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KEY=SMARTPHONE - GEMMA KAUFMAN

Handbook of Research on Human Social Interaction in the Age of Mobile Devices IGI Global Digital innovations, such as mobile technologies, have had a significant impact on the way people relate to one another, as well as the way they obtain and distribute information. As mobile devices continue to evolve, it has become easier to socialize; however, these mobile advancements have also made certain aspects of interaction more complex. The Handbook of Research on Human Social Interaction in the Age of Mobile Devices features an interdisciplinary perspective on mobile innovations and the use of this technology in daily life. Investigating the successes, issues, and challenges of the utilization of mobile technology, this handbook of research is a comprehensive reference source for professionals, educators, policymakers, and students interested in the impact these devices have on digital interaction, media, and communication. **Mobile Applikationen 1 Interdisziplinäre Entwicklung am Beispiel des Mobile Learning Springer-Verlag** Die Mobilisierung unserer Gesellschaft trifft auf zahlreiche Entwicklungsprojekte mobiler Applikationen, die zunächst enthusiastisch begonnen wurden, letztlich aber gescheitert sind. Am Beispiel des Mobile Learning stellt Philipp Maske in diesem zweibändigen Werk heraus, dass Entwicklungsprozesse mobiler Applikationen von einem bisher unerforschten interdisziplinären Wirknetzwerk der Dimensionen Ökonomie, Technologie und Didaktik beeinflusst werden. Basierend auf diesem Wirknetzwerk wird ein Vorgehensmodell als Instrument der gestaltungsorientierten Wirtschaft konstruiert, dessen Nützlichkeit anhand einer Fallstudienimplementierung bewertet wird. **Learning Technology A Handbook for FE Teachers and Assessors Critical Publishing** This is an accessible, practical and up to date book specifically targeted at further education (FE) and post-16 teachers,

whatever your academic or vocational specialism. Important changes in policy, landscape and digital technology itself mean that digital capability is key for learners, no matter what subject they study. You should therefore develop your digital capabilities as a basic competence in order to embrace current digital tools, apps and techniques to the pedagogy of teaching FE. The book provides you with the knowledge and skills required to source information learning technology (ILT) and content to convert traditional learning and teaching resources into engaging and interactive online material. It is designed around each aspect of the teaching and training cycle - identifying needs, planning and designing, delivering and facilitating, assessing and evaluating - and includes: when to use ILT / eLearning barriers to implementing digital learning the importance of digital capabilities ways of keeping up to date and continuing professional development.

Social Workers' Desk Reference Oxford University Press, USA People all over the world are confronted by issues such as poverty, a lack of access to quality education, unaffordable and or inadequate housing, and a lack of needed health and mental services on a daily basis. Due to these issues, there is a need for social workers who have access to relevant and timely scholarly materials in order to meet the needs of those facing these issues. The social, psychological, and biological factors resulting from these issues determine the level of a person's mental health at any given point in time and it is necessary for social workers to continue to evolve and develop to the new faces and challenges of the times in order to adequately understand the effects of these issues. In the first and second editions of the Social Workers' Desk Reference, the changes that were occurring in social work practice, education, and research were highlighted and focused upon. This third edition continues in the same tradition and continues to respond to the changes occurring in society and how they are impacting the education, research, and practice of social work as a whole. With 159 chapters collaboratively written by luminaries in the profession, this third edition serves as a comprehensive guide to social work practice by providing the most recent conceptual knowledge and empirical evidence to aid in the understanding of the rapidly changing field of social work. Each chapter is short and contains practical information in addition to websites and updated references. Social work practitioners, educators, students, and other allied professionals can utilize the Social Workers' Desk Reference to gain interdisciplinary and interprofessional education, practice, and research.

