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Algorithms and Architectures for Parallel Processing Haj Jin,Omer F. Rana,Yi Pan,Victor K. Prasanna,2007-08-21 This book constitutes the refereed proceedings of the 7th International Conference on Algorithms and Architectures for Parallel Processing, ICA3PP 2007, held in Hangzhou, China in June 2007. Focusing on two broad areas of parallel and distributed computing, the papers are organized in topical sections on parallel algorithms, parallel architecture, grid computing, peer-to-peer technologies, and advanced network technologies.

Conference Proceedings Trends in Business Communication 2016 Timo Becker,Peter Schneckenleitner,Wolfgang Reitberger,Alexandra Brunner-Sperdin,2017-02-07 These proceedings focus on selected aspects of the current and upcoming trends in business communication. In detail the included scientific papers analyse and describe communication processes in the fields of sports, finance, culture, politics, brand management and corporate communications. The variety of the papers delivers added value for both scholars and practitioners. This book is the documentation of the symposium "Trends in Business Communication", which took place at the University of Applied Sciences in Kufstein, Tyrol.

Developing Strategic Business Models and Competitive Advantage in the Digital Sector Daidj, Nabyla,2014-09-30 Rapid technological advancements have the ability to positively or negatively impact corporate growth and success. Professional leaders and decision makers must consider such advancements when designing and implementing new policies in preparation for the sustainable future of the business environment. Developing Strategic Business Models and Competitive Advantage in the Digital Sector focuses on the application of preemptive planning in the media and entertainment industries to combat an increasingly uncertain future of innovation and competition. With research-based examples and analysis, this book is an essential reference source for academicians, researchers, and professionals interested in learning more about the impact of technology on industry success, including the changes and challenges created by the Internet and electronic media.

Game Theory for Networks Julian Cheng,Ekram Hossain,Haijun Zhang,Walid Saad,Mainak Chatterjee,2016-11-24 This book constitutes the refereed proceedings of the 6th International Conference on Game Theory for Networks, GameNets 2016, held in Kelowna, Canada, in May 2016. The 13 papers were carefully selected from 26 submissions and cover topics such as algorithmic game theory, game models and theories, game theories in wireless networks, design and analysis of economic games.

Project Arcade John St. Clair,2011-01-14 The bestseller returns—completely updated to include the newest hardware, software, and techniques for building your own arcade Interest in classical arcade games remains on the rise, and with a little money, older computer hardware, and a little effort, you can relive your arcade experiences by building your own arcade machine. The hands-on guide begins with a description of the various types of projects that you can undertake. It then progresses to a review of the audio and video options that are available and looks at the selection of game software and cabinet artwork. Ultimately, you'll learn essential troubleshooting tips and discover how to build arcade controllers and machines that you can enjoy at home with your PC. Serves as a soup-to-nuts guide for building your own arcade machine, from the sheets of wood to the finished product Addresses the variety of arcade controls, including joysticks, buttons, spinners, trackballs, flight yokes, and guns Explains how to interface arcade controls to a computer Shares troubleshooting tips as well as online resources for help and inspiration Project Arcade, Second Edition helps you recapture the enjoyment of your youth that was spent playing arcade games by walking you through the exciting endeavor of building your own full arcade machine.

How They Started Digital David Lester,2012-06-22 Bringing to life the stories behind the world's most successful digital businesses, How They Started Digital showcases profiles from gaming companies to social media brands. Giving insight and inspiration, each profile reveals how each idea originated and became the success it is today.

Windows 8 and Windows Phone 8 Game Development Adam Dawes,2013-06-17 Demonstrates how games that will run on all Windows 8 devices can be developed using C# and XAML. Covers the whole game development experience from initial setup and game design through to user interface design, coding, and deployment to the Windows Store. Intended for users who are already familiar with programming one of the two main managed Visual Studio languages, C# or Visual Basic.NET.

