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STRICKLAND BRIANNA

Recent Trends in Computer Applications Springer
As multimedia has become a very important technology, significantly improving people's lives, this book provides an up-to-date scenario of various fields of research being carried out in the area. The book covers topics including web-based co-operative learning, effective distance learning through multimedia, quality control of multimedia on the internet, recovery of damaged images, Network-on-Chip (NoC) as a global communication vehicle, and Network GPS for road conditions (such as traffic and checkpoints). We believe that the book will help researchers in the field to proceed further in their research on multimedia.
Current Status and Future Requirements Springer
This book addresses emerging issues in usability, interface design, human–computer interaction, user experience and assistive technology. It highlights research aimed at

understanding human interactions with products, services and systems and focuses on finding effective approaches for improving the user experience. It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment, offering them support with mobility, communication, positioning, environmental control and daily living. The book covers modeling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Further topics include virtual reality, digital environments, gaming, heuristic evaluation and forms of device interface feedback (e.g. visual and haptic). Based on the AHFE 2020 Virtual Conference on Usability and User Experience, the AHFE 2020 Virtual Conference on Human Factors and Assistive Technology, the AHFE Virtual Conference on Human Factors and Wearable Technologies, and the AHFE 2020 Virtual Conference on Virtual Environments and Game Design, held on July 16–20, 2020, it provides academics and professionals with an extensive source of information and a timely guide to tools, applications and future challenges in these fields.

Recent Trends in Data Science and Soft Computing CRC Press

This edited volume presents the best chapters presented during the international conference on computer and applications ICCA'17 which was held in Dubai, United Arab Emirates in September 2017. Selected chapters present new advances in digital information, communications and multimedia. Authors from different countries show and discuss their findings, propose new approaches, compare them with the existing ones and include recommendations. They address all applications of computing including (but not limited to) connected health, information security, assistive technology, edutainment and serious games, education, grid computing, transportation, social computing, natural language processing, knowledge extraction and reasoning, Arabic apps, image and pattern processing, virtual reality, cloud computing, haptics, information security, robotics, networks algorithms, web engineering, big data analytics, ontology, constraints satisfaction, cryptography and steganography, Fuzzy logic, soft computing, neural networks, artificial intelligence, biometry and bio-informatics, embedded systems, computer graphics, algorithms and optimization, Internet of things and smart cities. The book can be used by researchers and practitioners to discover the recent trends in computer applications. It opens a new horizon for research discovery works locally and internationally.

Proceedings of the AHFE 2020 Virtual Conferences on Usability and User Experience, Human Factors and Assistive Technology, Human Factors and Wearable Technologies, and Virtual Environments and Game Design, July 16-20, 2020, USA Springer

This open access book was prepared as a Final Publication of the COST Action IC1304 "Autonomous Control for a Reliable Internet of Services (ACROSS)". The book contains 14 chapters

and constitutes a showcase of the main outcome of the Action in line with its scientific goals. It will serve as a valuable reference for undergraduate and post-graduate students, educators, faculty members, researchers, engineers, and research strategists working in this field. The explosive growth of the Internet has fundamentally changed the global society. The emergence of concepts like SOA, SaaS, PaaS, IaaS, NaaS, and Cloud Computing in general has catalyzed the migration from the information-oriented Internet into an Internet of Services (IoS). This has opened up virtually unbounded possibilities for the creation of new and innovative services that facilitate business processes and improve the quality of life. However, this also calls for new approaches to ensuring the quality and reliability of these services. The objective of this book is, by applying a systematic approach, to assess the state-of-the-art and consolidate the main research results achieved in this area.

