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MULTIMEDIA COMPUTING COMMUNICATIONS & APPLICATIONS

Prentice Hall

MULTIMEDIA SYSTEMS

Springer Science & Business Media Multimedia Systems discusses the basic characteristics of multimedia operating systems, networking and communication, and multimedia middleware systems. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. Fundamental characteristics of multimedia operating and distributed communication systems are presented, especially scheduling algorithms and other OS supporting approaches for multimedia applications with soft-real-time deadlines, multimedia file systems and servers with their decision algorithms for data placement, scheduling and buffer management, multimedia communication, transport, and streaming protocols, services with their error control, congestion control and other Quality of Service aware and adaptive algorithms, synchronization services with their skew control methods, and group communication with their group coordinating algorithms and other distributed services.

MULTIMEDIA APPLICATIONS

Springer Science & Business Media Multimedia Applications discusses the basic characteristics of multimedia document handling, programming, security, human computer interfaces, and multimedia application services. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware.

operating systems, networks, security, and multimedia devices. Fundamental information and properties of hypermedia document handling, multimedia security and various aspects of multimedia applications are presented, especially about document handling and their standards, programming of multimedia applications, design of multimedia information at human computer interfaces, multimedia security challenges such as encryption and watermarking, multimedia in education, as well as multimedia applications to assist preparation, processing and application of multimedia content.

PEER-TO-PEER SYSTEMS AND APPLICATIONS

Springer Science & Business Media Starting with Napster and Gnutella, peer-to-peer systems became an integrated part of the Internet fabric attracting millions of users. This book provides an introduction to the field. It draws together prerequisites from various fields, presents techniques and methodologies, and gives an overview on the applications of the peer-to-peer paradigm.

MULTIMEDIA FUNDAMENTALS, VOLUME 1

MEDIA CODING AND CONTENT PROCESSING

Pearson Education The state-of-the-art in multimedia content analysis, media foundations, and compression Covers digital audio, images, video, graphics, and animation Includes real-world project sets that help you build and test your expertise By two of the world's leading experts in advanced multimedia systems development The practical, example-rich guide to media coding and content processing for every multimedia developer. From DVDs to the Internet, media coding and content processing are central to the effective delivery of high-quality multimedia. In this book, two of the field's leading experts introduce today's state-of-the-art, presenting realistic examples and projects designed to help implementers create multimedia systems with unprecedented performance. Ralf Steinmetz and Klara Nahrstedt introduce the fundamental characteristics of digital audio, images, video, graphics, and animation; demonstrate powerful new approaches to content analysis and compression; and share expert insights into system and end-user issues every advanced multimedia professional must understand. Coverage includes: Generic characteristics of multimedia and data streams, and their impact on multimedia system design Essential audio concepts and representation techniques: sound perception, psychoacoustics, music, MIDI, Speech signals, and related I/O and transmission issues Graphics and image characteristics: image formats, analysis, synthesis, reconstruction, and output Video signals, television formats, digitization, and computer-based animation issues Fundamental compression methods: run-length, Huffman, and subband coding Multimedia compression standards: JPEG, H.232, and various MPEG techniques Optical storage technologies and techniques: CD-DA, CD-ROM, DVD, and beyond Content processing techniques: Image analysis, video processing, cut detection, and audio analysis First in an authoritative 3-volume set on tomorrow's robust multimedia desktop: real-time audio, video, and streaming media. Multimedia Fundamentals offers a single, authoritative source for the

knowledge and techniques you need to succeed with any advanced multimedia development project. Look for Volume 2 focusing on networking and operating system-related issues, and Volume 3 focusing on service and application issues.

SERVICE LEVEL MANAGEMENT IN CLOUD COMPUTING

PARETO-EFFICIENT NEGOTIATIONS, RELIABLE MONITORING, AND ROBUST MONITOR PLACEMENT

Springer Melanie Holloway explores a cloud broker offering service level agreement negotiation and monitoring as a service to consumers. She proposes a negotiation mechanism, which enables the achievement of economically efficient agreements, and an approach for reliable consumer side availability monitoring in conjunction with strategies for robust monitor placement. The author addresses the loss of control of consumers over critical aspects, specifically quality of service, when using services from the cloud. Basically, the cloud computing paradigm places the responsibility for resource management on the provider side. Hence, the control over cloud service performance is very limited on the consumer side.

