Leap Motion Ieee Paper

This book includes selected papers from the 13th IEEE International Conference on Multisensor Integration and Fusion for Intelligent Systems (MFI 2017) held in Daegu, Korea, November 16–22, 2017. It covers various topics, including sensor/actuator networks, distributed and cloud architectures, bio-inspired systems and evolutionary approaches, methods of cognitive sensor fusion, Bayesian approaches, fuzzy systems and neural networks, biomedical applications, autonomous land, sea and air vehicles, localization, tracking, SLAM, 3D perception, manipulation with multifinger hands, robotics, micro/nano systems, information fusion and sensors, and multimodal integration in HCI and HRI. The book is intended for robotics scientists, data and information fusion scientists, researchers and professionals at universities, research institutes and laboratories.

Science and innovation have the power to transform our lives andthe world we live in - for better or worse – in ways thatoften transcend borders and generations: from the innovation ofcomplex financial products that played such an important role inthe recent financial crisis to current proposals to intentionallyengineer our Earth's climate. The promise of science andinnovation brings with it ethical dilemmas and impacts which areoften uncertain and unpredictable: it is often only once these haveemerged that we feel able to control them. How do we undertakescience and innovation responsibly under such conditions, towardsnot only socially acceptable, but socially desirable goals and in away that is democratic, equitable and sustainable? Responsibleinnovation challenges us all to think about our responsibilitiesfor the future, as scientists, innovators and citizens, and to actupon these. This book begins with a description of the current landscape ofinnovation and in subsequent chapters offers perspectives on theemerging concept of responsible innovation and its historicalfoundations, including key elements of a responsible innovationapproach and examples of practical implementation. Written in a constructive and accessible way, ResponsibleInnovation includes chapters on: Innovation and its management in the 21st century A vision and framework for responsible innovation Concepts of future-oriented responsibility as an underpinningphilosophy Values – sensitive design Key themes of anticipation, reflection, deliberation andresponsiveness Multi – level governance and regulation Perspectives on responsible innovation in finance, ICT,geoengineering and nanotechnology Essentially multidisciplinary in nature, this landmark textcombines research from the fields of science and technologystudies, philosophy, innovation governance, business studies andbeyond to address the question, "How do we ensure theresponsible emergence of science and innovation insociety?"

This book constitutes the proceedings of the Third International Conference on Human Aspects of Information Security, Privacy, and Trust, HAS 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015 and received a total of 4843 submissions, of which 1462 papers and 246 posters were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers 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 62 papers presented in the HAS 2015 proceedings are organized in topical sections as follows: authentication, cybersecurity, privacy, security, and user behavior, security in social media and smart technologies, and security technologies.

This is the first volume of the two-volume set (CCIS 528 and CCIS 529) that contains extended abstracts of the posters presented during the 17th International Conference on

Human-Computer Interaction, HCII 2015, held in Heraklion, Crete, Greece in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 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 and evaluation methods, techniques and tools; cognitive and psychological issues in HCI; virtual, augmented and mixed reality; cross-cultural design; design for aging; children in HCI; product design; gesture, gaze and motion detection, modelling and recognition; reasoning, optimisation and machine learning for HCI; information processing and extraction for HCI; image and video processing for HCI; brain and physiological parameters monitoring; dialogue systems.

A Plain Language Guide to National Electrical Code, OSHA and NFPA 70E

Proceedings of International Conference on Computational Intelligence, Data Science and Cloud Computing

Designing Natural User Interfaces for Touch and Gesture

11th International Conference, ICSR 2019, Madrid, Spain, November 26–29, 2019, Proceedings

2018 International Conference on Signal Processing and Information Security (ICSPIS)

5th International Conference, DAPI 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9–14, 2017, Proceedings

Handbook of Research on Holistic Perspectives in Gamification for Clinical Practice

2020 Chinese Control and Decision Conference (CCDC)

The conference will cover a broad area of electrical and electronic engineering, computer science and engineering, biomedical engineering, industrial management It is targeted on results of research carried out by young researchers (Master and PhD students, engineers)

This book constitutes late breaking papers from the 22nd International Conference on Human-Computer Interaction, HCII 2020, which was held in July 2020. The conference was planned to take place in Copenhagen, Denmark, but had to change to a virtual conference mode due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings before the conference took place. In addition, a total of 333 papers and 144 posters are included in the volumes of the proceedings published after the conference as "Late Breaking Work" (papers and posters). These contributions address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems. The 59 late breaking papers presented in this volume address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems.

