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KEY=UML - HAYNES BUCK

DESIGN PATTERNS

ELEMENTS OF REUSABLE OBJECT-ORIENTED SOFTWARE

Addison-Wesley *These texts cover the design of object-oriented software and examine how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included.*

APPLYING UML AND PATTERNS TRAINING COURSE

A DESKTOP SEMINAR FROM CRAIG LARMAN

Prentice Hall *Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.*

APPLYING UML AND PATTERNS

AN INTRODUCTION TO OBJECT-ORIENTED ANALYSIS AND DESIGN AND ITERATIVE DEVELOPMENT

Pearson *Presents a step-by-step process to master object-oriented analysis and design, from requirements gathering all the way to code generation, using the latest version of the industry standard modeling language. Original. (Advanced)*

APPLYING UML & PATTERNS 3RD EDITION

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

INFORMATION TECHNOLOGY FOR MANAGEMENT

ON-DEMAND STRATEGIES FOR PERFORMANCE, GROWTH AND SUSTAINABILITY

John Wiley & Sons *Information technology is ever-changing, and that means that those who are working, or planning to work, in the field of IT management must always be learning. In the new edition of the acclaimed Information Technology for Management, the latest developments in the real world of IT management are covered in detail thanks to the input of IT managers and practitioners from top companies and organizations from around the world. Focusing on both the underlying technological developments in the field and the important business drivers performance, growth and sustainability—the text will help students explore and understand the vital importance of IT's role vis-a-vis the three components of business performance improvement: people, processes, and technology. The book also features a blended learning approach that employs content that is presented visually, textually, and interactively to enable students with different learning styles to easily understand and retain information. Coverage of next technologies is up to date, including cutting-edged technologies, and case studies help to reinforce material in a way that few texts can.*

SYSTEMS ANALYSIS AND DESIGN: TECHNIQUES, METHODOLOGIES, APPROACHES, AND ARCHITECTURE

Routledge *For the last two decades, IS researchers have conducted empirical studies leading to better understanding of the impact of Systems Analysis and Design methods in business, managerial, and cultural contexts. SA & D research has established a balanced focus not only on technical issues, but also on organizational and social issues in the information society.This volume presents the very latest, state-of-the-art research by well-known figures in the field. The chapters are grouped into three categories: techniques, methodologies, and approaches.*

SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD

Thomson South-Western *Help your students develop the solid conceptual, technical, and managerial foundations they need for effective systems analysis design and implementation as well as strong project management skills for systems development with INTRODUCTION TO SYSTEMS ANALYSIS AND DESIGN: AN AGILE, ITERATIVE APPROACH, 6E, International Edition.Authors Satzinger, Jackson, and Burd use a popular, highly effective presentation to teach both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. Now streamlined to 14 chapters, this agile, iterative book emphasizes use case driven techniques as the authors focus on the content that's most important to know for success in systems analysis and design today.The book highlights use cases, use diagrams, and the use case descriptions required for a modeling approach, while demonstrating their application to traditional approaches, Web development approaches, object-oriented approaches, and service-oriented architecture approaches. Students become familiar with the most recent developments and tools as content reflects Microsoft® Project 2010. Expanded coverage of project management in this edition emphasizes issues critical for adaptive projects as well as the traditional predictive approach to projects. A new continuing case study, new mini-projects, and a "Best Practices" feature further strengthen the book's practical applications of skills learned.Expanded Instructor's Materials and CourseMate interactive online resources support the powerful approach found throughout INTRODUCTION TO SYSTEMS ANALYSIS AND DESIGN: AN AGILE, ITERATIVE APPROACH, 6E, International Edition and equip you with time-saving, effective tools to ensure your students gain the strong foundations and skills needed for systems analysis and design success.*

AGILE AND ITERATIVE DEVELOPMENT

A MANAGER'S GUIDE

Addison-Wesley Professional *This is the definitive guide for managers and students to agile and iterativedevelopment methods: what they are, how they work, how to implement them, andwhy they should.*

SOFTWARE MAINTENANCE - A MANAGEMENT PERSPECTIVE

(ISSUES, TOOLS, TECHNIQUES, AND TRENDS)