MediaSync Springer
This Open Access book offers an original interdisciplinary overview of the role of haptic feedback in musical interaction. Divided into two parts, part I examines the tactile aspects of music performance and perception, discussing how they affect user experience and performance in terms of usability, functionality and perceived quality of musical instruments. Part II presents engineering, computational, and design approaches and guidelines that have been applied to render and exploit haptic feedback in digital musical interfaces. Musical Haptics introduces an emerging field that brings together engineering, human-computer interaction, applied psychology, musical aesthetics, and music performance. The latter, defined as the complex system of sensory-motor interactions between musicians and their instruments, presents a well-defined framework in which to study basic psychophysical, perceptual, and biomechanical aspects of touch, all of which will inform the design of haptic musical interfaces. Tactile and proprioceptive cues enable embodied interaction and inform sophisticated control strategies that allow skilled musicians to achieve high performance and expressivity. The use of haptic feedback in digital musical interfaces is expected to enhance user experience and performance, improve accessibility for disabled persons, and provide an effective means for musical tuition and guidance.

Perceptual Dimensions, Influencing Factors, and Instrumental Assessment
Springer Nature
This book gathers papers on interactive and collaborative mobile learning environments, assessment, evaluation and research methods in mobile learning, mobile learning models, theory and pedagogy, open and distance mobile learning, life-long and informal learning using mobile devices, wearables and the Internet of Things, game-based learning, dynamic learning experiences, mobile systems and services for opening up education, mobile healthcare and training, case studies on mobile learning, and 5G network infrastructure. Today, interactive mobile technologies have become the core of many—if not all—fields of

society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 13th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2019), which was held in Thessaloniki, Greece, from 31 October to 01 November 2019. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have since become a central forum of the exchange of new research results and relevant trends, as well as best practices. The book's intended readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, schoolteachers, further education lecturers, practitioners in the learning industry, etc.
Advanced Concepts, Applications and Methods IGI Global

This book constitutes the refereed proceedings of the 17th International Conference on Virtual Reality and Augmented Reality, EuroVR 2020, held in Valencia, Spain, in November 2020. The 12 full papers were carefully reviewed and selected from 35 submissions. The papers are organized in topical sections named: Perception, Cognition and Behaviour; Training, Teaching and Learning; Tracking and Rendering; and Scientific Posters.
Virtual Reality and Augmented Reality IGI Global

This book gathers papers that are centered on the theory and practice of a wide variety of advanced technologies. They cover the latest developments in computing, networking, information technology, robotics, complex systems, communications, energy, mechanical engineering, civil engineering, geodesy, and other subjects. These papers were selected for presentation at the 12th annual conference Days of the Bosnian-Herzegovinian American Academy of Arts and Sciences (BHAAAS), which was scheduled to be held in Mostar, Bosnia and Herzegovina in June 2020 but was postponed due to the coronavirus pandemic. However, in light of the high quality of the submissions, BHAAAS' technical and natural sciences division decided to create this special book despite the postponement. The editors would like to extend their special thanks to all the chairs of the planned symposia for their dedicated work in the production of this book: Jasmin Kevrić, Zerina Mašetić, Dželila Mehanović (Computer Science); Anes Kazagić, Hajrudin Džafo, Izet Smajević (Mechanical Engineering); Tarik Uzunović, Asif Šabanović, Jasmin Kevrić (Mechatronics, Robotics and Embedded Systems); Mirza Šarić, Tarik Hubana, Maja Muftić Dedović (Advanced Electrical Power Systems); Mirza Pozder, Naida Ademović, Medžida Mulić (Civil Engineering and Geodesy); Adnan Mujezinović, Muris Torlak (Computer Modeling and Simulations for Engineering Applications); and Aljo Mujčić, Edin Mujčić (Information and Communication Technologies).

Motivation of Workers on Microtask Crowdsourcing Platforms Springer

This book studies the motivation of crowdworkers to find out how to attract more people and reach a higher quality of outcomes. The book first proposes a taxonomy for studying the motivation of crowdworkers including the potential influencing factors, different types of motivation, and possible consequences and outcomes related to the motivation. Next, the CWMS questionnaire, an instrument for measuring the underlying motivation of crowdworkers is developed. It considers different dimensions of motivation suggested by the Self-Determination Theory of motivation which is a well-established and empirically validated psychological theory used in various domains. This instrument can be used to study the effect of platform and user characteristics on the general motivation of crowdworkers. Later, the task-specific motivation of crowdworkers is studied in detail: Influencing factors are investigated, subjective methods for measuring them are evaluated, a model for predicting worker's decision on taking a task is proposed, the relative importance of different factors for two populations of crowdworkers is studied, and finally, a model for predicting the expected workload (as one of the major influencing factors) given the task design is proposed.

