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### KEY=INTERNATIONAL - RODERICK VANG

**Encyclopedia of Human Computer Interaction** |GI Global| Esta enciclopedia presenta numerosas experiencias y discernimientos de profesionales de todo el mundo sobre discusiones y perspectivas de la la interacción hombre-computadoras **Software Technologies 9th International Joint Conference, ICSoft 2014, Vienna, Austria, August 29-31, 2014, Revised Selected Papers** Springer This book constitutes the thoroughly refereed proceedings of the 9th International Joint Conference on Software Technologies, ICSoft 2014, held in Vienna, Austria, in August 2014. The 15 revised full papers and 6 short papers presented were carefully reviewed and selected from 145 submissions. The papers focus on enterprise software technologies; software engineering and systems security; distributed systems; and software project management. **Software Quality Assurance Principles and Practice** Alpha Science Int'l Ltd. Software Quality Assurance (SQA) as a professional domain is becoming increasingly important. This book provides practical insight into the topic of Software Quality Assurance. It covers discussion on the importance of software quality assurance in the business of Information Technology, covers key practices like Reviews, Verification & Validation. It also discusses people issues and other barriers in successful implementatin of Quality Management Systems in organization. This work presents methodologies, concepts as well as practical scenarios while deploying Quality Assurance practices and integrates the underlying principle into a complete reference book on this topic. -- Publisher description. **Human-Computer Interaction. Theory, Design, Development and Practice 18th International Conference, HCI International 2016, Toronto, ON, Canada, July 17-22, 2016. Proceedings, Part I** Springer The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The volumes constituting the full 27-volume set of the conference proceedings. **Qualidade e produtividade em software** Introdução à qualidade e produtividade em software. Processo do ciclo de vida do software. Futura Norma ISO / IEC 15504 (SPICE). Medição da qualidade e produtividade em software. Implantação de um processo de medição de software. Análise de pontos de função. Exemplo de cálculo de pontos de função. Qualidade dos produtos de software. Tendências da qualidade e produtividade em software. Diagnósticos da qualidade e produtividade em software. **Occupational Ergonomics Design and Management of Work Systems** CRC Press Occupational Ergonomics: Design and Management of Work Systems comprises chapters carefully selected from CRC's bestselling Occupational Ergonomics Handbook, logically organized for optimum convenience and thoughtfully priced to fit every budget. This book presents 34 chapters addressing selected issues in the area of occupational macroergonomics, **The Occupational Ergonomics Handbook** CRC Press Occupational ergonomics and safety studies the application of human behavior, abilities, limitations, and other characteristics to the design, testing, and evaluation of tools, machines, systems, tasks, jobs, and environments for productive, safe, comfortable, and effective use. Occupational Ergonomics Handbook provides current, comprehensive knowledge in this broad field, providing essential, state-of-the-art information from nearly 150 international leaders of this discipline. The text assesses the knowledge and expertise applied to industrial environments: Providing engineering guidelines for redesigning tools, machines, and work layouts Evaluating the demands placed on workers by current jobs Simulating alternative work methods Determining the potential for reducing physical job demands based on the implementation of new methods Topics also include: Fundamental ergonomic design principles at work Work-related musculoskeletal injuries, such as cumulative trauma to the upper extremity (CTDs) and low back disorders (LBDs), which affect several million workers each year with total costs exceeding \$100 billion annually Current knowledge used for minimizing human suffering, potential for occupational disability, and related worker's compensation costs Working conditions under which musculoskeletal injuries might occur Engineering design measures for eliminating or reducing known job-risk factors Optimal manufacturing processes regarding human perceptual and cognitive abilities as well as task reliability Identifying the worker population affected by adverse conditions Early medical and work intervention efforts Economics of an ergonomics maintenance program Ergonomics as an essential cost to doing business Ergonomics intervention includes design for manufacturability, total quality management, and work organization. Occupational Ergonomics Handbook demonstrates how ergonomics serves as a vital component for the activities of the company and enables an advantageous cooperation between management and labor. This new handbook serves a broad segment of industrial practitioners, including industrial and manufacturing engineers; managers; plant supervisors and ergonomics professionals; researchers and students from academia, business, and government; human factors and safety specialists; physical therapists; cognitive and work psychologists; sociologists; and human-computer communications specialists. **Software Testing Foundations A Study Guide for the Certified Tester Exam** Rocky Nook, Inc. Professional testing of software is an essential task that requires a profound knowledge of testing techniques. The International Software Testing Qualifications Board (ISTQB) has developed a universally accepted, international qualification scheme aimed at software and system testing professionals, and has created the Syllabi and Tests for the "Certified Tester." Today about 300,000 people have taken the ISTQB certification exams. The authors of Software Testing Foundations, 4th Edition, are among the creators of the Certified Tester Syllabus and are currently active in the ISTQB. This thoroughly revised and updated fourth edition covers the "Foundations Level" (entry level) and teaches the most important methods of software testing. It is designed for self-study and provides the information necessary to pass the Certified Tester-Foundations Level exam, version 2011, as defined by the ISTQB. Also in this new edition, technical terms have been precisely stated according to the recently revised and updated ISTQB glossary. Topics covered: Fundamentals of Testing Testing and the Software Lifecycle Static and Dynamic Testing Techniques Test Management Test Tools Also mentioned are some updates to the syllabus that are due in 2015. **The Economics of Software Quality** Addison-Wesley Software legend Capers Jones reveals the