Cognitive Computing for Human-Robot Interaction: Principles and Practices explores the efforts that should ultimately enable society to take advantage of the often-heralded potential of robots to provide economical and sustainable computing applications. This book discusses each of these applications, presents working implementations, and combines coherent and original deliberative architecture for human–robot interactions (HRI). Supported by experimental results, it shows how explicit knowledge management promises to be instrumental in building richer and more natural HRI, by pushing for pervasive, human-level semantics within the robot's deliberative system for sustainable

computing applications. This book will be of special interest to academics, postgraduate students, and researchers working in the area of artificial intelligence and machine learning. Key features: Introduces several new contributions to the representation and management of humans in autonomous robotic systems; Explores the potential of cognitive computing, robots, and HRI to generate a deeper understanding and to provide a better contribution from robots to society; Engages with the potential repercussions of cognitive computing and HRI in the real world. Introduces several new contributions to the representation and management of humans in an autonomous robotic system Explores cognitive computing, robots and HRI, presenting a more in-depth understanding to make robots better for society Gives a challenging approach to those several repercussions of cognitive computing and HRI in the actual global scenario

Advances on P2P, Parallel, Grid, Cloud and Internet Computing

Third International Conference, HAS 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015. Proceedings

Social Robotics

Programming Computer Vision with Python

2020 17th International Multi Conference on Systems, Signals and Devices (SSD)

Fourth International Conference, ICAI 2021, Buenos Aires, Argentina, October 28–30, 2021, Proceedings

Human-Computer Interaction - INTERACT 2017

This volume presents the proceedings of the CLAIB 2016, held in Bucaramanga, Santander, Colombia, 26, 27 & 28 October 2016. The proceedings, presented by the Regional Council of Biomedical Engineering for Latin America (CORAL), offer research findings, experiences and activities between institutions and universities to develop Bioengineering, Biomedical Engineering and related sciences. The conferences of the American Congress of Biomedical Engineering are sponsored by the International Federation for Medical and Biological Engineering (IFMBE), Society for Engineering in Biology and Medicine (EMBS) and the Pan American Health Organization (PAHO), among other organizations and international agencies to bring together scientists, academics and biomedical engineers in Latin America and other continents in an environment conducive to exchange and professional growth.

Electrical and Computer Engineering

The aim of this conference is to allow participants an opportunity to discuss the recent developments in the field of computation technologies and review challenges faced by the community in the 21st century The conference consists of invited oral presentations and contributed posters To ensure an intense interaction amongst the researchers present at the conference, only a single session will be in progress at any given time Students are encouraged through a reduced registration fee and the possibility of limited logistical support Best student papers will be judged and awarded during the conference

This book includes selected papers presented at International Conference on Computational Intelligence, Data Science and Cloud Computing (IEM-ICDC) 2020, organized by the Department of Information Technology, Institute of Engineering & Management, Kolkata, India, during 25-27 September 2020. It presents substantial new research findings about AI and robotics, image processing and NLP, cloud computing and big data analytics as well as in cyber security, blockchain and IoT, and various allied fields. The book serves as a reference resource for researchers and practitioners in academia and industry.

How Great Teams Pay Off in the Knowledge Economy

22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings

Time-of-Flight Cameras and Microsoft KinectTM
Applied Informatics
16th IFIP TC 13 International Conference, Mumbai, India, September 25-29, 2017, Proceedings, Part II
E-Learning and Games
Distributed, Ambient and Pervasive Interactions

Chinese Control and Decision Conference is an annual international conference to create a forum for scientists, engineers and practitioners throughout the world to present the latest advancement in Control, Decision, Automation, Robotics and Emerging Technologies

P2P, Grid, Cloud and Internet computing technologies have been very fast established as breakthrough paradigms for solving complex problems by enabling aggregation and sharing of an increasing variety of distributed computational resources at large scale. The aim of this volume is to provide latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to P2P, Grid, Cloud and Internet computing as well as to reveal synergies among such large scale computing paradigms. This proceedings volume presents the results of the 11th International Conference on P2P, Parallel, Grid, Cloud And Internet Computing (3PGCIC-2016), held November 5-7, 2016, at Soonchunhyang University, Asan, Korea

Covering a broad range of fields from measurement and control to system analysis and design, from theory to application, and from software to hardware