CONTENT NETWORKING

ARCHITECTURE, PROTOCOLS, AND PRACTICE

Elsevier As the Internet has grown, so have the challenges associated with delivering static, streaming, and dynamic content to end-users. This book is unique in that it addresses the topic of content networking exclusively and comprehensively, tracing the evolution from traditional web caching to today's open and vastly more flexible architecture. With this evolutionary approach, the authors emphasize the field's most persistent concepts, principles, and mechanisms--the core information that will help you understand why and how content delivery works today, and apply that knowledge in the future. + Focuses on the principles that will give you a deep and timely understanding of content networking. + Offers dozens of protocol-specific examples showing how real-life Content Networks are currently designed and implemented. + Provides extensive consideration of Content Services, including both the Internet Content Adaptation Protocol (ICAP) and Open Pluggable Edge Services (OPES). + Examines methods for supporting time-constrained media such as streaming audio and video and real-time media such as instant messages. + Combines the vision and rigor of a prominent researcher with the practical experience of a seasoned development engineer to provide a unique combination of theoretical depth and practical application.

FUNDAMENTALS OF MULTIMEDIA

Springer Science & Business Media This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video

compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

INTERACTIVE DISTRIBUTED MULTIMEDIA SYSTEMS AND TELECOMMUNICATION SERVICES

4TH INTERNATIONAL WORKSHOP, IDMS '97, DARMSTADT, GERMANY, SEPTEMBER 10-12, 1997, PROCEEDINGS

Springer Science & Business Media [Content Description](#) #Includes bibliographical references and index.

MULTIMEDIA: ADVANCED TELESERVICES AND HIGH-SPEED COMMUNICATION ARCHITECTURES

SECOND INTERNATIONAL WORKSHOP, IWACA '94, HEIDELBERG, GERMANY, SEPTEMBER 26-28, 1994. PROCEEDINGS

Springer Science & Business Media [This volume contains the proceedings of the Second International Workshop on Advanced Teleservices and High-Speed Communication Architectures \(IWACA '94\), held in Heidelberg, Germany in September 1994. The IWACA Workshop is a platform for the exchange among researchers and developers from both the multimedia applications and the high-speed telecommunication communities. The book presents revised versions of the 36 papers accepted for presentation at the workshop. They cover several aspects of multimedia applications and asynchronous transfer mode \(ATM\), and focus on ATM-LANs and ATM for the wide area high-performance network of the future.](#)

PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON MULTIMEDIA COMPUTING AND SYSTEMS

MULTIMEDIA COMMUNICATIONS: APPLICATIONS, NETWORKS, PROTOCOLS AND STANDARDS

[Pearson Education India](#)

MULTIMEDIA CONTENT ANALYSIS AND MINING

INTERNATIONAL WORKSHOP, MCAM 2007, WEIHAI, CHINA, JUNE 30-JULY 1, 2007, PROCEEDINGS

Springer [Prominent international experts came together to present and debate the latest findings in the field at the 2007 International Workshop on Multimedia Content](#)

Analysis and Mining. This volume includes forty-six papers from the workshop as well as thirteen invited papers. The papers cover a wide range of cutting-edge issues, including all aspects of multimedia in the fields of entertainment, commerce, science, medicine, and public safety.

RESOURCE MANAGEMENT FOR DISTRIBUTED MULTIMEDIA SYSTEMS

Springer Science & Business Media Resource Management for Distributed Multimedia Systems addresses the problems and challenges of handling several continuous-media data streams in networked multimedia environments. The work demonstrates how resource management mechanisms can be integrated into a stream handling system. The resulting system includes functions for Quality of Service (QoS) calculations, scheduling, determination of resource requirements, and methods to reduce resource requirements. The work explains the following: a suitable system architecture and resource management scheme that allows for the provision and enforcement of QoS guarantee, resource scheduling mechanisms for CPU and buffer space, mechanisms to measure and collect resource requirements, methods to extend resource management to future scenarios by allowing the reservation of resources in advance and offering sealing mechanisms. . Resource Management for Distributed Multimedia Systems is a comprehensive view of resource management for a broad technical audience that includes computer scientists and engineers involved in developing multimedia applications.