tight links between software quality, ROI, and TCO, and help you optimize all three • •Strong empirical evidence that high quality generates strongly positive ROI and reduced TCO. •Practical ways to prevent defects, and remove them in pre-test, test, and postrelease. •Easy checklists for assessing and improving practice, plus insights into the costs/benefits of intervention. •By renowned software consultant Capers Jones. In this book, world-renowned software management expert Capers Jones and software quality guru Jitendra Subramanyam help development leaders and practitioners quantify and optimize the economic impact of quality throughout the software lifecycle - and then choose the highest value interventions to improve it. The authors introduce powerful empirical and field data on the ability of inspection, static analysis, and test methods to reduce up to 95% of defects, and discuss the business value of improvements of this magnitude. The Economics of Software Quality is based on proven best quality practices in IT departments and at world-leading integrators, embedded software companies, and systems software groups. Jones and Curtis bring together crucial new information on: • •Identifying and fixing the root causes of short- and long-term software cost inefficiencies. •Predicting and measuring software defects and their quality impacts. •Assessing current practices and identifying the best interventions. •Calculating the ROI of quality during development and maintenance. •Comparing and choosing methods of defect prevention. •Selecting methods of defect removal, such as inspections and static analysis. •Understanding and evaluating more than 20 kinds of software testing. •Best practices for postrelease defect reporting and repair. •Recognizing 'hazardous' metrics and their problems **Integrating Research and Practice in Software Engineering** Springer In this book, the authors highlight recent findings that hold the potential to improve software products or development processes; in addition, they help readers understand new concepts and technologies, and to see what it takes to migrate from old to new platforms. Some of the authors have spent most of their careers in industry, working at the frontiers of practice-based innovation, and are at the same time prominent researchers who have made significant academic contributions. Others work together with industry to test, in industrial settings, the methods they've developed in the lab. The choice of subject and authors represent the key elements of this book. Its respective chapters cover a wide range of topics, from cloud computing to agile development, applications of data science methods, re-engineering of aging applications into modern ones, and business and requirements engineering. Taken together, they offer a valuable asset for practitioners and researchers alike. **Software Architecture Knowledge Management Theory and Practice** Springer Science & Business Media A software architecture manifests the major early design decisions, which determine the system's development, deployment and evolution. Thus, making better architectural decisions is one of the large challenges in software engineering. Software architecture knowledge management is about capturing practical experience and translating it into generalized architectural knowledge, and using this knowledge in the communication with stakeholders during all phases of the software lifecycle. This book presents a concise description of knowledge management in the software architecture discipline. It explains the importance of sound knowledge management practices for improving software architecture processes and products, and makes clear the role of knowledge management in software architecture and software development processes. It presents many approaches that are in use in software companies today, approaches that have been used in other domains, and approaches under development in academia. After an initial introduction by the editors, the contributions are grouped in three parts on "Architecture Knowledge Management", "Strategies and Approaches for Managing Architectural Knowledge", and "Tools and Techniques for Managing Architectural Knowledge". The presentation aims at information technology and software engineering professionals, in particular software architects and software architecture researchers. For the industrial audience, the book gives a broad and concise understanding of the importance of knowledge management for improving software architecture process and building capabilities in designing and evaluating better architectures for their mission- and business-critical systems. For researchers, the book will help to understand the applications of various knowledge management approaches in an industrial setting and to identify research challenges and opportunities. **Sustainable Energy Systems Planning, Integration and Management** MDPI Energy systems worldwide are undergoing major transformation as a consequence of the transition towards the widespread use of clean and sustainable energy sources. Basically, this involves massive changes in technical and organizational levels together with tremendous technological upgrades in different sectors ranging from energy generation and transmission systems down to distribution systems. These actions generate huge science and engineering challenges and demands for expert knowledge in the field to create solutions for a sustainable energy system that is economically, environmentally, and socially viable while meeting high security requirements. This book covers these promising and dynamic areas of research and development, and presents contributions in sustainable energy systems planning, integration, and management. Moreover, the book elaborates on a variety of topics, ranging from design and planning of small- to large-scale energy systems to the operation and control of energy networks in different sectors, namely electricity, heat, and transport. **Software Sustainability** Springer Nature This book focuses on software sustainability, regarded in terms of how software is or can be developed while taking into consideration environmental, social, and economic dimensions. The sixteen chapters cover various related issues ranging from technical aspects like energy-efficient programming techniques, formal proposals related to energy efficiency measurement, patterns to build energy-efficient software, the role of developers on energy efficient software systems and tools for detecting and refactoring code smells/energy bugs; to human aspects like its impact on software sustainability or the adaptation of ACM/IEEE guidelines for student and professional education and; and an economics-driven architectural evaluation for sustainability. Also aspects as the elements of governance and