Universal-Publishers *Computer systems play an important role in our society. Software drives those systems. Massive investments of time and resources are made in developing and implementing these systems. Maintenance is inevitable. It is hard and costly. Considerable resources are required to keep the systems active and dependable. We cannot maintain software unless maintainability characters are built into the products and processes. There is an urgent need to reinforce software development practices based on quality and reliability principles. Though maintenance is a mini development lifecycle, it has its own problems. Maintenance issues need corresponding tools and techniques to address them. Software professionals are key players in maintenance. While development is an art and science, maintenance is a craft. We need to develop maintenance personnel to master this craft. Technology impact is very high in systems world today. We can no longer conduct business in the way we did before. That calls for reengineering systems and software. Even reengineered software needs maintenance, soon after its implementation. We have to take business knowledge, procedures, and data into the newly reengineered world. Software maintenance people can play an important role in this migration process. Software technology is moving into global and distributed networking environments. Client/server systems and object-orientation are on their way. Massively parallel processing systems and networking resources are changing database services into corporate data warehouses. Software engineering environments, rapid application development tools are changing the way we used to develop and maintain software. Software maintenance is moving from code maintenance to design maintenance, even onto specification maintenance. Modifications today are made at specification level, regenating the software components, testing and integrating them with the system. Eventually software maintenance has to manage the evolution and evolutionary characteristics of software systems. Software professionals have to maintain not only the software, but the momentum of change in systems and software. In this study, we observe various issues, tools and techniques, and the emerging trends in software technology with particular reference to maintenance. We are not searching for specific solutions. We are identifying issues and finding ways to manage them, live with them, and control their negative impact.*

INTELLIGENT SYSTEMS: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global *Ongoing advancements in modern technology have led to significant developments in intelligent systems. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Intelligent Systems: Concepts, Methodologies, Tools, and Applications contains a compendium of the latest academic material on the latest breakthroughs and recent progress in intelligent systems. Including innovative studies on information retrieval, artificial intelligence, and software engineering, this multi-volume book is an ideal source for researchers,*

professionals, academics, upper-level students, and practitioners interested in emerging perspectives in the field of intelligent systems.

COMPUTING HANDBOOK, THIRD EDITION

INFORMATION SYSTEMS AND INFORMATION TECHNOLOGY

CRC Press *Computing Handbook, Third Edition: Information Systems and Information Technology demonstrates the richness and breadth of the IS and IT disciplines. The second volume of this popular handbook explores their close links to the practice of using, managing, and developing IT-based solutions to advance the goals of modern organizational environments. Established leading experts and influential young researchers present introductions to the current status and future directions of research and give in-depth perspectives on the contributions of academic research to the practice of IS and IT development, use, and management Like the first volume, this second volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.*

SOFTWARE ENGINEERING

J. Ross Publishing *This book provides the software engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification, design, implementation, testing and management of software projects. It is aligned with the SWEBOK, Software Engineering Undergraduate Curriculum Guidelines and ACM Joint Task Force Curricula on Computing.*

OBJECT-ORIENTED TECHNOLOGY. ECOOP 2003 WORKSHOP READER

ECOOP 2003 WORKSHOPS, DARMSTADT, GERMANY, JULY 21-25, 2003, FINAL REPORTS

Springer *This volume represents the seventh edition of the ECOOP Workshop Reader, a compendiumofworkshopreportsfromthe17thEuropeanConferenceonObject- Oriented Programming (ECOOP 2003), held in Darmstadt, Germany, during July 21–25, 2003. The workshops were held during the ?rst two days of the conference. They cover a wide range of interesting and innovative topics in object-oriented te- nology and o?ered the participants an opportunity for interaction and lively discussion. Twenty-one workshops were selected from a total of 24 submissions based on their scienti?c merit, the actuality of the topic, and their potential for a lively interaction. Unfortunately, one workshop had to be cancelled. Special thanks are due to the workshop organizers who recorded and s- marized the discussions. We would also like to thank all the participants for their presentations and lively contributions to the discussion: they made this volume possible. Last, but not least, we wish to express our appreciation to the members of the organizing committee who put in countless hours setting up and coordinating the workshops. We hope that this snapshot of current object-oriented technology will prove stimulating to you. October 2003 Frank Buschmann Alejandro Buchmann Mariano Cilia Organization ECOOP 2003 was organized by the Software Technology Group, Department of Computer Science, Darmstadt University of Technology under the auspices of AITO (Association Internationale pour les Technologies Objets) in cooperation with ACM SIGPLAN. The proceedings of the main conference were published as LNCS 2743.*