Criminal Investigation Cengage Learning Easy to read and well-organized, CRIMINAL INVESTIGATION, 11th Edition delivers a field-based approach to modern investigative principles and practices that is strongly grounded in current research. Demonstrating techniques and practical applications, the book introduces long-standing tools, practices, and policies alongside the latest innovations in technology and science to give readers and future criminal justice professionals a broad perspective of criminal investigations today. Topics covered include D.N.A. evidence, terrorism and homeland security, the increasing standard of proof for stop vs. search/arrest vs. conviction, cybercrime, crimes against children, forensics and physical evidence, investigative photography and sketching, identity theft, white-collar crime, and ethics, among many others. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Diverse Methods in Customer Relationship Marketing and

Management IGI Global Consumer interaction and engagement are vital components to help marketers maintain a lasting relationship with their customers. By developing positive relationships with consumers, businesses can better maintain their customers' loyalty. Diverse Methods in Customer Relationship Marketing and Management is a critical scholarly resource that examines how marketing has shifted to a relationship-oriented model. Due to this, there is an increased need for customer relationship marketing and management to emerge as an invaluable approach to strengthening companies and the customer experience. Featuring coverage on a wide range of topics such as relational marketing technology acceptance model, and consumer buying behavior, this book is a vital resource for marketing professionals, managers, retailers, advertising executives, academicians, and researchers seeking current research on the challenges and opportunities in customer relationship marketing and management.

Wireless Sensor Networks 8th European Conference, EWSN 2011, Bonn, Germany, February 23-25, 2011, Proceedings Springer This book constitutes the refereed proceedings of the 8th European Conference on Wireless Sensor Networks, EWSN 2011, held in Bonn, Germany, in February 2011. The 14 revised full papers presented were carefully reviewed and selected from 87 submissions. The papers are organized in topical sections on routing and mobility, optimization techniques, MAC protocols, algorithms, and systems and abstractions. **Legend of Zelda: Tri Force Heroes Collector's Edition Guide Prima Games** The Legend of Zelda: Triforce Heroes Collector's Edition Guide includes... Screen Cleaner - Includes a high-quality, microfiber screen cleaner featuring art from the game. Detailed Walkthrough - Reference maps and step-by-step instructions guide you through each of the challenging stages you face. Solve the Puzzles - Never get stuck--our strategies show you how to solve every puzzle. Boss Strategies - Proven battle tactics reveal how to defeat each boss and enemy you encounter on your journey. Collect It All - Find out how to collect each piece of loot required to create fabulous outfits that you can wear. FREE Mobile-Friendly eGuide - Use the enhanced eGuide for strategy on the go, all optimized for a second-screen experience! These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

Basics Interactive Design: User Experience Design Creating Designs Users Really Love A&C Black By putting people at the centre of interactive design, user experience (UX) techniques are now right at the heart of digital media design and development. As a designer, you need to create work that will impact positively on everyone who is exposed to it. Whether it's passive and immutable or interactive and dynamic, the success of your design will depend largely on how well the user experience is constructed. User Experience Design shows how researching and understanding users' expectations and motivations can help you develop effective, targeted designs. The authors explore the use of scenarios, personas and prototyping in idea development, and will help you get the most out of the latest tools and techniques to produce interactive designs that users will love. With practical projects to get you started, and stunning examples from some of today's most innovative studios, this is an essential introduction to modern UXD. **Status of digital agriculture in 47 sub-Saharan African countries Food & Agriculture Org.** Sub-Saharan Africa is uniquely positioned significantly increase its current agricultural productivity to lift the region's more than

400 million people out of extreme poverty and improve the livelihood of approximately 250 million smallholder farmers and pastoralists in the region. To achieve that, substantive digital transformation of the agriculture sector is required through improved infrastructure and increased access to and use of digital technologies for agriculture. To improve the current understanding of sub-Saharan Africa's digital agriculture landscape, the Food and Agriculture Organization of the United Nations (FAO) and the International Telecommunication Union (ITU) undertook this study in 47 countries. The report is composed of 47 desk-based country case studies against six thematic focal areas, the aim of which is to present a snapshot of the status of digital agriculture in each country. This is followed by highlights of the main findings of the analysis of the country profiles with suggested steps for future action. The findings of the study are presented to FAO and ITU Member States, as well as all relevant stakeholders with the purpose of advancing and supporting investment in digital transformation of the agricultural sector in sub-Saharan Africa.