management that organizations should consider when implementing, assessing and improving Green IT or the relationship between software sustainability and the Corporate Social Responsibility of software companies are included. The chapters are complemented by usage scenarios and experience reports on several domains as cloud applications, agile development or e-Health, among others. As a whole, the chapters provide a complete overview of the various issues related to sustainable software development. The target readership for this book includes CxOs, (e.g. Chief Information Officers, Chief Executive Officers, Chief Technology Officers, etc.) software developers, software managers, auditors, business owners, and quality professionals. It is also intended for students of software engineering and information systems, and software researchers who want to know the state of the art regarding software sustainability. **Systems, Software and Services Process Improvement 17th European Conference, EuroSPI 2010, Grenoble, France, September 1-3, 2010. Proceedings Springer Science & Business Media** A typical characterization of EuroSPI is reflected in a statement made by a company: ". . . the biggest value of EuroSPI lies in its function as a European knowledge and experience exchange mechanism for SPI and innovation. " Since its beginning in 1994 in Dublin, the EuroSPI initiative has outlined that there is not a single silver bullet to solve SPI issues, but that you need to understand a combination of different SPI methods and approaches to achieve concrete benefits. Therefore each proceedings volume covers a variety of different topics, and at the conference we discuss potential synergies and the combined use of such methods and approaches. These proceedings contain selected research papers for five topics: Section I: SPI Tools Section II: SPI Methods Section III: SPI in SMEs Section IV: Economic Aspects of SPI Section V: The Future of SPI Section I presents studies on SPI tools. The authors provide an insight into new tools which can be used for SPI. Willem Bekkers et al. present a new assessment method and tool for software product management. Ismael Edrei-Espinosa-Curiel et al. illustrate a graphical approach to support the teaching of SPI. Paul Clarke and coworkers deal with an analysis and a tool to help real adoption of standards like ISO 12207 and they focus on SPI implementation and practices. Esparanca Amengual et al. present a new team-based assessment method and tool. **Machine Translation and the Information Soup Third Conference of the Association for Machine Translation in the Americas, AMTA'98, Langhorne, PA, USA, October 28-31, 1998 Proceedings Springer Machine Translation and the Information Soup!** Over the past fifty years, machine translation has grown from a tantalizing dream to a respectable and stable scientific enterprise, with users, commercial systems, university research, and government participation. But until very recently, MT has been performed as a relatively distinct operation, somewhat isolated from other text processing. Today, this situation is changing rapidly. The explosive growth of the Web has brought multilingual text into the reach of nearly everyone with a computer. We live in a soup of information, an increasingly multilingual bouillabaisse. And to partake of this soup, we can use MT systems together with more and more tools and language processing technologies|information retrieval engines, automated text summarizers, and multimodal and multilingual displays. Though some of them may still be rather experimental, and though they may not quite together well yet, it is clear that the future will offer text manipulation systems that contain all these functions, seamlessly interconnected in various ways. **Computational Science and Its Applications -- ICCSA 2013 13th International Conference, ICCSA 2013, Ho Chi Minh City, Vietnam, June 24-27, 2013, Proceedings, Part V Springer** The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality. **Information Modelling and Knowledge Bases III Foundations, Theory and Applications IOS Press** Papers direct the focus of interest to the development and use of conceptual models in information systems of various kinds and aim at improving awareness about general or specific problems and solutions in conceptual modelling. **Architecting Dependable Systems II Springer** As software systems become ubiquitous, the issues of dependability become more and more critical. Given that solutions to these issues must be taken into account from the very beginning of the design process, it is appropriate that dependability is addressed at the architectural level. This book results from an effort to bring together the research communities of software architectures and dependability. Inspired by the ICSE 2003 Workshop on Software Architectures for Dependable Systems, the book focuses on topics relevant to improving the state of the art in architecting dependable systems. The 15 thoroughly reviewed papers originate partly from the workshop; others were solicited in order to achieve complete coverage of all relevant aspects. The papers are organized into topical sections on architectures for dependability, fault-tolerance in software architectures, dependability analysis in software architectures, and industrial experience. **Situational Method Engineering Springer** While previously available methodologies for software – like those published in the early days of object technology – claimed to be appropriate for every conceivable project, situational method engineering (SME) acknowledges that most projects typically have individual characteristics and situations. Thus, finding the most effective methodology for a particular project needs specific tailoring to that situation. Such a tailored software development methodology needs to take into account all the bits and pieces needed for an organization to develop software, including the software process, the input and output work products, the people involved, the languages used to describe requirements, design, code, and eventually also measures of success or failure. The authors have structured the book into three parts. Part I deals with all the basic concepts, terminology and overall ideas underpinning situational method engineering. As a summary of this part, they present a formal meta-model that enables readers to create their own quality methods and supporting tools. In Part II, they explain how to implement SME in practice, i.e., how to find method components and put them together and how to evaluate the resulting method. For illustration, they also include several industry case studies of customized or constructed processes, highlighting the impact that high-quality engineered methods can have on the success of an industrial software development. Finally, Part III summarizes some of the more recent and forward-looking ideas. This book presents the first summary of the state of the art for SME. For academics, it provides a comprehensive conceptual framework and discusses new research areas. For lecturers, thanks to its step-by-step explanations from basics to the customization and quality assessment of constructed methods, it serves as a solid basis for comprehensive courses on the topic. For industry methodologists, it offers a reference guide on features and technologies to consider when developing in-house software development methods or customising and adopting off-the-shelf ones. **Funology From Usability to Enjoyment Springer Science & Business Media** This book reflects the move in Human Computer Interaction studies from standard usability concerns towards a wider set of problems to do with fun, enjoyment, aesthetics and the experience of use. Traditionally HCI has been concerned with work and task based applications but as digital technologies proliferate in the home fun becomes an important