New Trends in Immersive Technology Springer Nature

This book describes recent innovations in 3D media and technologies, with coverage of 3D media capturing, processing, encoding, and adaptation, networking aspects for 3D Media, and quality of user experience (QoE). The contributions are based on the results of the FP7 European Project ROMEO, which focuses on new methods for the compression and delivery of 3D multi-view video and spatial audio, as well as the optimization of networking and compression jointly across the future Internet. The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved, diverse network characteristics and user terminal requirements, as well as the user's context such as their preferences and location. As the number of visual views increases, current systems will struggle to meet the demanding requirements in terms of delivery of consistent video quality to fixed and mobile users. ROMEO will present hybrid networking solutions that combine the DVB-T2 and DVB-NGH broadcast access network technologies together with a QoE aware Peer-to-Peer (P2P) distribution system that operates over wired and wireless links. Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location. This book is the last of a series of three annual volumes devoted to the latest results of the FP7 European Project ROMEO. The present volume provides state-of-the-art information on 3D multi-view video, spatial audio networking protocols for 3D media, P2P 3D media streaming, and 3D Media delivery across heterogeneous wireless networks among other topics. Graduate students and professionals in electrical engineering and computer science with an

interest in 3D Future Internet Media will find this volume to be essential reading.
Methods, Models, Approaches, Techniques, Algorithms, and Tools Springer Nature
This book presents the proceedings of the 4th International Scientific Conference IC BCI 2021 Opole, Poland. The event was held at Opole University of Technology in Poland on 21 September 2021. Since 2014, the conference has taken place every two years at the University's Faculty of Electrical Engineering, Automatic Control and Informatics. The conference focused on the issues relating to new trends in modern brain–computer interfaces (BCI) and control engineering, including neurobiology–neurosurgery, cognitive science–bioethics, biophysics–biochemistry, modeling–neuroinformatics, BCI technology, biomedical engineering, control and robotics, computer engineering and neurorehabilitation–biofeedback.
Advanced Topics in Global Information Management, Volume 5 Springer
This book reviews research towards perceptual quality dimensions of synthetic speech, compares these findings with the state of the art, and derives a set of five universal perceptual quality dimensions for TTS signals. They are: (i) naturalness of voice, (ii) prosodic quality, (iii) fluency and intelligibility, (iv) absence of disturbances, and (v) calmness. Moreover, a test protocol for the efficient indentification of those dimensions in a listening test is introduced. Furthermore, several factors influencing these dimensions are examined. In addition, different techniques for the instrumental quality assessment of TTS signals are introduced, reviewed and tested. Finally, the requirements for the integration of an instrumental quality measure into a concatenative TTS system are examined.
Proceedings of the 3rd International Conference of Reliable Information and Communication Technology (IRICT 2018) Springer Nature
Over the past 30 years, numerous concerns have been raised in the literature regarding the capability of static modeling approaches such as the event-tree (ET)/fault-tree (FT) methodology to adequately account for the impact of process/hardware/software/firmware/human interactions on nuclear power plant safety assessment, and methodologies to augment the ET/FT approach have been proposed. Often referred to as dynamic probabilistic risk/safety assessment (DPRA/DPSA) methodologies, which use a time-dependent phenomenological model of system evolution along with a model of its stochastic behavior to model for possible dependencies among failure events. The book contains a collection of papers that describe at existing plant level applicable DPRA/DPSA tools, as well as techniques that can be used to augment the ET/FT approach when needed. Contents: Shutdown Probabilistic Safety Assessment (Marko Čepin) Dynamic Probabilistic Risk Assessment Model Validation and Application -- Experience with ADS-IDAC, Version 2.0 (Kevin Coyne and Ali Mosleh) MCDET: A Tool for Integrated Deterministic Probabilistic Safety