GAMIFICATION: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

MULTIMEDIA SECURITY HANDBOOK

CRC Press Intellectual property owners who exploit new ways of reproducing, distributing, and marketing their creations digitally must also protect them from piracy. Multimedia Security Handbook addresses multiple issues related to the protection of digital media, including audio, image, and video content. This volume examines leading-edge multimedia security

INTRODUCTION TO DATA COMPRESSION

Elsevier Each edition of Introduction to Data Compression has widely been

considered the best introduction and reference text on the art and science of data compression, and the third edition continues in this tradition. Data compression techniques and technology are ever-evolving with new applications in image, speech, text, audio, and video. The third edition includes all the cutting edge updates the reader will need during the work day and in class. Khalid Sayood provides an extensive introduction to the theory underlying today's compression techniques with detailed instruction for their applications using several examples to explain the concepts. Encompassing the entire field of data compression Introduction to Data Compression, includes lossless and lossy compression, Huffman coding, arithmetic coding, dictionary techniques, context based compression, scalar and vector quantization. Khalid Sayood provides a working knowledge of data compression, giving the reader the tools to develop a complete and concise compression package upon completion of his book. *New content added on the topic of audio compression including a description of the mp3 algorithm *New video coding standard and new facsimile standard explained *Completely explains established and emerging standards in depth including JPEG 2000, JPEG-LS, MPEG-2, Group 3 and 4 faxes, JBIG 2, ADPCM, LPC, CELP, and MELP *Source code provided via companion web site that gives readers the opportunity to build their own algorithms, choose and implement techniques in their own applications

COMMUNICATIONS AND MULTIMEDIA SECURITY

9TH IFIP TC-6 TC-11 INTERNATIONAL CONFERENCE, CMS 2005, SALZBURG, AUSTRIA, SEPTEMBER 19-21, 2005, PROCEEDINGS

Springer Science & Business Media This book constitutes the refereed proceedings of the 9th IFIP TC-6 TC-11 International Conference on Communications and Multimedia Security, CMS 2005, held in Salzburg, Austria in September 2005. The 28 revised full papers and 13 two-page abstracts presented together with 4 invited papers were carefully reviewed and selected from 143 submissions. The papers are organized in topical sections on applied cryptography, DRM and e-commerce, media encryption, multimedia security, privacy, biometrics and access control, network security, mobile security, and XML security.

CUMULATIVE BOOK INDEX

A world list of books in the English language.

MULTIMEDIA SYSTEMS DESIGN

Prentice Hall Informative as well as tutorial, this book explores the design of advanced multimedia systems in depth--the characteristics of multimedia systems, the design challenges, the emerging technologies that support advanced multimedia systems, design methodologies, and implementation techniques for converting the design to produce efficient, flexible, and extensive applications.

INFORMATION SYSTEMS FOR MODERN MANAGEMENT

COMMUNICATIONS AND MULTIMEDIA SECURITY ISSUES OF THE NEW CENTURY

IFIP TC6 / TC11 FIFTH JOINT WORKING CONFERENCE ON COMMUNICATIONS AND MULTIMEDIA SECURITY (CMS'01) MAY 21-22, 2001, DARMSTADT, GERMANY

Springer The volume contains the papers presented at the fifth working conference on Communications and Multimedia Security (CMS 2001), held on May 21-22, 2001 at (and organized by) the GMD -German National Research Center for Information Technology GMD - Integrated Publication and Information Systems Institute IPSI, in Darmstadt, Germany. The conference is arranged jointly by the Technical Committees 11 and 6 of the International Federation of Information Processing (IFIP). The name "Communications and Multimedia Security" was first used in 1995. Reinhard Posch organized the first in this series of conferences in Graz, Austria, following up on the previously national (Austrian) "IT Sicherheit" conferences held in Klagenfurt (1993) and Vienna (1994). In 1996, the CMS took place in Essen, Germany; in 1997 the conference moved to Athens, Greece. The CMS 1999 was held in Leuven, Belgium. This conference provides a forum for presentations and discussions on issues which combine innovative research work with a highly promising application potential in the area of security for communication and multimedia security. State-of-the-art issues as well as practical experiences and new trends in the areas were topics of interest again, as it has already been the case at previous conferences. This year, the organizers wanted to focus the attention on watermarking and copyright protection for e commerce applications and multimedia data. We also encompass excellent work on recent advances in cryptography and their applications. In recent years, digital media data have enormously gained in importance.