issue. There is an established body of knowledge and a range of techniques and methods for making products and interfaces usable, but far less is known about how to make them enjoyable. Perhaps in the future there will be a body of knowledge and a set of techniques for assessing the pleasure of interaction that will be as thorough as those that currently assess usability. This book is a first step towards that. It brings together a range of researchers from academia and industry to provide answers. Contributors include Alan Dix, Jacob Nielsen and Mary Beth Rosson as well as a number of other researchers from academia and industry. **Proceedings of Sixth International Congress on Information and Communication Technology ICICT 2021, London, Volume 3 Springer Nature** This book gathers selected high-quality research papers presented at the Sixth International Congress on Information and Communication Technology, held at Brunel University, London, on February 25–26, 2021. It discusses emerging topics pertaining to information and communication technology (ICT) for managerial applications, e-governance, e-agriculture, e-education and computing technologies, the Internet of things (IoT) and e-mining. Written by respected experts and researchers working on ICT, the book offers a valuable asset for young researchers involved in advanced studies. The book is presented in four volumes. **Library and Information Science Research in the 21st Century A Guide for Practicing Librarians and Students Elsevier** The first of its kind, this book provides a theoretically informed research guide and draws attention to areas of potential research in Library and Information Science. It explores the nexus of theory and practice and offers suggestions for collaborative projects. The clear text, simple style and rich content make the book an invaluable resource for students, scholars and practicing librarians, as well as the general reader who may be interested in library and information science research. Apart from providing basic research tools, it acquaints librarians with a theoretical compass for dealing with digital media It pays particular attention to the electronic media Addresses topics of current interests in the field, such as user-centered services **Product-Focused Software Process Improvement 20th International Conference, PROFES 2019, Barcelona, Spain, November 27-29, 2019, Proceedings Springer Nature** This book constitutes the refereed proceedings of the 20th International Conference on Product-Focused Software Process Improvement, PROFES 2019, held in Barcelona, Spain, in November 2019. The 24 revised full papers 4 industry papers, and 11 short papers presented were carefully reviewed and selected from 104 submissions. The papers cover a broad range of topics related to professional software development and process improvement driven by product and service quality needs. They are organized in topical sections on testing, software development, technical debt, estimations, continuous delivery, agile, project management, microservices, and continuous experimentation. This book also includes papers from the co-located events: 10 project papers, 8 workshop papers, and 4 tutorial summaries. **Friendship Among Equals Recollections from ISO's First Fifty Years Human-Centered Software Engineering Software Engineering Models, Patterns and Architectures for HCI Springer Science & Business Media** Activity theory is a way of describing and characterizing the structure of human – tivity of all kinds. First introduced by Russian psychologists Rubinshtein, Leontiev, and Vigotsky in the early part of the last century, activity theory has more recently gained increasing attention among interaction designers and others in the human-computer interaction and usability communities (see, for example, Gay and H-brooke, 2004). Interest was given a significant boost when Donald Norman suggested activity-theory and activity-centered design as antidotes to some of the putative ills of “human-centered design” (Norman, 2005). Norman, who has been credited with coining the phrase “user-centered design,” suggested that too much attention focused on human users may be harmful, that to design better tools designers need to focus not so much on users as on the activities in which users are engaged and the tasks they seek to perform within those activities. Although many researchers and practitioners claim to have used or been influenced by activity theory in their work (see, for example, Nardi, 1996), it is often difficult to trace precisely where or how the results have actually been shaped by activity theory. In many cases, even detailed case studies report results that seem only distantly related, if at all, to the use of activity theory. Contributing to the lack of precise and traceable impact is that activity theory, – spite its name, is not truly a formal and proper theory. **Applied Software Architecture Addison-Wesley Professional** "Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals, and evaluating differing options. Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design." -- Len Bass, author of Software Architecture in Practice. Quality software architecture design has always been important, but in today's fast-paced, rapidly changing, and complex development environment, it is essential. A solid, well-thought-out design helps to manage complexity, to resolve trade-offs among conflicting requirements, and, in general, to bring quality software to market in a more timely fashion. Applied Software Architecture provides practical guidelines and techniques for producing quality software designs. It gives an overview of software architecture basics and a detailed guide to architecture design tasks, focusing on four fundamental views of architecture--conceptual, module, execution, and code. Through four real-life case studies, this book reveals the insights and best practices of the most skilled software architects in designing software architecture. These case studies, written with the masters who created them, demonstrate how the book's concepts and techniques are embodied in state-of-the-art architecture design. You will learn how to: create designs flexible enough to incorporate tomorrow's technology; use architecture as the basis for meeting performance, modifiability, reliability, and safety requirements; determine priorities among conflicting requirements and arrive at a successful solution; and use software architecture to help integrate system components. Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development. 0201325713B07092001 **Software Quality Assurance John Wiley & Sons** The most comprehensive General, Organic, and Biochemistry book available, Introduction to General, Organic, and Biochemistry, 11th Edition continues its tradition of a solid development of problem-solving skills, numerous examples and practice problems, along with coverage of current applications. Written by an experienced author team, they skillfully anticipate areas of difficulty and pace the book accordingly. Readers will find the right mix of general chemistry compared to the discussions on organic and biochemistry. Introduction to General, Organic, and Biochemistry, 11th Edition has clear & logical explanations of chemical concepts and great depth of coverage as well as a clear, consistent writing style which provides great readability. An emphasis on Real-World aspects of chemistry makes the reader comfortable in seeing how the chemistry will apply to their career. **Common Standards for Enterprises Building Reliable Component-based Software Systems Artech House** Here's a complete guide to building reliable component-based software systems. Written by world-renowned experts in the component-based software engineering field, this unique resource helps you manage complex software through the development, evaluation and integration of software