Politics, Protest, and Empowerment in Digital Spaces IGI Global With the ubiquitous nature of modern technologies, they have been inevitably integrated into various facets of society. The connectivity presented by digital platforms has transformed such innovations into tools for political and social agendas. *Politics, Protest, and Empowerment in Digital Spaces* is a comprehensive reference source for emerging scholarly perspectives on the use of new media technology to engage people in socially- and politically-oriented conversations and examines communication trends in these virtual environments. Highlighting relevant coverage across topics such as online free expression, political campaigning, and online blogging, this book is ideally designed for government officials, researchers, academics, graduate students, and practitioners interested in how new media is revolutionizing political and social communications.

How to Win Every Argument: A No-Filter Guide to Being Right About Everything Zee Feed *How to Win Every Argument* is a no-filter guide to the 15 biggest topics shaping Australia and the world. Each chapter breaks down one hot button issues that young people actually care about, summarising the essential information in easy-to-understand language, so you can make a well-informed argument on: astrology, climate change, free speech, the gender pay gap, first home ownership, immigration, the January 26 debate, kombucha and health fads, festival pill testing, recycling, renewable energy and fossil fuels, robots and job automation, social media, vaccination science and veganism.

Learning to Learn with Integrative Learning Technologies (ILT) A Practical Guide for Academic Success IAP The purpose of this practical guide is to facilitate college students' academic success by fostering self-regulated learning skills or learning to learn through the use of Integrative Learning Technologies (ILT). It enables the college instructor, online instructor, instructional developer, or educator to envision, plan for, and implement customized instructional and curricular designs that foster learning to learn and motivate students to take ownership of their own learning. Specifically, this book demonstrates how college faculty who use Learning Management Systems (LMS) as well as emerging technologies such as Web 2.0 applications and social software can design learning tasks and course assignments that support and promote student: • goal setting • use of effective task strategies • self-monitoring and self-evaluation • time

management • help seeking • motivation and affect Given the emphasis on retention of freshmen as a measure of institutional effectiveness, the focus on student success, and the increasing use of ILT in higher education, this book fulfills a dire need in the literature on the integration of technology and self-regulated learning. **Become Your Own Hero Again The Goal Setting Guide to Unlocking You** Limiting Beliefs, Self-Doubt & Anxiety still make you a Hero. Do you want to start a new adventure but feel like there's something stopping you? Do you know you've got more inside of you that the world hasn't seen yet? If so - this is the book for you. Through an early age battle with self-acceptance and failure, Leonard tells us how he went from being an intern and generating clients for an estate agency to running an international business in South Asia recruiting nurses to the UK. Taking his experience into the Tech Industry, he is now on the forefront of a new community-driven platform - developing the mindset of a new generation of creative, talented and disruptive entrepreneurs. His journey of entrepreneurial success shows how embracing isolation and self-doubt led him to rediscover his confidence. Join Leonard Sekyonda, CEO of MYCOMEUP.COM, as he teaches you how to re-create and re-discover yourself so you can progress, succeed and get back in the driver's seat of your own journey. "Your life is your party - but only if you control the invitation list" - Leonard Sekyonda **The Startup Owner's Manual The Step-By-Step Guide for Building a Great Company John Wiley & Sons** More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you: • Avoid the 9 deadly sins that destroy startups' chances for success • Use the Customer Development method to bring your business idea to life • Incorporate the Business Model Canvas as the organizing principle for startup hypotheses • Identify your customers and determine how to "get, keep and grow" customers profitably • Compute how you'll drive your startup to repeatable, scalable profits. The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product. **Research Anthology on Strategies for Using Social Media as a Service and Tool in Business IGI Global** Social media has become an integral part of society as social networking has become a main form of communication and human interaction. To stay relevant, businesses have adopted social media tactics to interact with consumers, conduct business, and remain competitive. Social technologies have reached a vital point in the business world, being essential in strategic decision-making processes, building relationships with consumers, marketing and branding efforts, and other important areas. While social media continues to gain importance in modern society, it is essential to determine how it