Emerging Trends in Expert Applications and Security Vijay Singh Rathore,Vincenzo Piuri,Rosalina Babo,Marta Campos Ferreira,2023-06-29 The book covers current developments in the field of computer system security using cryptographic algorithms and other security schemes for system as well as cloud. The proceedings compile the selected research papers presented at ICE-TEAS 2023 Conference held at Jaipur Engineering College and Research Centre, Jaipur, India, during February 17–19, 2023. The book focuses on expert applications and artificial intelligence; information and application security; advanced computing; multimedia applications in forensics, security, and intelligence; and advances in web technologies: implementation and security issues.

Philosophy, Politics, and Economics Gerald Gaus,John Thrasher,2021-11-16 An updated and expanded edition of the classic introduction to PPE—philosophy, politics, and economics—coauthored by one of the field's pioneers Philosophy, Politics, and Economics offers a complete introduction to the fundamental tools and concepts of analysis that PPE students need to study social and political issues. This fully updated and expanded edition examines the core methodologies of rational choice, strategic analysis, norms, and collective choice that serve as the bedrocks of political philosophy and the social sciences. The textbook is ideal for advanced undergraduates, graduate students, and nonspecialists looking to familiarize themselves with PPE's approaches. Starting with individual choice, the book develops an account of rationality to introduce readers to decision theory, utility theory, and concepts of welfare economics and consumer choice theory. It moves to strategic choice in game theory to explore such issues as bargaining theory, repeated games, and evolutionary game theory. The text also considers how social norms can be understood, observed, and measured. Concluding chapters address collective choice, social choice theory and democracy, and public choice theory's connections to voters, representatives, and institutions. Rigorous and comprehensive, Philosophy, Politics, and Economics continues to be an essential text for this popular and burgeoning field. The only book that covers the entirety of PPE methods A rigorous, nontechnical introduction to decision theory, game theory, and positive political theory A philosophical introduction to rational choice theory in the social sciences

The Procurement Game Plan Charles Dominick,Sohelia Lunney,Soheila R. Lunney,2012-01-15 This valuable guide is an entertaining read due to the analogies made to various sports. It provides an easy to follow game plan and strategies for procurement and supply management professionals to improve supplier relationships, secure measurable cost reductions, achieve operational effectiveness and efficiency, and positively impact margins and competitiveness for their organizations. The authors use real-world scenarios and examples to make the procurement and supply management principles and concepts more relevant and easy to understand. They present guidelines, techniques, and tools for converting a transaction-based reactive function into a proactive and powerful strategic contributor, and include practical advice on selecting the right and effective organizational design. This book offers the guidance needed to take the procurement professionals career and department to the next level. It is ideal for self-learning, training, a classroom instruction.

Harry Potter Paper Models Moira Squier,2020-11-03 Build your own Wizarding World with these paper models! Also included are a special keepsake book with background information on the story and 22 trading cards packed with fascinating facts. Harry Potter Paper Models contains all the materials and instructions needed to make 22 paper models of landmarks, buildings, and other places that appear in the Harry Potter Wizarding World. Create detailed replicas of Hogwarts castle, Gringotts Wizarding Bank, and Hagrid's hut, along with other locations from all eight Harry Potter films. Then learn more about the franchise with the included special keepsake book full of background information on the story and the 22 trading cards packed with fascinating facts. Harry Potter fans of all ages will get a kick out of bringing their favorite magical sites to life with paper!

Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices Connolly, Thomas,Stansfield, Mark,Boyle, Liz,2009-05-31 Explores the theory and practice of games-based learning, promoting the development and adoption of best practices. Provides a combination of theoretical chapters as well as practical case studies.

One-Hour Wargames Neil Thomas,2014-09-03 A fun and practical new approach to wargaming that lets you complete a game in about an hour—includes rule sets and scenarios for most popular periods. One of the biggest problems facing wargamers is finding the time to actually play.

Most commercially available games require several hours to set up and see to a conclusion; some can even take a whole day or weekend to complete. Apart from time, lack of space can also keep wargamers from enjoying their favorite pastime. In One-hour Wargames, veteran gamer and rule-writer Neil Thomas has addressed both problems. Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor. The book contains 8 all-new sets of very simple rules for various periods—from Ancient to WW2—and thirty stimulating scenarios which can be played using any of them. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening with a friend. Also included are sections on campaigns and solo games.