components. You quickly develop a keen awareness of the benefits and risks to be considered when developing reliable systems using components. A strong software engineering perspective helps you gain a better understanding of software component design, to build systems with stronger requirements, and avoid typical errors throughout the process, leading to improved quality and time to market.

**Human-Computer Interaction INTERACT '97** Springer The theme of the 1997 INTERACT conference, 'Discovering New Worlds of HCI', signals major changes that are taking place with the expansion of new technologies into fresh areas of work and leisure throughout the world and new pervasive, powerful systems based on multimedia and the internet. HCI has a vital role to play in these new worlds, to ensure that people using the new technologies are empowered rather than subjugated to the technology that they increasingly have to use. In addition, outcomes from HCI research studies over the past 20 years are now finding their way into many organisations and helping to improve and enhance work practices. These factors have strongly influenced the INTERACT'97 Committee when creating the conference programme, with the result that, besides the more traditional HCI research and education focus found in previous INTERACT conferences, one strand of the 1997 conference has been devoted to industry and another to multimedia. The growth in the IFIP TC13 committee itself reflects the expansion of HCI into new worlds. Membership of IFIP TC13 has risen to now include representatives of 24 IFIP member country societies from many parts of the world. In 1997, IFIP TC13 breaks new ground by holding its sixth INTERACT conference in the Asia-Pacific region. This is a significant departure from previous INTERACT conferences, that were all held in Europe, and is especially important for the Asia-Pacific region, as HCI expands beyond its traditional base.