functions in contemporary business. The Research Anthology on Strategies for Using Social Media as a Service and Tool in Business provides updated information on how businesses are strategically using social media and explores the role of social media in keeping businesses competitive in the global economy. The chapters will discuss how social tools work, what services businesses are utilizing, both the benefits and challenges to how social media is changing the modern business atmosphere, and more. This book is essential for researchers, instructors, social media managers, business managers, students, executives, practitioners, industry professionals, social media analysts, and all audiences interested in how social media is being used in modern businesses as both a service and integral tool. **Mobile Ad-hoc and Sensor Networks Third International Conference, MSN 2007 Beijing, China, December 12-14, 2007 Proceedings Springer** This book constitutes the refereed proceedings of the Third International Conference on Mobile Ad-hoc and Sensor Networks, MSN 2007, held in Beijing, China, in December 2007. The papers address all current issues in mobile ad hoc and sensor networks and are organized in topical sections on routing, network protocols, energy efficiency, data processing, self-organization and synchronization, deployment and application, as well as security. **The Lost Hero Penguin UK** Jason, Piper, and Leo, three students from a school for "bad kids," find themselves at Camp Half-Blood, where they learn that they are demigods and begin a quest to free Hera, who has been imprisoned by Mother Earth herself. Suggested level: intermediate, junior secondary. **The Official GameSalad Guide to Game Development Cengage Learning** THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at <http://gamesalad.com/manuals> and <http://cookbook.gamesalad.com>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Innovative Technologies and Learning Second International Conference, ICITL 2019, Tromsø, Norway, December 2-5, 2019, Proceedings Springer Nature** This book constitutes the refereed proceedings of the Second International Conference on Innovative Technologies and Learning, ICITL 2019, held in Tromsø, Norway, in December 2019. The 85 full papers presented together with 4 short papers were carefully reviewed and selected from 189 submissions. The papers are organized in the following topical sections: application and design of innovative learning software; artificial intelligence and data mining in education; augmented and virtual reality in education; computational thinking in education; design and framework of learning systems; educational data analytics techniques and adaptive learning applications; evaluation, assessment and test;

innovative learning in education; mobile learning; new perspectives in education; online course and web-based environment; pedagogies to innovative technologies; social media learning; technologies enhanced language learning; and technology and engineering education. **Digital Information and Communication Technology and Its Applications International Conference, DICTAP 2011, Dijon, France, June 21-23, 2011. Proceedings, Part II Springer** This two-volume set CCIS 166 and 167 constitutes the refereed proceedings of the International Conference on Digital Information and Communication Technology and its Applications, DICTAP 2011, held in Dijon, France, in June 2010. The 128 revised full papers presented in both volumes were carefully reviewed and selected from 330 submissions. The papers are organized in topical sections on Web applications; image processing; visual interfaces and user experience; network security; ad hoc network; cloud computing; Data Compression; Software Engineering; Networking and Mobiles; Distributed and Parallel processing; social networks; ontology; algorithms; multimedia; e-learning; interactive environments and emergent technologies for e-learning; signal processing; information and data management. **Web 2.0-Based E-Learning: Applying Social Informatics for Tertiary Teaching Applying Social Informatics for Tertiary Teaching IGI Global** "This book deals with Web 2.0 and how social informatics are impacting higher education practice, pedagogical theory and innovations"--Provided by publisher. **Transforming Teacher Education with Mobile Technologies Bloomsbury Publishing** Transforming Teacher Education with Mobile Technologies provides an international, comparative overview of current thinking and research in the field of mobile learning and teaching/teacher education, with case studies from Australia, Germany, Ireland, Norway, Sweden, Turkey and the United Kingdom. Drawing together contributions with teachers and teacher educators engaged in a European project, this book investigates practices further afield and provides insight into research and cutting-edge pedagogical practice in teaching and teacher education using mobile learning. Students use personal technologies like their mobile phones, extensively and expect to be constantly connected and engaged in a networked world. It is imperative, therefore, that teachers keep pace with this ever-shifting landscape and this is a challenge to those in the profession and more widely to teacher education which is tasked with preparing the next generation of teachers. This volume provides some answers to these challenges, linking theory to practice and developing theoretical models. The contributors also explore possible future developments in this field using an innovative methodology associated with Future Thinking Scenario Planning (Snoek, 2004). **Critical Theory Today A User-Friendly Guide Routledge** Critical Theory Today is the essential introduction to contemporary critical theory. It provides clear, simple explanations and concrete examples of complex concepts, making a wide variety of commonly used critical theories accessible to novices without sacrificing any theoretical rigor or thoroughness. This new edition provides in-depth coverage of the most common approaches to literary analysis today: feminism, psychoanalysis, Marxism, reader-response theory, new criticism, structuralism and semiotics, deconstruction, new historicism, cultural criticism, lesbian/gay/queer theory, African American criticism, and postcolonial criticism. The chapters provide an extended explanation of each theory, using examples from everyday life, popular culture, and literary texts; a list