SERVICE RESEARCH CHALLENGES AND SOLUTIONS FOR THE FUTURE INTERNET

S-CUBE - TOWARDS ENGINEERING, MANAGING AND ADAPTING SERVICE-BASED SYSTEMS

Springer Science & Business Media *S-Cube's Foundations for the Internet of Services Today's Internet is standing at a crossroads. The Internet has evolved from a source of information to a critical infrastructure which underpins our lives and economies. The demand for more multimedia content, more interconnected devices, more users, a richer user experience, services available any time and anywhere increases the pressure on existing networks and service platforms. The Internet needs a fundamental rearrangement to be ready to meet future needs. One of the areas of research for the Future Internet is the Internet of S- vices, a vision of the Internet where everything (e. g. , information, software, platforms and infrastructures) is available as a service. Services available on the Internet of Services can be used by anyone (if they are used according to the policies de?ned by the provider) and they can be extended with new services by anyone. Advantages of the Internet of Services include the p- sibility to build upon other people's e?orts and the little investment needed upfront to develop an application. The risk involved in pursuing new business ideas is diminished, and might lead to more innovative ideas being tried out in practice. It will lead to the appearance of new companies that are able to operate in niche areas, providing services to other companies that will be able to focus on their core business.*

PRODUCT FOCUSED SOFTWARE PROCESS IMPROVEMENT

SECOND INTERNATIONAL CONFERENCE, PROFES 2000, OULU, FINLAND, JUNE 20-22, 2000 PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the Second International Conference on Product Focused Software Process Improvement, PROFES 2000, held in Oulu, Finland, in June 2000.The 30 revised full papers presented were carefully reviewed and selected from a total of 60 submitted full papers. The book is divided into topical sections on process improvement, empirical software engineering, industrial experiences, methods and tools, software process and modeling, software and process measurement, and organizational learning and experience factory.*

ADVANCES IN VISUAL INFORMATICS

5TH INTERNATIONAL VISUAL INFORMATICS CONFERENCE, IVIC 2017, BANGI, MALAYSIA, NOVEMBER 28–30, 2017, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 5th International Conference on Advances in Visual Informatics, IVIC 2017, held in Bangi, Malaysia, in November 2017. The keynote and 72 papers presented were carefully reviewed and selected from 130 submissions. The papers are organized in the following topics: Visualization and Data Driven Technology; Engineering and Data Driven Innovation; Data Driven Societal Well-being and Applications; and Data Driven Cyber Security.*

OBJECT-ORIENTED ANALYSIS AND DESIGN WITH APPLICATIONS

Pearson Education *Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptoanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling- -as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and mange the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index*

MANAGING ITERATIVE SOFTWARE DEVELOPMENT PROJECTS

Addison-Wesley Professional *The Practical, Start-to-Finish Guide to Planning and Leading Iterative Software Projects Iterative processes have gained widespread acceptance because they help software developers reduce risk and cost, manage change, improve productivity, and deliver more effective, timely solutions. But conventional project management techniques don't work well in iterative projects, and newer iterative management techniques have been poorly documented. Managing Iterative Software Development Projects is the solution: a relentlessly practical guide to planning, organizing, estimating, staffing, and managing any iterative project, from start to finish. Leading iterative development experts Kurt Bittner and Ian Spence introduce a proven, scalable approach that improves both agility and control at the same time, satisfying the needs of developers, managers, and the business alike. Their techniques are easy to understand, and easy to use with any iterative methodology, from Rational Unified Process to Extreme Programming to the Microsoft Solutions Framework. Whatever your role--team leader, program manager, project manager, developer, sponsor, or user representative--this book will help you Understand the key drivers of success in iterative projects Leverage "time boxing" to define project lifecycles and measure results Use Unified Process phases to facilitate controlled iterative development Master core concepts of iterative project management, including layering and evolution Create project roadmaps, including release plans Discover key patterns of risk management, estimation, organization, and iteration planning Understand what must be controlled centrally, and what you can safely delegate Transition smoothly to iterative processes Scale iterative project management from the smallest to the largest projects Align software investments with the needs of the business Whether you are interested in software development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results–without overwhelming you and your team.*