**Practical Model-Based Systems Engineering** Artech House This comprehensive resource provides systems engineers and practitioners with the analytic, design and modeling tools of the Model-Based Systems Engineering (MBSE) methodology of Integrated Systems Engineering (ISE) and Pipelines of Processes in Object Oriented Architectures (PPOOA) methodology. This methodology integrates model based systems and software engineering approaches for the development of complex products, including aerospace, robotics and energy domains applications. Readers learn how to synthesize physical architectures using design heuristics and trade-off analysis. The book provides information about how to identify, classify and specify the system requirements of a new product or service. Using Systems Modeling Language (SysML) constructs, readers will be able to apply ISE & PPOOA methodology in the engineering activities of their own systems.

**Maturing Usability Quality in Software, Interaction and Value** Springer Science & Business Media This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

**People and Computers XIII Proceedings of HCI '98** Springer This proceeding contains a selection of state of the art refereed papers on current Human-Computer Interaction topics presented at the HCI98 conference. This conference is the annual conference of the British HCI Group, which was held at Sheffield Hallam University in September 1998. HCI98 is the premier European Human-Computer Interaction forum. HCI is concerned with the effective utilisation of computing and communication technology by humans, organisations and society. In this proceedings, a range of HCI related topics are covered, from the human and social sciences, computer science, technology, education and design. In addition, innovative ways of using computer systems that exploit the emerging new technologies are presented, including multimedia and multimodal systems, wearable computers and virtual reality. People and Computers XIII represents a comprehensive guide to current research in HCI which will be essential reading for all researchers, designers and manufacturers who need to keep abreast of developments in HCI.

**Measuring the User Experience Collecting, Analyzing, and Presenting Usability Metrics** Newnes Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience. As more UX and web professionals need to justify their design decisions with solid, reliable data, Measuring the User Experience provides the quantitative analysis training that these professionals need. The second edition presents new metrics such as emotional engagement, personas, keystroke analysis, and net promoter score. It also examines how new technologies coming from neuro-marketing and online market research can refine user experience measurement, helping usability and user experience practitioners make business cases to stakeholders. The book also contains new research and updated examples, including tips on writing online survey questions, six new case studies, and examples using the most recent version of Excel. Learn which metrics to select for every case, including behavioral, physiological, emotional, aesthetic, gestural, verbal, and physical, as well as more specialized metrics such as eye-tracking and clickstream data Find a vendor-neutral examination of how to measure the user experience with web sites, digital products, and virtually any other type of product or system Discover in-depth global case studies showing how organizations have successfully used metrics and the information they revealed Companion site, www.measuringux.com, includes articles, tools, spreadsheets, presentations, and other resources to help you effectively measure the user experience

**Foundations of Software Testing ISTQB Certification** Cengage Learning Emea Your One-Stop Guide To Passing The ISTQB Foundation Level Exam Foundations of Software Testing: Updated edition for ISTQB Certification is your essential guide to software testing and the ISTQB Foundation qualification. Whether you are a student or tester of ISTQB, this book is an essential purchase if you want to benefit from the knowledge and experience of those involved in the writing of the ISTQB Syllabus. This book adopts a practical and hands-on approach, covering the fundamental principles that every system and software tester should know. Each of the six sections of the syllabus is covered by background tests, revision help and sample exam questions. The also contains a glossary, sample full-length examination and information on test certification. The authors are seasoned test-professionals and developers of the ISTQB syllabus itself, so syllabus coverage is thorough and in-depth. This book is designed to help you pass the ISTQB exam and qualify at Foundation Level, and is enhanced with many useful learning aids.