Analyses (Martina Kloos, Nadine Berner, Joerg Peschke and Josef Scheuer) Why Sequence Dynamics Matters in PSA: Checking Consistency of Probabilistic and Deterministic Analyses (J M Izquierdo, J Hortal, M Sánchez and E Meléndez) Level 2 Probabilistic Risk Assessment Using Dynamic Event Tree Analysis (Douglas M Osborn, Tunc Aldemir, Richard S Denning and Diego Mandelli) EDF Experience in Integrated Deterministic Probabilistic Safety Analysis for Risk Assessment (Valentin Rychkov) Offsite Power Reliability Assessment for Nuclear Power Plants: An Application of Dynamic Reliability to Power Systems (Pierre Henneaux and Pierre-Etienne Labeau) Stochastic Differential Equations in Dynamic Reliability (Vytis Kopustinskas, Henrikas Pragarauskas and Juozas Augutis) Dynamic Event Tree Modeling of a Reactor Coolant Pump Seal LOCA (Kyle Metzroth, Richard Denning and Tunc Aldemir) Markov/Cell-to-Cell Mapping Technique for Stochastic Modeling of Dynamic Systems (Tunc Aldemir) Dynamic Flowgraph Methodology (DFM) Modeling of Nuclear and Advanced Technology System Risk and Reliability Scenarios (Sergio Guarro and Michael Yau) Dynamic Behavior of Nuclear Power Plant State Under Severe Accident Conditions: Analysis by the GO-FLOW Methodology and the Consideration of Loop Structures (Takeshi Matsuoka) Dynamic Accident Scenario Generation, Modeling and Post-Processing for the Integrated Deterministic and Probabilistic Safety Analysis of Nuclear Power Plants (Francesco Di Maio and Enrico Zio) Software Behavior Modeling for Dynamic Probabilistic Risk Assessment: Perspectives (C S Smidts) Readership: Graduate students, researchers and professionals in the field of nuclear engineering, risk analysis and reliability engineering. Keywords: Probabilistic Risk Assessment;Nuclear Energy;Nuclear Plant Reliability and SafetyReview: Key Features: Except for PSAM, ESREL and PSA conference proceedings which may contain some relevant papers, the most recent review publication on similar topics is Proceedings of the International Workshop on Dynamic Reliability, C Smidts, T Aldemir (Eds.), The Center for Risk and Reliability, University of Maryland, USA (2007) In addition to capturing more recent developments, the proposed publication differs from 2007 publication by concentrating on nuclear energy and also containing papers on risk management The book is a compilation of papers by almost all prominent researchers active in the field of dynamic probabilistic safety/ris

Control, Computer Engineering and Neuroscience Springer Advanced Topics in Forensic DNA Typing: Interpretation builds upon the previous two editions of John Butler’s internationally acclaimed Forensic DNA Typing textbook with forensic DNA analysts as its primary audience. Intended as a third-edition companion to the Fundamentals of Forensic DNA Typing volume published in 2010 and Advanced Topics in Forensic DNA Typing: Methodology published in 2012, this book contains 16 chapters with 4 appendices providing up-to-date coverage of essential topics in this important field. Over 80 % of the content of this book

is new compared to previous editions. Provides forensic DNA analysts coverage of the crucial topic of DNA mixture interpretation and statistical analysis of DNA evidence Worked mixture examples illustrate the impact of different statistical approaches for reporting results Includes allele frequencies for 24 commonly used autosomal STR loci, the revised Quality Assurance Standards which went into effect September 2011

Sensory Evaluation of Sound Springer Nature In this book, leading international specialists in the field join forces to discuss topics, issues and approaches that are of key importance in the optimal treatment of lumbar degenerative disk disease. The coverage is wide ranging, from current understanding of physiopathology and genetics and modern imaging techniques through to the diverse minimally invasive, non-fusion, and fusion surgical techniques. Detailed attention is drawn to the most important aspects to be considered when approaching the patient and making treatment decisions. The role of conservative management is appraised, and surgical techniques and their indications are carefully described. In the concluding section, some of the top specialists from across the world reflect on the lessons that they have learned during lifetimes in spinal surgery. Advanced Concepts in Lumbar Degenerative Disk Disease will be an instructive and fascinating source of information for all spine surgeons and other spine care providers.

