into various information-processing models and the architecture of layers to realize a 5G based smart health care system

Real Life Lessons From School Library Journal

International Journal of Computer Science and Security

Research in Computer Sciences

Synthesis and Operability Strategies for Computer-Aided Modular Process Intensification

The Beginnings of Electron Microscopy - Part 2

Handbook of Research on Equity in Computer Science in P-16 Education

This thesis documents the development of the Computer Science Academic Vocabulary List (CSAVL), a pedagogical tool intended for use by English-for-specific-purpose educators and material developers. A 3.5-million-word corpus of academic computer science textbooks and journal articles was developed in order to produce the CSAVL. This study draws on the improved methodologies used in the creation of recent lemma-based word lists such as the Academic Vocabulary List (AVL) and the Medical Academic Vocabulary List (MAVL), which take into account the discipline-specific meanings of academic vocabulary. The CSAVL provides specific information for each entry, including part of speech and CS-specific meanings in order to provide users with clues as to how each item is used within the context of academic CS. Based on the comparative analyses performed in this study, the CSAVL was found to be a more efficient tool for reaching an minimal level of academic CS reading comprehension than the widely-used Academic Word List (AWL), or the combination of the AWL with the Computer Science Word List (CSWL). Through coverage tests performed on a variety of corpora, CSAVL was shown to be representative of the written language of academic computer science and focused on the lemmas that are the most relevant to the context of written academic CS.

The Beginnings of Electron Microscopy - Part 2, the most 221 in the Advances in Imaging and Electronic Physics series, highlights new advances in the field, with this new volume presenting interesting chapters on Recollections from the Early Years: Canada-USA, My Recollection of the Early History of Our Work on Electron Optics and the Electron Microscope, Walter Hoppe (1917-1986), Reminiscences of the Development of Electron Optics and Electron Microscope Instrumentation in Japan, Early Electron Microscopy in The Netherlands, L. L. Marton, 1901-1979, The Invention of the Electron Fresnel Interference Biprism, The Development of the Scanning Electron Microscope, and much more. Provides the authority and expertise of leading contributors from an international board of authors Presents the latest research in Advances in Imaging and Electron Physics series

In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also covers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

A Publication of the Society for Industrial and Applied Mathematics

International Journal of Software Science and Computational Intelligence

Blockchain Technology for Emerging Applications

International Journal of Information Technology and Web Engineering (IJITWE).

Scientific Programming and Computer Architecture

A Playful Production Process

This book explains the development of theoretical computer science in its early stages, specifically from 1965 to 1990. The author is among the pioneers of theoretical computer science, and he guides the reader through the early stages of development of this new discipline. He explains the origins of the field, arising from disciplines such as logic, mathematics, and electronics, and he describes the evolution of the key principles of computing in strands such as computability, algorithms, and programming. But mainly it's a story about people – pioneers with diverse backgrounds and characters came together to overcome philosophical and institutional challenges and build a community. They collaborated on research efforts, they established schools and conferences, they developed the first related university courses, they taught generations of future researchers and practitioners, and they set up the key publications to communicate and archive their knowledge. The book is a fascinating insight into the field as it existed and evolved, it will be valuable reading for anyone interested in the history of computing.

This book is the first integrated treatment of sequences generated by finite automata and their generalizations.

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

5G IoT and Edge Computing for Smart Healthcare

A Personal Journey Through the Early Years of Theoretical Computer Science

Certified Programming with Dependent Types

A Computer Science Academic Vocabulary List

Annual Print and CD-ROM Archive Edition Volume 1 • 1995

Automatic Sequences

J UCS The Journal of Universal Computer Science-Annual Print and CD-ROM Archive Edition Volume 1 • 1995Springer Science & Business Media

Now more than ever, as a worldwide STEM community, we need to know what pre-collegiate teachers and students explore, learn, and implement in relation to computer science and engineering education. As computer science and engineering education are no longer "stand-alone" courses in pre-collegiate schools, how are pre-collegiate teachers and students learning about these topics? How can these subjects be integrated? Explore six articles in this book that directly relate to the currently hot topics of computer science and engineering education as they tie into pre-collegiate science, technology, and mathematics realms. There is a systematic review article to set the stage of the problem. Following this overview are two teacher-focused articles on professional development in computer science and entrepreneurship venture training. The final three articles focus on varying levels of student work including pre-collegiate secondary students' exploration of engineering design technology, future science teachers' (collegiate students) perceptions of engineering, and pre-collegiate future engineers' exploration of environmental radioactivity. All six articles speak to computer science and engineering education in pre-collegiate forums, but blend into the collegiate world for a look at what all audiences can bring to the conversation about these topics.