HYPertext '99

THE 10TH ACM CONFERENCE ON HYPERTEXT AND HYPERMEDIA : RETURNING TO OUR DIVERSE ROOTS : DARMSTADT, GERMANY, FEBRUARY 21-25, 1999

Association for Computing Machinery (ACM)

INTERACTIVE DISTRIBUTED MULTIMEDIA SYSTEMS AND TELECOMMUNICATION SERVICES

6TH INTERNATIONAL WORKSHOP, IDMS'99, TOULOUSE, FRANCE, OCTOBER 12-15, 1999, PROCEEDINGS

Springer Science & Business Media The 1999 International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services (IDMS) in Toulouse is the sixth in a series that started in 1992. The previous workshops were held in Stuttgart in 1992, Hamburg in 1994, Berlin in 1996, Darmstadt in 1997, and Oslo in 1998. The area of interest of IDMS ranges from basic system technologies, such as

networking and operating system support, to all kinds of teleservices and distributed multimedia applications. Technical solutions for telecommunications and distributed multimedia systems are merging and quality-of-service (QoS) will play a key role in both areas. However, the range from basic system technologies to distributed multimedia applications and teleservices is still very broad and we have to understand the implications of multimedia applications and their requirements for middleware and networks. We are challenged to develop new and more fitting solutions for all distributed multimedia systems and telecommunication services to meet the requirements of the future information society.

MULTIMEDIA SYSTEMS

Addison-Wesley Professional This carefully edited book provides a technical introduction to key issues in multimedia, including detailed discussion of new technologies, principles, current research, and future directions. The book covers important interdisciplinary aspects of digital multimedia systems, among them sound and video recording, television engineering, digital signal processing, systems architectures, user interface, and algorithms. Multimedia Systems furnishes a unified treatment of recent developments in the field, bringing together in one volume multimedia elements common to a range of computing areas such as operating systems, database management systems, network communications, and user interface technology. Features Comprehensive overview of fundamental principles and key issues in multimedia computing. Integrated presentation of multimedia technologies and their applications to a variety of settings. Author and contributors are leading researchers in multimedia computing. Large number of illustrations. 0201532581B04062001

HANDBOOK OF SOCIAL NETWORK TECHNOLOGIES AND APPLICATIONS

Springer Science & Business Media Social networking is a concept that has existed for a long time; however, with the explosion of the Internet, social networking has become a tool for people to connect and communicate in ways that were impossible in the past. The recent development of Web 2.0 has provided many new applications, such as Myspace, Facebook, and LinkedIn. The purpose of Handbook of Social Network Technologies and Applications is to provide comprehensive guidelines on the current and future trends in social network technologies and applications in the field of Web-based Social Networks. This handbook includes contributions from world experts in the field of social networks from both academia and private industry. A number of crucial topics are covered including Web and software technologies and communication technologies for social networks. Web-mining techniques, visualization techniques, intelligent social networks, Semantic Web, and many other topics are covered. Standards for social networks, case studies, and a variety of applications are covered as well.

THE ESSENTIAL GUIDE TO DOING YOUR RESEARCH PROJECT

SAGE The Essential Guide to Doing Your Research Project 2e is the ultimate companion to successfully completing your research project. Warm and pragmatic, it

gives you the skills and the confidence needed to succeed no matter what happens along the way. The book guides you through every step of your research project, from getting started to analysing data and writing up. Each stage is clearly set out, highlighting best practice and providing practical tips and down-to-earth advice for actually doing research. Key features include: Fully developed companion website including podcasts, worksheets, examples of real projects and links to journal articles Chapter summaries Boxed definitions of key terms Full glossary Suggestions for further reading Bursting with real world examples and multidisciplinary case studies, this book addresses the key questions posed by anyone hoping to complete a research project. It is the must-have textbook every student needs. Available with Perusall—an eBook that makes it easier to prepare for class Perusall is an award-winning eBook platform featuring social annotation tools that allow students and instructors to collaboratively mark up and discuss their SAGE textbook. Backed by research and supported by technological innovations developed at Harvard University, this process of learning through collaborative annotation keeps your students engaged and makes teaching easier and more effective. Learn more.

READINGS IN MULTIMEDIA COMPUTING AND NETWORKING

Morgan Kaufmann Compiled for professionals working in designing, building and implementing multimedia-related hardware and applications, this volume examines media and content processing, systems-based solutions and networking support for multimedia data types.

OVERLAY NETWORKS

TOWARD INFORMATION NETWORKING.