of specific questions critics who use that theory ask about literary texts; an interpretation of F. Scott Fitzgerald's *The Great Gatsby* through the lens of each theory; a list of questions for further practice to guide readers in applying each theory to different literary works; and a bibliography of primary and secondary works for further reading.

Using Games to Enhance Learning and Teaching A Beginner's Guide Routledge Using *Games to Enhance Learning and Teaching* provides educators with easy and practical ways of using games to support student engagement and learning. Despite growing interest in digital game-based learning and teaching, until now most teachers have lacked the resources or technical knowledge to create games that meet their needs. The only realistic option for many has been to use existing games which too often are out of step with curriculum goals, difficult to integrate, and require high-end technology. *Using Games to Enhance Learning and Teaching* offers a comprehensive solution, presenting five principles for games that can be embedded into traditional or online learning environments to enhance student engagement and interactivity. Extensive case studies explore specific academic perspectives, and featured insights from professional game designers show how educational games can be designed using readily accessible, low-end technologies, providing an explicit link between theory and practice. Practical in nature, the book has a sound theoretical base that draws from a range of international literature and research.

Conscious Capitalism, With a New Preface by the Authors Liberating the Heroic Spirit of Business Harvard Business Review Press The bestselling book, now with a new preface by the authors At once a bold defense and reimagining of capitalism and a blueprint for a new system for doing business, *Conscious Capitalism* is for anyone hoping to build a more cooperative, humane, and positive future. Whole Foods Market cofounder John Mackey and professor and *Conscious Capitalism, Inc.* cofounder Raj Sisodia argue that both business and capitalism are inherently good, and they use some of today's best-known and most successful companies to illustrate their point. From Southwest Airlines, UPS, and Tata to Costco, Panera, Google, the Container Store, and Amazon, today's organizations are creating value for all stakeholders—including customers, employees, suppliers, investors, society, and the environment. Read this book and you'll better understand how four specific tenets—higher purpose, stakeholder integration, conscious leadership, and conscious culture and management—can help build strong businesses, move capitalism closer to its highest potential, and foster a more positive environment for all of us.

Human Computer Interaction Handbook Fundamentals, Evolving Technologies, and Emerging Applications, Third Edition CRC Press Winner of a 2013 CHOICE Outstanding Academic Title Award The third edition of a groundbreaking reference, *The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications* raises the bar for handbooks in this field. It is the largest, most complete compilation of HCI theories, principles, advances, case st

The Haunting of Vancouver Island TouchWood Editions A compelling investigation into supernatural events and local lore on Vancouver Island. Vancouver Island is known worldwide for its arresting natural beauty, but those who live here know that it is also imbued with a palpable supernatural energy. Researcher Shanon Sinn found his curiosity piqued by stories of mysterious sightings on the island—ghosts, sasquatches, sea serpents—but he was disappointed in the sensational and sometimes disrespectful

way they were being retold or revised. Acting on his desire to transform these stories from unsubstantiated gossip to thoroughly researched accounts, Sinn uncovered fascinating details, identified historical inconsistencies, and now retells these encounters as accurately as possible. Investigating 25 spellbinding tales that wind their way from the south end of the island to the north, Sinn explored hauntings in cities, in the forest, and on isolated logging roads. In addition to visiting castles, inns, and cemeteries, he followed the trail of spirits glimpsed on mountaintops, beaches, and water, and visited Heriot Bay Inn on Quadra Island and the Schooner Restaurant in Tofino to personally scrutinize reports of hauntings. Featuring First Nations stories from each of the three Indigenous groups who call Vancouver Island home—the Coast Salish, the Nuu-chah-nulth, and the Kwakwaka'wakw—the book includes an interview with Hereditary Chief James Swan of Ahousaht.