TESTING OBJECT-ORIENTED SOFTWARE

LIFE CICLE SOLUTIONSS

Springer Science & Business Media *Addressing various aspects of object-oriented software techniques with respect to their impact on testing, this text argues that the testing of object-oriented software is not restricted to a single phase of software development. The book concentrates heavily on the testing of classes and of components or sub-systems, and a major part is devoted to this subject. C++ is used throughout this book that is intended for software practitioners, managers, researchers, students, or anyone interested in object-oriented technology and its impacts throughout the software*

engineering life-cycle.

AGENT-ORIENTED SOFTWARE ENGINEERING VIII

8TH INTERNATIONAL WORKSHOP, AOSE 2007, HONOLULU, HI, USA, MAY 14, 2007, REVISED SELECTED PAPERS

Springer *Software architectures that contain many dynamically interacting components, each with its own thread of control, engaging in complex coordination protocols, are difficult to correctly and efficiently engineer. Agent-oriented modelling techniques are important for the design and development of such applications. This book provides a diverse and interesting overview of the work that is currently being undertaken by a growing number of researchers in the area of Agent-Oriented Software Engineering. This volume constitutes the thoroughly refereed proceedings of the 8th International Workshop on Agent-Oriented Software Engineering, AOSE 2007, held in Honolulu, Hawaii in May 2007 as part of AAMAS 2007. The 16 revised full papers were carefully selected from numerous submissions during two rounds of reviewing and improvement. The volume contains the papers presented at the workshop, together with papers resulting from discussions on tools and platforms. The papers have been organized into four sections on: methodology and processes, interacting heterogeneous agents, system development issues, and tools and case studies.*

SERVICE-ORIENTED PERSPECTIVES IN DESIGN SCIENCE RESEARCH

6TH INTERNATIONAL CONFERENCE, DESRIST 2011, MILWAUKEE, WI, USA, MAY 5-6, 2011, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 6th International Conference on Service-Oriented Perspectives in Design Science Research, DERIST 2011, held in Milwaukee, WI, USA, in May 2011. The 29 revised full papers presented together with 5 revised short papers were carefully reviewed and selected from 50 submissions. The papers are organized in topical sections on design theory, design science research strategies, design methods and techniques, design evaluation, design guidelines, service-oriented perspectives in design science, process design, neuroscience in design research, and designing for social media.*

PRODUCT-FOCUSED SOFTWARE PROCESS IMPROVEMENT

14TH INTERNATIONAL CONFERENCE, PROFES 2013, PAPHOS, CYPRUS, JUNE 12-14, 2013, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 14th International Conference on Product-Focused Software Process Improvement, PROFES 2013, held in Paphos, Cyprus, in June 2013. The 22 revised full papers presented together with 10 short papers and 2 tutorial papers were carefully reviewed and selected from 41 submissions. The papers are organized in topical sections on empirical software engineering, software process improvement, managing software processes, software measurement, decision support in software engineering, safety-critical software engineering, and software maintenance.*

GUIDE TO APPLYING THE UML

Springer Science & Business Media *A tool-independent and process-independent roadmap for successfully applying the Unified Modeling Language (UML). UML is a modeling language for specifying, visualizing, constructing, and documenting the artifacts of a system-intensive process. It was originally conceived by Rational Software Corporation and three of the most prominent methodologists in the information systems and technology industry: Grady Booch, James Rumbaugh, and Ivar Jacobson. This text contains numerous practical real-world examples to help novice and expert users understand the whole language (holistically and cohesively), including rules of usage and principles of composition, style guidelines, and a roadmap for successfully applying the UML.*