CRC Press With their ability to solve problems in massive information distribution and processing, while keeping scaling costs low, overlay systems represent a rapidly growing area of R&D with important implications for the evolution of Internet architecture. Inspired by the author's articles on content based routing, *Overlay Networks: Toward Information Networking* provides a complete introduction to overlay networks. Examining what they are and what kind of structures they require, the text covers the key structures, protocols, and algorithms used in overlay networks. It reviews the current state of the art in applications, decentralized overlays, security, information routing, and information forwarding. The book provides readers with an overview of networking technologies, the TCP/IP protocol suite, and networking basics. It also examines: The foundations of structured overlays Unstructured P2P overlay networks Graph-based algorithms for information dissemination and probabilistic algorithms Content-centric routing and a number of protocols and algorithms Security challenges of P2P and overlay technologies—providing solutions for mitigating risks Written by a scientist who is a university professor and a senior member of the Nokia research staff, this forward-looking reference covers advanced issues concerning performance and scalability. It highlights recent developments and discusses specific algorithms, including BitTorrent, Coolstream, BitOs, Chord, Content Addressable Network, Content

Delivery Networks, Overlay multicast, and Peer-to-Peer SIP. Complete with a number of frequently-used probabilistic techniques and projections for future trends, this authoritative resource provides the tools and understanding needed to create deployable solutions for processing and distributing the vast amounts of data that modern networks demand.

ECGBL2013-PROCEEDINGS OF THE 6TH EUROPEAN CONFERENCE ON GAMES BASED LEARNING

ECGBL

Academic Conferences Limited

ANALYTICS FOR THE INTERNET OF THINGS (IOT)

Packt Publishing Ltd Break through the hype and learn how to extract actionable intelligence from the flood of IoT data About This Book Make better business decisions and acquire greater control of your IoT infrastructure Learn techniques to solve unique problems associated with IoT and examine and analyze data from your IoT devices Uncover the business potential generated by data from IoT devices and bring down business costs Who This Book Is For This book targets developers, IoT professionals, and those in the field of data science who are trying to solve business problems through IoT devices and would like to analyze IoT data. IoT enthusiasts, managers, and entrepreneurs who would like to make the most of IoT will find this equally useful. A prior knowledge of IoT would be helpful but is not necessary. Some prior programming experience would be useful What You Will Learn Overcome the challenges IoT data brings to analytics Understand the variety of transmission protocols for IoT along with their strengths and weaknesses Learn how data flows from the IoT device to the final data set Develop techniques to wring value from IoT data Apply geospatial analytics to IoT data Use machine learning as a predictive method on IoT data Implement best strategies to get the most from IoT analytics Master the economics of IoT analytics in order to optimize business value In Detail We start with the perplexing task of extracting value from huge amounts of barely intelligible data. The data takes a convoluted route just to be on the servers for analysis, but insights can emerge through visualization and statistical modeling techniques. You will learn to extract value from IoT big data using multiple analytic techniques. Next we review how IoT devices generate data and how the information travels over networks. You'll get to know strategies to collect and store the data to optimize the potential for analytics, and strategies to handle data quality concerns. Cloud resources are a great match for IoT analytics, so Amazon Web Services, Microsoft Azure, and PTC ThingWorx are reviewed in detail next. Geospatial analytics is then introduced as a way to leverage location information. Combining IoT data with environmental data is also discussed as a way to enhance predictive capability. We'll also review the economics of IoT analytics and you'll discover ways to optimize business value. By the end of the book, you'll know how to handle scale for both data storage and analytics, how Apache Spark can be leveraged to handle scalability, and how R and Python can be used for analytic modeling. Style and approach This book

follows a step-by-step, practical approach to combine the power of analytics and IoT and help you get results quickly

EMERGING WIRELESS MULTIMEDIA

SERVICES AND TECHNOLOGIES

John Wiley & Sons Incorporated One of the most exciting and challenging aspects of next generation wireless networks is the provision of IP- based multimedia services, similar to those recently emerged on the Internet. *Emerging Wireless Multimedia Services and Technologies* provides a comprehensive resource of the most up-to-date wireless multimedia technologies and services.

PROCEEDINGS

INTERNATIONAL WORKSHOP ON MULTIMEDIA SOFTWARE ENGINEERING

Institute of Electrical & Electronics Engineers(IEEE) Topics on the multimedia software engineering workshop covered in this book include: multimedia modelling and specification; multimedia systems development; metric/evaluation; industry views session; and applications."