The Advocate The Advocate is a lesbian, gay, bisexual, transgender (LGBT) monthly newsmagazine. Established in 1967, it is the oldest continuing LGBT publication in the United States.

Microsoft Manual of Style Pearson Education Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

Returning Home from Iraq and Afghanistan Preliminary Assessment of Readjustment Needs of Veterans, Service Members, and Their Families National Academies Press Nearly 1.9 million U.S. troops have been deployed to Afghanistan and Iraq since October 2001. Many service members and veterans face serious challenges in readjusting to normal life after returning home. This initial book presents findings on the most critical challenges, and lays out the blueprint for the second phase of the study to determine how best to meet the needs of returning troops and their families.

A Guide to Designing Curricular Games How to "Game" the System Springer This book is a guide to designing curricular games to suit the needs of students. It makes connections between video games and time-tested pedagogical techniques such as discovery learning and feedback to improve student engagement and learning. It also examines the social nature of gaming such as techniques for driver/navigator partners, small groups, and whole class structures to help make thinking visible; it expands the traditional design process teachers engage in by encouraging use of video game design techniques such as playtesting. The author emphasizes designing curricular games for problem-solving and warns against designing games that are simply “Alex Trebek (host of Jeopardy) wearing a mask”. By drawing on multiple fields such as systems thinking, design theory, assessment, and curriculum design, this book relies on theory to generate techniques for practice.

A World with Robots International Conference on Robot Ethics: ICRE 2015 Springer This book contains the Proceedings of

the International Conference on Robot Ethics, held in Lisbon on October 23 and 24, 2015. The conference provided a multidisciplinary forum for discussing central and evolving issues concerning safety and ethics that have arisen in various contexts where robotic technologies are being applied. The papers are intended to promote the formulation of more precise safety standards and ethical frameworks for the rapidly changing field of robotic applications. The conference was held at Pavilhão do Conhecimento/Ciência Viva in Lisbon and brought together leading researchers and industry representatives, promoting a dialogue that combines different perspectives and experiences to arrive at viable solutions for ethical problems in the context of robotics. The conference topics included but were not limited to emerging ethical, safety, legal and societal problems in the following domains: • Service/Social Robots: Robots performing tasks in human environments and involving close human-robot interactions in everyday households; robots for education and entertainment; and robots employed in elderly and other care applications • Mobile Robots: Self-driving vehicles, autonomous aircraft, trains, cars and drones • Robots used in medicine and for therapeutic purposes • Robots used in surveillance and military functions

Learn to Draw Action Heroes An Easy Step by Step Guide to Drawing Comic Book Characters Penguin It's a bird! It's a plane! It's a superhero drawing book! Professional comic book artist and YouTube guru Robert Marzullo teaches you the building blocks of creating your own action heroes and explosive comic book scenes. Easy to follow step-by-step demonstrations break down advanced drawings into basic shapes and shading for you to replicate and master before applying your newfound knowledge to create your own dynamic comic book characters and settings. INCLUDES • 50+ step-by-step demonstrations • Chapters on drawing faces, bodies, character details and scenes • Instruction on depicting both superhuman men and women using different perspectives, expressions, proportions and poses • Ideas for costumes, such as basic cuffs, capes, helmets, armor and weaponry • Tips for rendering power effects, from flying and wall smashing to magic-orb wielding and energy blasting • Lessons on blocking in a scene to create powerful comic panels that tell a story

GoPro: How to Use the Gopro HERO 9 Black International Perspectives on Business Innovation and Disruption in the Creative Industries Film, Video and Photography Edward Elgar Publishing This volume examines how disruptive innovations are reshaping industry boundaries and challenging conventional business models and practices in the industries for film, video and photography.