ITERATIVE DESIGN OF TEACHING-LEARNING SEQUENCES

INTRODUCING THE SCIENCE OF MATERIALS IN EUROPEAN SCHOOLS

Springer *This book addresses a very important aspect of science education and science education research respectively: The research-based development of Teaching Learning Sequences. The authors elaborate on important theoretical issues as well as aspects of the design and iterative evolution of a several Teaching Learning Sequences in a modern scientific and technological field which is socially relevant and educationally significant. The book is divided into two parts. The first part includes a collection of papers discussing the theoretical foundations and characteristics of selected theoretical frameworks related to designing Teaching Learning Sequences, elaborate on common issues and draw on the wider perspective of design research in education. The second part contains a collection of papers presenting case studies concerning the design, implementation, iterative evolution and evaluation of Teaching and Learning Sequences in a variety of educational context. The case studies deal with a more or less new subject matter, a part of modern interdisciplinary science, material science, which enhances the connections between science and technology. From a wider perspective the case studies draw on existing theoretical ideas on inquiry in various contexts and provide powerful suggestions for contextualized innovation in a variety of school systems and existing practices.*

THE HUMAN-COMPUTER INTERACTION HANDBOOK

FUNDAMENTALS, EVOLVING TECHNOLOGIES AND EMERGING APPLICATIONS, THIRD EDITIION

CRC Press *The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications is a comprehensive survey of this fast-paced field that is of interest to all HCI practitioners, educators, consultants, and researchers. This includes computer scientists; industrial, electrical, and computer engineers; cognitive scientists; exp*

ADVANCES IN INFORMATION SYSTEMS DEVELOPMENT

NEW METHODS AND PRACTICE FOR THE NETWORKED SOCIETY VOLUME 2

Springer Science & Business Media *This volume carries the proceedings of the 15th International Conference on Information Systems Development (ISD). ISD progresses rapidly, continually creating new challenges. Progress in ISD comes from research as well as from practice. The aim of the Conference is to provide an international forum for the exchange of ideas and experiences between academia and industry, and to stimulate exploration of new solutions.*

SOFTWARE ENGINEERING FOR IMAGE PROCESSING SYSTEMS

CRC Press *Software Engineering for Image Processing Systems creates a modern engineering framework for the specification, design, coding, testing, and maintenance of image processing software and systems. The text is designed to benefit not only software engineers, but also workers with backgrounds in mathematics, the physical sciences, and other engineering*

STANDARDS AND STANDARDIZATION: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global *Effective communication requires a common language, a truth that applies to science and mathematics as much as it does to culture and conversation. Standards and Standardization: Concepts, Methodologies, Tools, and Applications addresses the necessity of a common system of measurement in all technical communications and endeavors, in addition to the need for common rules and guidelines for regulating such enterprises. This multivolume reference will be of practical and theoretical significance to researchers, scientists, engineers, teachers, and students in a wide array of disciplines.*

ARCHITECTURE & SUSTAINABLE DEVELOPMENT (VOL.2)

27TH INTERNATIONAL CONFERENCE ON PASSIVE AND LOW ENERGY ARCHITECTURE

Presses univ. de Louvain *This book of Proceedings presents the latest thinking and research in the rapidly evolving world of architecture and sustainable development through 255 selected papers by authors coming from over 60 countries.*

INTRODUCTION TO SYSTEMS ANALYSIS AND DESIGN

This Cengage Technology Edition is the result of an innovative and collaborative development process. The textbook retains the hallmark approach of this respected text, whilst presenting the content in a print and digital hybrid that has been tailored to meet the rapidly developing demands of today's lecturers and students. This blended solution offers a streamlined textbook for greater accessibility and convenience, complemented by a bolstered online presence, for a truly multi-faceted learning experience.Now in its sixth edition, Introduction to Systems Analysis and Design: An Agile, Iterative Approach continues to be a market leading text in its field, teaching both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The text provides a thorough treatment of such topics as use cases, object-oriented modeling, comprehensive project management, the unified modeling language, and Agile techniques. This new edition uses an innovative approach to teaching systems analysis and design, taking advantage of the new teaching tools and techniques that are now available.