ABOUT ISTQB ISTQB is a multi-national body overseeing the development of international qualifications in software testing. In a world of employment mobility and multi-national organizations, having an internationally recognized qualification ensures that there is a common understanding, internationally, of software testing issues.

**Proceedings of the International Workshop on Meaningful Measures Valid Useful User Experience Measurement, VUUM, Reykjavik, Iceland, June 18th 2008** The International Organization for Standardization (ISO) Global Governance Through Voluntary Consensus Routledge The International Organization for Standardization (ISO) is the first full-length study of the largest nongovernmental, global regulatory network whose scope and influence rivals that of the UN system. Much of the interest in the successes and failures of global governance focuses around high profile organisations such as the United Nations, World Bank and World Trade Organisation. This volume is one of few books that explore both the International Organization for Standardization's (ISO) role as a facilitator of essential economic infrastructure and the implication of ISO techniques for a much wider realm of global governance. Through detailing the initial rationale behind the ISO and a systematic discussion of how this low profile organization has developed, Murphy and Yates provide a comprehensive survey of the ISO as a powerful force on the way commerce is conducted in a changing and increasingly globalized world.

**Guide to the Software Engineering Body of Knowledge** IEEE Computer Society Press The purpose of the Guide to the Software Engineering Body of Knowledge is to provide a validated classification of the bounds of the software engineering discipline and topical access that will support this discipline. The Body of Knowledge is subdivided into ten software engineering Knowledge Areas (KA) that differentiate among the various important concepts, allowing readers to find their way quickly to subjects of interest. Upon finding a subject, readers are referred to key papers or book chapters. Emphases on engineering practice lead the Guide toward a strong relationship with the normative literature. The normative literature is validated by consensus formed among practitioners and is concentrated in standards and related documents. The two major standards bodies for software engineering (IEEE Computer Society Software and Systems Engineering Standards Committee and ISO/IEC JTC1/SC7) are represented in the project.

**Guide to the Software Engineering Body of Knowledge (Swebok(r)) Version 3.0** In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

**Human Factors and Ergonomics in Sport Applications and Future Directions** CRC Press Sport is an integral part of society, playing a key role in human health and well-being, and cultural, political and economic development. As sport is becoming more complex, competitive, diverse, and increasingly reliant on technology, HFE theories, methods, and principles are progressively being applied to help understand and optimize sports systems. Human Factors and Ergonomics in Sport: Applications and Future Directions showcases the latest in sports HFE research and practice. Including contributions from both HFE and sports science researchers, it provides a collection of state-of-the-art studies, reviews and commentaries covering a diverse set of sports and sporting issues. "This book is an excellent resource for all academics and students in general. It provides updated theoretical foundations and applications that conceive a world where everything is connected and embedded in technology that allows us to capture, process and visualise actions and interactions, also at transdisciplinary levels." Professor Jaime Sampaio, Head of the Research Center in Sports Sciences, Health and Human Development (CIDESD), University of Trás-os-Montes e Alto Douro, Portugal "With the changing nature of work comes an ever-greater focus on leisure. Sport is a major dimension of this crucial form of human activity. Now comes Salmon and his colleagues who have assembled a panoply of world leaders who each provide their own individual perspectives on this intriguing world. Their emphasis on the human factors and ergonomics of these activities brings us new and exciting insights. A great read for the specialist and generalist alike." Professor Peter Hancock, Pegasus Professor, Provost Distinguished Research Professor and Trustee Chair, University of Central Florida, USA. "Finally, the complexity of sports and health is being considered in full. This book challenges contemporary thinking toward the prevention of injuries in sports, and provides tangible solutions to help our field into a new decade." Professor Evert Verhagen, Amsterdam Collaboration on Health and Safety in Sports & Department of Public and Occupational Health, VU University Medical Center