Embedded Systems Foundations of Cyber-Physical Systems, and the Internet of Things World Scientific The two-volume set LNCS 9734 and 9735 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions of which 1287 papers 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 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: communication, collaboration and decision-making support, information in e-learning and e-education, access to cultural heritage, creativity and art, e-science and e-research, information in health and well-being.

Autonomous Control for a Reliable Internet of Services Springer Nature This book covers the different aspects of modern 3D multimedia technologies by addressing several elements of 3D visual communications systems, using diverse content formats, such as stereo video, video-plus-depth and multiview, and coding schemes for delivery over networks. It also presents the latest advances and research results in regards to objective and subjective quality

evaluation of 3D visual content, extending the human factors affecting the perception of quality to emotional states. The contributors describe technological developments in 3D visual communications, with particular emphasis on state-of-the-art advances in acquisition of 3D visual scenes and emerging 3D visual representation formats, such as: multi-view plus depth and light field; evolution to freeview and light-field representation; compression methods and robust delivery systems; and coding and delivery over various channels. Simulation tools, testbeds and datasets that are useful for advanced research and experimental studies in the field of 3D multimedia delivery services and applications are covered. The international group of contributors also explore the research problems and challenges in the field of immersive visual communications, in order to identify research directions with substantial economic and social impact. 3D Visual Content Creation, Coding and Delivery provides valuable information to engineers and computer scientists developing novel products and services with emerging 3D multimedia technologies, by discussing the advantages and current limitations that need to be addressed in order to develop their products further. It will also be of interest to students and researchers in the field of multimedia services and applications, who are particularly interested in advances bringing significant potential impact on future technological developments.

Quality of Synthetic Speech Springer

Philipp Halfmann wrote THE book about strength and conditioning training for tennis you have been waiting for. Based on his own experiences as a competitive tennis player and a successful conditioning coach and backed by scientific research studies conducted during the Master's degree program in Exercise & Sport Science at FIU, this book is the must read lecture for anybody serious about competing on the competitive collegiate or professional tennis circuit. This book is designed for the purpose of teaching and applying and organized in sensible, constructive order. Each chapter first provides explanation of underlying scientific principles and then presents practical solutions in form of applications or exercises and training recommendations. For coaches „Advanced Concepts of Strength & Conditioning for Tennis" provides a comprehensive and cohesive body of knowledge and over 400 applications that can be utilized to develop all aspects of athletic conditioning for all skill levels, from recreational players to college athletes to professional player, in a safe and professional environment. For players the book offers everything they need to know with respect to stretching, resistance training, ballistics, plyometrics, speed, agility, quickness training as well as nutritional strategies necessary to lay the foundation for a successful career. For parents, it is a valuable resource in making informed decision when planning a successful career for their children. Whether you need to pick coaches, design conditioning programs on your own, or make prudent decision with regards to proper nutrition, this book provides the answers for

you.

From Evaluation to Monitoring IGI Global
Features the latest research findings dealing with end user computing concepts, issues and trends. Empirical and theoretical research concerned with all aspects of end user computing including development, utilization and management are included.

Proceedings of the 13th IMCL Conference BoD – Books on Demand
A unique feature of this textbook is to provide a comprehensive introduction to the fundamental knowledge in embedded systems, with applications in cyber-physical systems and the Internet of things. It starts with an introduction to the field and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, including real-time operating systems. The author also discusses evaluation and validation techniques for embedded systems and provides an overview of techniques for mapping applications to execution platforms, including multi-core platforms. Embedded systems have to operate under tight constraints and, hence, the book also contains a selected set of optimization techniques, including software optimization techniques. The book closes with a brief survey on testing. This third edition has been updated and revised to reflect new trends and technologies, such as the importance of cyber-physical systems and the Internet of things, the evolution of single-core processors to multi-core processors, and the increased importance of energy efficiency and thermal issues.