COMPUTER SCIENCE HANDBOOK

CRC Press When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

MULTIMEDIA SYSTEMS

DELIVERING, GENERATING AND INTERACTING WITH MULTIMEDIA

Springer Science & Business Media This book equips readers with the skills to design multimedia delivery systems. It provides an overview of current research in the area, giving readers a glimpse of what multimedia computers will be doing in the near future. Divided into 2 parts, it discusses how multimedia delivery systems are designed and constructed, and then covers the methods of realizing true multimedia computing. With its authoritative outlook and supplementary material available on authors website, this book will interest all those working in multimedia.

MULTIMEDIA COMMUNICATION SYSTEMS

TECHNIQUES, STANDARDS, AND NETWORKS

Prentice Hall With extensive coverage of multimedia communications standards and processing techniques, this guide presents new approaches to traffic management, services deployment, and QoS for networked multimedia systems. It contains many practical examples, more than 200 figures, and over 400 references.

THE CHARISMA MACHINE

THE LIFE, DEATH, AND LEGACY OF ONE LAPTOP PER CHILD

MIT Press A fascinating examination of technological utopianism and its complicated consequences. In *The Charisma Machine*, Morgan Ames chronicles the life and legacy of the One Laptop per Child project and explains why—despite its failures—the same utopian visions that inspired OLPC still motivate other projects trying to use technology to “disrupt” education and development. Announced in 2005 by MIT Media Lab cofounder Nicholas Negroponte, One Laptop per Child promised to transform the lives of children across the Global South with a small, sturdy, and cheap laptop computer, powered by a hand crank. In reality, the project fell short in many ways—starting with the hand crank, which never materialized. Yet the project remained charismatic to many who were captivated by its claims of access to educational opportunities previously out of reach. Behind its promises, OLPC, like many technology projects that make similarly grand claims, had a fundamentally flawed vision of who the computer was made for and what role technology should play in learning. Drawing on fifty years of history and a seven-month study of a model OLPC project in Paraguay, Ames reveals that the laptops were not only frustrating to use, easy to break, and hard to repair, they were designed for “technically precocious boys”—idealized younger versions of the developers themselves—rather than the children who were actually using them. *The Charisma Machine* offers a cautionary tale about the allure of technology hype and the problems that result when utopian dreams drive technology development.

WIRELESS SENSOR NETWORKS AND THE INTERNET OF THINGS

FUTURE DIRECTIONS AND APPLICATIONS

Apple Academic Press Incorporated "Wireless Sensor Networks and the Internet of Things: Future Directions and Applications explores a wide range of important and real-time issues and applications in this ever-advancing field. Different types of WSN and IoT technologies are discussed in order to provide a strong framework of reference, and the volume places an emphasis on solutions to the challenges of protection, conservation, evaluation, and implementation of WSN and IoT that lead to low-cost products, energy savings, low carbon usage, higher quality, and global competitiveness. The volume is divided into four sections that cover Wireless sensor networks and their relevant applications Smart monitoring and control systems with the Internet of Things Attacks, threats, vulnerabilities, and defensive measures for smart systems Research challenges and opportunities This collection of chapters on an important and diverse range of issues presents case studies and applications of cutting-edge technologies of WSN and IoT that will be valuable for academic communities in computer science, information technology, and electronics, including cyber security, monitoring, and data collection. The informative material presented here can be applied to many sectors, including agriculture, energy and power, resource management, biomedical and health care, business management, and others"--

PEER-TO-PEER SYSTEMS AND APPLICATIONS

Springer Starting with Napster and Gnutella, peer-to-peer systems became an integrated part of the Internet fabric attracting millions of users. According to recent evaluations, peer-to-peer traffic now exceeds Web traffic, once the dominant traffic on the Internet. While the most popular peer-to-peer applications remain file sharing and content distribution, new applications such as Internet telephony are emerging. Within just a few years, the huge popularity of peer-to-peer systems and the explosion of peer-to-peer research have created a large body of knowledge, but this book is the first textbook-like survey to provide an up-to-date and in-depth introduction to the field. This state-of-the-art survey systematically draws together prerequisites from various fields, presents techniques and methodologies in a principled and coherent way, and gives a comprehensive overview on the manifold applications of the peer-to-peer paradigm. Leading researchers contributed their expert knowledge to this book, each in his/her own specific area. Lecturers can choose from the wide range of 32 tightly integrated chapters on all current aspects of P2P systems and applications, and thus individually tailor their class syllabi. R&D professionals active in P2P will appreciate this book as a valuable source of reference and inspiration.

MULTIMEDIA IN PRACTICE

Pearson Education India