A handbook to the Coq software for writing and checking mathematical proofs, with a practical engineering focus. The technology of mechanized program verification can play a supporting role in many kinds of research projects in computer science, and related tools for formal proof-checking are seeing increasing adoption in mathematics and engineering. This book provides an introduction to the Coq software for writing and checking mathematical proofs. It takes a practical engineering focus throughout, emphasizing techniques that will help users to build, understand, and maintain large Coq developments and minimize the cost of code change over time. Two topics, rarely discussed elsewhere, are covered in detail: effective dependent typed programming (making productive use of a feature at the heart of the Coq system) and construction of domain-specific proof tactics. Almost every subject covered is also relevant to interactive computer theorem proving in general, not just program verification, demonstrated through examples of verified programs applied in many different sorts of formalizations. The book develops a unique automated proof style and applies it throughout; even experienced Coq users may benefit from reading about basic Coq concepts from this novel perspective. The book also offers a library of tactics, or programs that find proofs, designed for use with examples in the book. Readers will acquire the necessary skills to reimplement these tactics in other settings by the end of the book. All of the code appearing in the book is freely available online.

For Game Designers (and Everyone)

Occupational Outlook Handbook

Computing and Combinatorics

With Applications to Data Science

Directory of Electronic Journals, Newsletters, and Academic Discussion Lists

IoT: Security and Privacy Paradigm covers the evolution of security and privacy issues in the Internet of Things (IoT). It focuses on bringing all security and privacy related technologies into one source, so that students, researchers, and practitioners can refer to this book for easy understanding of IoT security and privacy issues. This edited book uses Security Engineering and Privacy-by-Design principles to design a secure to IoT ecosystem and to implement cyber-security solutions. This book takes the readers on a journey that begins with understanding the security issues in IoT-enabled technologies and how it can be applied in various aspects. It walks readers through engaging with security challenges and builds a safe infrastructure for IoT devices. The book helps readers gain an understand of security architecture through IoT and describes the state of the art of IoT countermeasures. It also differentiates security threats in IoT-enabled infrastructure from traditional ad hoc or infrastructural networks, and provides a comprehensive discussion on the security challenges and solutions in RFID, WSNs, in IoT. This book aims to provide the concepts of related technologies and novel findings of the researchers through its chapter organization. The primary audience includes specialists, researchers, graduate students, designers, experts and engineers who are focused on research and security related issues. Souvik Pal, PhD, has worked as Assistant Professor in Nalanda Institute of Technology, Bhubaneswar, and JIS College of Engineering, Kolkata (NAAC "A" Accredited College). He is the organizing Chair and Plenary Speaker of RICE Conference in Vietnam; and organizing co-convenor of ICICIT, Tunisia. He has served in many conferences as chair, keynote speaker, and he also chaired international conference sessions and presented session talks internationally. His research area includes Cloud Computing, Big Data, Wireless Sensor Network (WSN), Internet of Things, and Data Analytics. Vicente García-Díaz, PhD, is an Associate Professor in the Department of Computer Science at the University of Oviedo (Languages and Computer Systems area). He is also the editor of several special issues in prestigious journals such as Scientific Programming and International Journal of Interactive Multimedia and Artificial Intelligence. His research interests include eLearning, machine learning and the use of domain specific languages in different areas. Dao-Nhuong Le, PhD, is Deputy-Head of Faculty of Information Technology, and Vice-Director of Information Technology Apply and Foreign Language Training Center, Haiphong University, Vietnam. His area of research includes: evaluation computing and approximate algorithms, network communication, security and vulnerability, network performance analysis and simulation, IoT and image processing in biomedical. Presently, he is serving on the editorial board of several international journals and has authored nine computer science books published by Springer, Wiley, CRC Press, Lambert Publication, and Scholar Press.

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

This book constitutes the proceedings of the 26th International Conference on Computing and Combinatorics, COCOON 2020, held in Atlanta, GA, USA, in August 2020. Due to the COVID-19 pandemic COCOON 2020 was organized as a fully online conference. The 54 papers presented in this volume were carefully reviewed and selected from 126 submissions. The papers cover various topics, including algorithm design, approximation algorithm, graph theory, complexity theory, problem solving, optimization, computational biology, computational learning, communication network, logic, and game theory.

J UCS The Journal of Universal Computer Science

Journal of Database Management (Vol 23 ISS 1)

Game Engine Architecture, Second Edition

Hyperspectral Image Analysis

Scales on Censorship

Grammatical Evolution

J UCS is the electronic journal that covers all areas of computer science. The high quality of all accepted papers is ensured by a strict review process and an international editorial board of distinguished computer scientists. The online journal J UCS is a prototype for modern electronic publishing. Distributed via the Internet, it supports all the search and navigation tools of advanced online systems. This first annual print and CD-ROM archive edition contains all articles published online in J UCS during 1995. It allows easy and durable access without logging onto the Internet. Uniform citation of papers is guaranteed by identical page numbering and layout of all versions. J UCS is based on HyperWave (formerly Hyper-G), a networked hypermedia information system compatible with other systems.

Scales on Censorship: Real Life Lessons From School Library Journal connects Pat R. Scales collected columns, all written in response to active book challenges or questions of intellectual freedom and library ethics. These columns have a ripped from the headlines immediacy even as they reflect the core values and policies of librarianship. They are organized by topic and each is framed with a brief new introductory essay. Scales' powerful reputation and practical ethically-based solutions has made her a key spokesperson and support for librarians working under a censorship siege.

Analysis and Recognition

An Essay on the Pain of Playing Video Games