Safety in any workplace is extremely important. In the case of the electrical industry, safety is critical and the codes and regulations which determine safe practices are both diverse and complicated. Employers, electricians, electrical system designers, inspectors, engineers and architects must comply with safety standards listed in the National Electrical Code, OSHA and NFPA 70E. Unfortunately, the publications which list these safety requirements are written in very technically advanced terms and the average person has an extremely difficult time understanding exactly what they need to do to ensure safe installations and working environments. Electrical Safety Code Manual will tie together the various regulations and practices for electrical safety and translate these complicated standards into easy to understand terms. This will result in a publication that is a practical, if not essential, asset to not only designers and company owners but to the electricians who must put compliance requirements into action in the field. Best-practice methods for accident prevention and electrical hazard avoidance Current safety regulations, including new standards from OSHA, NEC, NESC, and NFPA Information on low-, medium-, and high-voltage safety systems Step-by-step guidelines on safety audits Training program how-to's, from setup to rescue and first aid procedures

19th International Conference, HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings

13th International Conference, IHCI 2021, Kent, OH, USA, December 20–22, 2021, Revised Selected Papers

Responsible Innovation

Managing the Responsible Emergence of Science and Innovation in Society

11th International Conference, Edutainment 2017, Bournemouth, UK, June 26–28, 2017, Revised Selected Papers

Human Aspects of Information Security, Privacy, and Trust

2016 International Conference on Inventive Computation Technologies (ICICT)

The conference will cover a wide range of topics related to special issues of

Contro lSystems and Mathematical Modeling, Automation and using advanced knowledge in the Power Industry to solve scientific and practical production problems

The two-volume set LNCS 11751 and 11752 constitutes the refereed proceedings of the 20th International Conference on Image Analysis and Processing, ICIAP 2019, held in Trento, Italy, in September 2019. The 117 papers presented were carefully reviewed and selected from 207 submissions. The papers cover both classic and the most recent trends in image processing, computer vision, and pattern recognition, addressing both theoretical and applicative aspects. They are organized in the following topical sections: Video Analysis and Understanding; Pattern Recognition and Machine Learning; Deep Learning; Multiview Geometry and 3D Computer Vision; Image Analysis, Detection and Recognition; Multimedia; Biomedical and Assistive Technology; Digital Forensics; Image processing for Cultural Heritage.

From the acclaimed author of The Pencil and To Engineer Is Human, The Essential Engineer is an eye-opening exploration of the ways in which science and engineering must work together to address our world ' s most pressing issues, from dealing with climate change and the prevention of natural disasters to the development of efficient automobiles and the search for renewable energy sources. While the scientist may identify problems, it falls to the engineer to solve them. It is the inherent practicality of engineering, which takes into account structural, economic, environmental, and other factors that science often does not consider, that makes engineering vital to answering our most urgent concerns. Henry Petroski takes us inside the research, development, and debates surrounding the most critical challenges of our time, exploring the feasibility of biofuels, the progress of battery-operated cars, and the question of nuclear power. He gives us an in-depth investigation of the various options for renewable energy—among them solar, wind, tidal, and ethanol—explaining the benefits and risks of each. Will windmills soon populate our landscape the way they did in previous centuries? Will synthetic trees, said to be more efficient at absorbing harmful carbon dioxide than real trees, soon dot our prairies? Will we construct a " sunshade " in outer space to protect ourselves from dangerous rays? In many cases, the technology already exists. What ' s needed is not so much invention as engineering. Just as the great achievements of centuries past—the steamship, the airplane, the moon landing—once seemed beyond reach, the solutions to the twenty-first century ' s problems await only a similar coordination of science and engineering. Eloquently reasoned and written, The Essential Engineer identifies and illuminates these problems—and, above all, sets out a course for putting ideas into action.

Over the past decade, the healthcare industry has adopted games as a powerful tool for promoting personal health and wellness. Utilizing principles of gamification to engage patients with positive reinforcement, these games promote stronger attention to clinical and self-care guidelines, and offer exciting

possibilities for primary prevention. Targeting an audience of academics, researchers, practitioners, healthcare professionals, and even patients, the Handbook of Research on Holistic Perspectives in Gamification for Clinical Practices reviews current studies and empirical evidence, highlights critical principles of gamification, and fosters the increasing application of games at the practical, clinical level.

Image Analysis and Processing – ICIAP 2019

VII Latin American Congress on Biomedical Engineering CLAIB 2016, Bucaramanga, Santander, Colombia, October 26th -28th, 2016

Proceedings of the 11th International Conference on P2P, Parallel, Grid, Cloud and Internet Computing (3PGCIC–2016) November 5–7, 2016, Soonchunhyang University, Asan, Korea

Intelligent Human Computer Interaction

2020 Chinese Control and Decision Conference (CCDC)

Cognitive Computing for Human-Robot Interaction

This book constitutes the thoroughly refereed papers of the 4th International Conference on Applied Informatics, ICAI 2021, held in Buenos Aires, Argentina, in October, 2021.The 35 full papers were carefully reviewed and selected from 89 submissions. The papers are organized in topical sections on artificial intelligence; data analysis; decision systems; health care information systems; image processing; security services; simulation and emulation; smart cities; software and systems modeling; software design engineering.