Gnucash 2.4 Small Business Accounting Beginner's Guide Packt Publishing Ltd Annotation Attention, small business owners! Stop tax-day stress. Stop procrastinating with a shoebox full of receipts. Stop reinventing the wheel with a spreadsheet. Stop making decisions simply on a hunch. Stop wasting money on software that is overkill. Start by downloading GnuCash and getting your accounts in order. Designed to be easy to use, yet powerful and flexible, GnuCash allows you to track bank accounts, income, and expenses. As quick and intuitive to use as a checkbook register, it is based on professional accounting principles to ensure balanced books and accurate reports. You can do it and Gnucash 2.4 Small Business Accounting Beginner's Guide will help you get up and running with maintaining your accounts. Gnucash 2.4 Small Business Accounting Beginner's Guide speaks business language, not accountant-speak, because it is written by a former small

business owner. It guides you to use GnuCash from scratch with step-by-step tutorials without jargon, pointing out the gotchas to avoid with lots of tips. It will teach you to work on routine business transactions while migrating transaction data from other applications gradually. You will be able to keep on top of transactions and run reports after reading just three chapters! Beyond Chapter 3, it is up to you how far you want to go. Reconcile with your bank and credit card statements. Charge and pay sales tax. Do invoicing. Track payments due. Set up reminders for bills. Avoid stress at tax time. Print checks. Capture expenses using your mobile phone. GnuCash 2.4 Small Business Accounting Beginner's Guide gives you the power. Know your numbers. Make decisions with confidence. Drive your business to its full potential. Get your accounts in order and avoid tax-day stress with this hands-on guide to GnuCash, the best free accounts software in the world.

Technology Leadership in Teacher Education: Integrated Solutions and Experiences Integrated Solutions and Experiences IGI Global "This book presents international authors, who are teacher educators, and their best practices in their environments, discussing topics such as the online learning environment, multimedia learning tools, inter-institutional collaboration, assessment and accreditation, and the effective use of Web 2.0 in classrooms"-- Provided by publisher.

The Eagle and the Dragon Globalization and European Dreams of Conquest in China and America in the Sixteenth Century John Wiley & Sons In this important new book the renowned historian Serge Gruzinski returns to two episodes in the sixteenth century which mark a decisive stage in global history and show how China and Mexico experienced the expansion of Europe. In the early 1520s, Magellan set sail for Asia by the Western route, Cortes seized Mexico and some Portuguese based in Malacca dreamed of colonizing China. The Aztec Eagle was destroyed but the Chinese Dragon held strong and repelled the invaders - after first seizing their cannon. For the first time, people from three continents encountered one other, confronted one other and their lives became entangled. These events were of great interest to contemporaries and many people at the time grasped the magnitude of what was going on around them. The Iberians succeeded in America and failed in China. The New World became inseparable from the Europeans who were to conquer it, while the Celestial Empire became, for a long time to come, an unattainable goal. Gruzinski explores this encounter between civilizations that were different from one another but that already fascinated contemporaries, and he shows that our world today bears the mark of this distant age. For it was in the sixteenth century that human history began to be played out on a global stage. It was then that connections between different parts of the world began to accelerate, not only between Europe and the Americas but also between Europe and China. This is what is revealed by a global history of the sixteenth century, conceived as another way of reading the Renaissance, less Eurocentric and more in tune with our age.

Wireless Connectivity An Intuitive and Fundamental Guide John Wiley & Sons Wireless Connectivity: An Intuitive and Fundamental Guide Wireless connectivity has become an indispensable part, a commodity associated with the way we work and play. The latest developments, the 5G, next-generation Wi-Fi and Internet of Things connectivity, are the key enablers for widespread digitalization of practically all industries and public sector segments. This immense development within the last three decades have

been accompanied by a large number of ideas, articles, patents, and even myths. This book introduces the most important ideas and concepts in wireless connectivity and discusses how these are interconnected, whilst the mathematical content is kept minimal. The book does not follow the established, linear structure in which one starts from the propagation and channels and then climbs up the protocol layers. The structure is, rather, nonlinear, in an attempt to follow the intuition used when one creates a new technology to solve a certain problem. The target audience is: Students in electronics, communication, and networking Wireless engineers that are specialized in one area, but want to know how the whole system works, without going through all the details and math Computer scientists that want to understand the fundamentals of wireless connectivity, the requirements and, most importantly, the limitations Engineers in energy systems, logistics, transport and other vertical sectors that are increasingly reliant on wireless technology