OBJECT-ORIENTED PROGRAMMING WITH ACTIONSCRIPT 2.0

New Riders *Updated to cover the functionality and ActionScripting changes that have come with the release of Flash MX Professional 2004, this edition brings more clarity to the use of object-oriented programming for developing Flash applications. Topics include object design, basic patterns, using components, and debugging applications, all covered with a backdrop of a sample application.*

MODEL-DRIVEN ORGANIZATIONAL AND BUSINESS AGILITY

SECOND INTERNATIONAL WORKSHOP, MOBA 2022, LEUVEN, BELGIUM, JUNE 6–7, 2022, REVISED SELECTED PAPERS

Springer Nature *This book constitutes the proceedings of the Second International Workshop on Model-Driven Organizational and Business Agility, MOBA 2022, which took place in Leuven, Belgium, in June 2022. MOBA was launched with the purpose of fetching scientific rigor into the agile practice within an entire enterprise, especially focusing on the role of models and modeling. The 10 papers presented in this volume were carefully reviewed and selected from 22 submissions. They cover topics like business intelligence, agile business rules, agile software development, adaptive domain-specific interfaces, or reconfigurable software architectures.*

SERIOUS GAMES

JOINT INTERNATIONAL CONFERENCE, JCSG 2021, VIRTUAL EVENT, JANUARY 12–13, 2022, PROCEEDINGS

Springer Nature *This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JSCG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains.*

SOFTWARE ARCHITECTURE FOUNDATION

CPSA FOUNDATION® EXAM PREPARATION

Van Haren *This book covers everything you need to master the iSAQB© Certified Professional for Software Architecture - Foundation Level (CPSA-F) certification. This internationally renowned education and certification schema defines various learning path for practical software architects. This book concentrates on the foundation level examination. It explains and clarifies all 40+ learning goals of the CPSA-F© curriculum. In addition, you find step-by-step preparation guide for the examination. Please beware: This book is not meant as a replacement for existing software architecture books and courses, but strongly focusses on explaining and clarifying the iSAQB CPSA-F foundation.*

MORGAN KAUFMANN SERIES IN DATA MANAGEMENT SYSTEMS

DESIGNING DATA-INTENSIVE WEB APPLICATIONS

Morgan Kaufmann *This text represents a breakthrough in the process underlying the design of the increasingly common and important data-driven Web applications.*

ANALYSIS TECHNIQUES FOR HUMAN-MACHINE SYSTEMS DESIGN

A REPORT PRODUCED UNDER THE AUSPICES OF NATO DEFENCE RESEARCH GROUP PANEL 8

INFORMATION SYSTEMS AND NEW APPLICATIONS IN THE SERVICE SECTOR: MODELS AND METHODS

MODELS AND METHODS

IGI Global *"This book examines current, state-of-the-art research in the area of service sectors and their interactions, linkages, applications, and support using information systems"--Provided by publisher.*

HANDBOOK OF RESEARCH ON RECENT DEVELOPMENTS IN MATERIALS SCIENCE AND CORROSION ENGINEERING EDUCATION

IGI Global *The latest research innovations and enhanced technologies have altered the discipline of materials science and engineering. As a direct result of these developments, new trends in Materials Science and Engineering (MSE) pedagogy have emerged that require attention. The Handbook of Research on Recent Developments in Materials Science and Corrosion Engineering Education brings together innovative and current advances in the curriculum design and course content of MSE education programs. Focusing on the application of instructional strategies, pedagogical frameworks, and career preparation techniques, this book is an essential reference source for academicians, engineering practitioners, researchers, and industry professionals interested in emerging and future trends in MSE training and education.*

THE ENGINEERING OF SPORT 6

VOLUME 3: DEVELOPMENTS FOR INNOVATION

Springer Science & Business Media *This proceedings volume of the ISEA 2006 examines sports engineering, an interdisciplinary subject which encompasses and integrates not only sports science and engineering but also biomechanics, physiology and anatomy, and motion physics. This is the first title of its kind in the emerging field of sports technology.*

ENCYCLOPEDIA OF LIBRARY AND INFORMATION SCIENCE

VOLUME 72: SUPPLEMENT 35

CRC Press *This supplement covers topics ranging from academic library funding to visual information querying.*