LifeTech 2020 will bring together top technical professionals from the life science industry and academia, to exchange information and results of state of the art work on systems, devices, technologies, processes, and applications

If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and

techniques intended to avoid making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again

The Diversity Bonus

Electrical Safety Code Manual

2021 IEEE 12th Annual Ubiquitous Computing, Electronics & Mobile Communication Conference (UEMCON)

The Essential Engineer

An Edition of the Selected Papers from the 2017 IEEE International Conference on Multisensor Fusion and Integration for Intelligent Systems (MFI 2017)

Proceedings of the 12th International Conference on Complex, Intelligent, and Software Intensive Systems (CISIS-2018)

Tools and algorithms for analyzing images

The four-volume set LNCS 10513–10516 constitutes the proceedings of the 16th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2017, held in Mumbai, India, in September 2017. The total of 68 papers presented in these books was carefully reviewed and selected from 221 submissions. The contributions are organized in topical sections named: Part I: adaptive design and mobile applications; aging and disabilities; assistive technology for blind users; audience engagement; co-design studies; cultural differences and communication technology; design rationale and camera-control. Part II: digital inclusion; games; human perception, cognition and behavior; information on demand, on the move, and gesture interaction; interaction at the workplace; interaction with children. Part III: mediated communication in health; methods and tools for user interface evaluation; multi-touch interaction; new int eraction techniques; personalization and visualization; persuasive technology and rehabilitation; and pointing and target selection.

This book constitutes the refereed proceedings of the 11th International Conference on E-Learning and Games, Edutainment 2017, held in Bournemouth, United Kingdom, in June 2017. The 19 fulland 17 short papers presented were carefully reviewed and selected from 47 submissions. They are organized in the following topical sections: Virtual reality and augmented reality in edutainment; gamification for serious game and

training; graphics, imaging and applications; E-learning and game.

Signal processing and information security have an important impact on the advances in technologies The conference is an excellent forum for researchers from all over the world to submit papers of their research in the following topics

This book constitutes the refereed proceedings of the 11th International Conference on Social Robotics, ICSR 2019, held in Madrid, Spain, in November 2019.The 69 full papers presented were carefully reviewed and selected from 92 submissions. The theme of the 2018 conference is: Friendly Robotics.The papers focus on the following topics: perceptions and expectations of social robots; cognition and social values for social robots; verbal interaction with social robots; social cues and design of social robots; emotional and expressive interaction with social robots; collaborative SR and SR at the workplace; game approaches and applications to HRI; applications in health domain; robots at home and at public spaces; robots in education; technical innovations in social robotics; and privacy and safety of the social robots.

Complex, Intelligent, and Software Intensive Systems

Cognitive Infocommunications (CogInfoCom)

2020 IEEE 2nd Global Conference on Life Sciences and Technologies (LifeTech)

2020 International Conference on Information Science and Communications Technologies (ICISCT).

HCI International 2020 - Late Breaking Papers: Universal Access and Inclusive Design

2021 Signal Processing Symposium (SPSympo)

VR Technologies in Cultural Heritage

This book describes the theoretical foundations of cognitive infocommunications (CogInfoCom), and provides a survey on state-of-the-art solutions and applications within the field. The book covers aspects of cognitive infocommunications in research fields such as affective computing, BCI, future internet, HCI, HRI, sensory substitution, and virtual/augmented interactions, and also introduces newly proposed paradigms and initiatives under the field, including CogInfoCom channels, speechability and socio-cognitive ICT. The book focuses on describing the merging between humans and information and communications technology (ICT) at the level of cognitive capabilities with an approach towards developing future cognitive ICT. This open access book constitutes the refereed proceedings of the First International Conference on VR Technologies in