Windows Phone 7 Game Development Adam Dawes,2011-07-28 Windows Phone 7 is a powerful mobile computing platform with huge potential for gaming. With instant on capabilities, the promise of gaming on the move is a reality with these devices. The platform is an ideal environment for .NET developers looking to create fun, sophisticated games. Windows Phone 7 Game Development gives you everything you need to maximize your creativity and produce fantastic mobile games. With a gaming device always in your pocket, as a phone always is, this is too good an opportunity to miss!

It's a Nonlinear World Richard H. Enns,2010-10-15 Drawing examples from mathematics, physics, chemistry, biology, engineering, economics, medicine, politics, and sports, this book illustrates how nonlinear dynamics plays a vital role in our world. Examples cover a wide range from the spread and possible control of communicable diseases, to the lack of predictability in long-range weather forecasting, to competition between political groups and nations. After an introductory chapter that explores what it means to be nonlinear, the book covers the mathematical concepts such as limit cycles, fractals, chaos, bifurcations, and solitons, that will be applied throughout the book. Numerous computer simulations and exercises allow students to explore topics in greater depth using the Maple computer algebra system. The mathematical level of the text assumes prior exposure to ordinary differential equations and familiarity with the wave and diffusion equations. No prior knowledge of Maple is assumed. The book may be used at the undergraduate or graduate level to prepare science and engineering students for problems in the real world, or for self-study by practicing scientists and engineers.

Game Anim Jonathan Cooper,2021-04-19 The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field. Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation – from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight: Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator's perspective. • Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice. • Free Animation Rig: Free AZRI maya rig, tutorials and other resources on the accompanying website: www.gameanim.com/book About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual characters to life professionally since 2000, leading teams on large projects such as the Assassin's Creed and Mass Effect series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series Uncharted and The Last of Us. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation.

Entertainment Computing – ICEC 2021 Jannicke Baalsrud Hauge,Jorge C. S. Cardoso,Licínio Roque,Pedro A. Gonzalez-Calero,2021-10-31 This book constitutes the refereed proceedings of the 20th IFIP TC 14 International Conference on Entertainment Computing, ICEC 2021, which was supposed to take place in Coimbra, Portugal, in November 2021. The 26 full papers, 13 short papers and 11 other papers presented were carefully reviewed and selected from 84 submissions. ICEC brings together researchers and practitioners from diverse backgrounds to discuss the multidisciplinary intersection of design, art, entertainment, interaction, computing, psychology in the fields of gaming and entertainment computing.

Multi-Agent-Based Simulation VI Jaime S. Sichman,Luis Antunes,2006-03-10 This book constitutes the thoroughly refereed post-proceedings of the 6th International Workshop on Multi-Agent-Based Simulation, MABS 2005, held in Utrecht, The Netherlands in July 2005 as an associated event of AAMAS 2005, the main international conference on autonomous agents and multi-agent systems. The 12 revised full papers presented together with 1 invited talk were carefully reviewed. The papers are organized in topical sections on coalition emergence, theories and models, applications, and environments.

Credit Rating Agencies and the Next Financial Crisis United States. Congress. House. Committee on Oversight and Government Reform,2010

Universal Access in Human–Computer Interaction. Designing Novel Interactions Margherita Antona,Constantine Stephanidis,2017-06-28 The three-volume set LNCS 10277-10279 constitutes the refereed proceedings of the11th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada in July 2017, jointly with 14 other thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. The papers included in the three UAHCI 2017 volumes address the following major topics: Design for All Methods and Practice; Accessibility and Usability Guidelines and Evaluation; User and Context Modelling and Monitoring and Interaction Adaptation; Design for Children; Sign Language Processing; Universal Access to Virtual and Augmented Reality; Non Visual and Tactile Interaction; Gesture and Gaze-Based Interaction; Universal Access to Health and Rehabilitation; Universal Access to Education and Learning; Universal Access to Mobility; Universal Access to Information and Media; and Design for Quality of Life Technologies.

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