Cultural Heritage, VRTCH 2018, held in Brasov, Romania in May 2018. The 13 revised full papers along with the 5 short papers presented were carefully reviewed and selected from 21 submissions. The papers of this volume are organized in topical sections on data acquisition and modelling, visualization methods / audio, sensors and actuators, data management, restoration and digitization, cultural tourism.
The two-volume set LNCS 10271 and 10272 constitutes the refereed proceedings of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. The papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. They 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 cover the following topics: HCI theory and education; HCI, innovation and technology acceptance; interaction design and evaluation methods; user interface development; methods, tools, and architectures; multimodal interaction; and emotions in HCI.
This book provides a platform of scientific interaction between the three challenging and closely linked areas of ICT-enabled-application research and development: software intensive systems, complex systems and intelligent systems. Software intensive systems strongly interact with other systems, sensors, actuators, devices, other software systems and users. More and more domains are using software intensive systems, e.g. automotive and telecommunication systems, embedded systems in general, industrial automation systems and business applications. Moreover, web services offer a new platform for enabling software intensive systems. Complex systems research is focused on the overall understanding of systems rather than their components. Complex systems are characterized by the changing environments in which they interact. They evolve and adapt through internal and external dynamic interactions. The development of intelligent systems and agents, which are increasingly characterized by their use of ontologies and their logical foundations, offer impulses for both software

intensive systems and complex systems. Recent research in the field of intelligent systems, robotics, neuroscience, artificial intelligence, and cognitive sciences are vital for the future development and innovation of software intensive and complex systems.

International Conference, HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015. Proceedings, Part I

HCI International 2015 - Posters' Extended Abstracts

Multisensor Fusion and Integration in the Wake of Big Data, Deep Learning and Cyber Physical System

Human-Computer Interaction. User Interface Design, Development and Multimodality

Transactions on Edutainment XIII

Brave NUI World

Principles and Practices

What if workforce diversity is more than simply the right thing to do in order to make society more integrated and just? What if diversity can also improve the bottom line of businesses and other organizations facing complex challenges in the knowledge economy? It can. And The Diversity Bonus shows how and why. Scott Page, a leading thinker, writer, and speaker whose ideas and advice are sought after by corporations, nonprofits, universities, and governments around the world, makes a clear and compellingly pragmatic case for diversity and inclusion. He presents overwhelming evidence that teams that include different kinds of thinkers outperform homogenous groups on complex tasks, producing what he calls "diversity bonuses." These bonuses include improved problem solving, increased innovation, and more accurate predictions--all of which lead to better performance and results. Page shows that various types of cognitive diversity--differences in how people perceive, encode, analyze, and organize the same information and experiences--are linked to better outcomes. He then describes how these cognitive differences are influenced by other kinds of diversity, including racial and gender differences--in other words, identity diversity. Identity diversity, therefore, can also produce bonuses. Drawing on research in economics, psychology, computer science, and many other fields, The Diversity Bonus also tells the stories of people and organizations that have tapped the power of diversity to solve complex problems. And the book includes a challenging response from Katherine Phillips of the Columbia Business School. The result changes the way we think about diversity in the workplace--and far beyond it.

This book constitutes the refereed proceedings of the 5th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: designing and evaluating distributed, ambient and pervasive interactions; natural interaction; smart cities; art and cultural heritage in smart environments; smart environments for quality of life; smart environments for learning and creativity; and ambient games and humour.

FRUCT is a large cooperation framework between academia and industry in form of open innovations In avarage FRUCT conferences are attended by representatives of 25 universities from Europe and Asia, and industrial experts from many companies, e g, Dell, Samsung, Intel, Nokia, etc The conference is an R&D forum for the most active students, academic experts, industrial researchers and influential representatives of business and government The conference invites the world class academic and industrial researcher to give lectures on the most relevant topics, provides an opportunity for student teams to present progress and results of their R&D projects, meet new interesting people and form new teams The conference program includes intensive trainings on most relevant topic, keynote and invited talks, and highquality scientific sections

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others.

First International Conference, VRTCH 2018, Brasov, Romania, May 29–30, 2018, Revised Selected Papers

2019 24th Conference of Open Innovations Association (FRUCT)

2020 2nd International Conference on Control Systems, Mathematical Modeling, Automation and Energy Efficiency (SUMMA)

2019 58th Annual Conference of the Society of Instrument and Control Engineers of Japan (SICE)

20th International Conference, Trento, Italy, September 9–13, 2019, Proceedings, Part I

2021 IEEE Conference of Russian Young Researchers in Electrical and Electronic Engineering (ElConRus)

IEM-ICDC 2020

Various applications of signal processing with main interest in the medical applications and radar systems

Time-of-Flight Cameras and Microsoft KinectTM closely examines the technology and general characteristics of time-of-flight range cameras, and outlines the best methods for maximizing the data captured by these devices. This book also analyzes the calibration issues that some end-users may face when using these type of cameras for research, and suggests methods for improving the real-time 3D reconstruction of dynamic and static scenes. Time-of-Flight Cameras and Microsoft KinectTM is intended for researchers and advanced-level students as a reference guide for time-of-flight cameras. Practitioners working in a related field will also find the book valuable.