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KEY=FORERUNNER - WALKER TOWNSEND

HANDBOOK OF RESEARCH ON INNOVATION IN TOURISM INDUSTRIES

Edward Elgar Publishing The tourism sector _ already one of the fastest growing industries in the world _ is currently undergoing extensive change thanks to strong market growth and a transition to more experience-based products. The capacity for firms to innovate and adapt t

HUMAN FACTORS METHODS AND SPORTS SCIENCE

A PRACTICAL GUIDE

CRC Press During the course of any sporting event, critical cognitive and physical tasks are performed within a dynamic, complex, collaborative system comprising multiple humans and artifacts, under pressurized, complex, and rapidly changing conditions. Highly skilled, well-trained individuals walk a fine line between task success and failure, with only slightly inadequate task execution leading to the latter. Promoting cross-disciplinary interaction between the human factors and sports science disciplines, Human Factors Methods and Sports Science: A Practical Guide provides practical guidance on a range of methods for describing, representing, and evaluating human, team, and system performance in sports domains. Traditionally, the application of human factors and ergonomics methods in sports has focused on the biomechanical, physiological, environmental, and equipment-related aspects of sports performance. However, various human factors methods, applied historically in the complex safety critical domains, are suited to describing and understanding sports performance. This book delineates the similarities in the concepts requiring investigation within sports and the more typical human factors domains. The book's focus on cognitive and social human factors methods rather than mainly on the application of physiological ergonomics approaches sets it apart from other books in either field. It covers eight categories of human factor methods: data collection, task analysis, cognitive task analysis, human error identification, situation awareness measurement, workload measurement, team performance assessment, and interface evaluation methods. Constructed so that each chapter can be read non-linearly and independently from one another, the book provides an introduction and overview to each Human Factors topic area, and of each method discussed, along with practical guidance on how to apply them. It also includes detailed descriptions of the different methods, example applications, and theoretical rationale. This allows the concepts to be easily found and digested, and the appropriate method to be easily selected and applied.

PC MAG

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

RUNNER'S WORLD

Runner's World magazine aims to help runners achieve their personal health, fitness, and performance goals, and to inspire them with vivid, memorable storytelling.

PC MAGAZINE

THE INDEPENDENT GUIDE TO IBM-STANDARD PERSONAL COMPUTING

THE AGE OF THE INFOVORE

SUCCEEDING IN THE INFORMATION ECONOMY

Penguin Previously published as Create Your Own Economy "Will change the way you think about thinking."—Daniel H. Pink, author of A Whole New Mind Renowned behavioral economist and commentator Tyler Cowen shows that our supernetworked world is changing the way we think—and empowering us to thrive in any economic climate. Whether it is micro-blogging on Twitter or buying single songs at iTunes, we can now customize our lives to shape our own specific needs. In other words, we can create our own economy—and live smarter, happier, fuller lives. At a time when apocalyptic thinking has become all too common, Cowen offers a much-needed Information Age manifesto that will resonate with readers of Dan Ariely's Predictably Irrational, Steven Johnson's Everything Bad is Good for You, and everyone hungry to understand our potential to withstand, and even thrive, in any economic climate.

BACKPACKER

Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

INSIDE TRIATHLON

PREDICTING HEART FAILURE

INVASIVE, NON-INVASIVE, MACHINE LEARNING, AND ARTIFICIAL INTELLIGENCE BASED METHODS

John Wiley & Sons PREDICTING HEART FAILURE Predicting Heart Failure: Invasive, Non-Invasive, Machine Learning and Artificial Intelligence Based Methods focuses on the mechanics and symptoms of heart failure and various approaches, including conventional and modern techniques to diagnose it. This book also provides a comprehensive but concise guide to all modern cardiological practice, emphasizing practical clinical management in many different contexts. Predicting Heart Failure supplies readers with trustworthy insights into all aspects of heart failure, including essential background information on clinical practice guidelines, in-depth, peer-reviewed articles, and broad coverage of this fast-moving field. Readers will also find: Discussion of the main characteristics of cardiovascular biosensors, along with their open issues for development and application Summary of the difficulties of wireless sensor communication and power transfer, and the utility of artificial intelligence in cardiology Coverage of data mining classification techniques, applied machine learning and advanced methods for estimating HF severity and diagnosing and predicting heart failure Discussion of the risks and issues associated with the remote monitoring system Assessment of the potential applications and future of implantable and wearable devices in heart failure prediction and detection Artificial intelligence in mobile monitoring technologies to provide clinicians with improved treatment options, ultimately easing access to healthcare by all patient populations. Providing the latest research data for the diagnosis and treatment of heart failure, Predicting Heart Failure: Invasive, Non-Invasive, Machine Learning and Artificial Intelligence Based Methods is an excellent resource for nurses, nurse practitioners, physician assistants, medical students, and general practitioners to gain a better understanding of bedside cardiology.

GPS FOR DUMMIES

John Wiley & Sons Need directions? Are you good at getting lost? Then GPS is just the technology you've dreamed of, and GPS For Dummies is what you need to help you make the most of it. If you have a GPS unit or plan to buy one, GPS For Dummies, 2nd Edition helps you compare GPS technologies, units, and uses. You'll find out how to create and use digital maps and learn about waypoints, tracks, coordinate systems, and other key point to using GPS technology. Get more from your GPS device by learning to use Web-hosted mapping services and even how to turn your cell phone or PDA into a GPS receiver. You'll also discover: Up-to-date information on the capabilities of popular handheld and automotive Global Positioning Systems How to read a map and how to get more from the free maps available online The capabilities and limitations of GPS technology, and how satellites and radio systems make GPS work How to interface your GPS receiver with your computer and what digital mapping software can offer Why a cell phone with GPS capability isn't the same as a GPS unit What can affect your GPS reading and how accurate it will be How to use Street Atlas USA, TopoFusion, Google Earth, and other tools Fun things to do with GPS, such as exploring topographical maps, aerial imagery, and the sport of geocaching Most GPS receivers do much more than their owners realize. With GPS For

Dummies, 2nd Edition in hand, you'll venture forth with confidence!

HANDBOOK OF PHYSIOLOGICAL RESEARCH METHODS IN HEALTH PSYCHOLOGY

SAGE The field of health psychology has exploded in the last decade due to progress identifying physiological mechanisms by which psychological, social, and behavioral factors can put people's health and well-being at risk. The Handbook of Physiological Research Methods in Health Psychology provides thorough, state-of-the-art, and user-friendly coverage of basic techniques for measurement of physiological variables in health psychology research. It is designed to serve as a primary reference source for researchers and students interested in expanding their research to consider a biopsychosocial approach. Chapters addressing key physiological measures have been written by international experts with an eye towards documenting essential information that must be considered in order to accurately and reliably measure biological samples. The book is not intended to be a lab manual of specific biomedical techniques, nor is it intended to provide extensive physiological or anatomical information. Rather, it takes the approach most useful for a non-specialist who seeks guidance on how and when to collect biological measures but who will have the actual samples assayed elsewhere. The Handbook can be thought of as a primer or a gateway book for researchers new to the area of physiological measurement and for readers who would like to better understand the meaning of physiological measures they encounter in research reports.

GUIDE TO GPS POSITIONING

Larry d Hothem "The Guide to GPS Positioning is a self-contained introduction to the Global Positioning System, designed to be used in any of the following three ways: as a self-study guide, as lecture notes for formal post-secondary education courses, or as hand-out material to support short-course and seminar presentations on GPS." -- Introduction.

GPS MAPPING

MAKE YOUR OWN MAPS

This is the only comprehensive guide to mapping software that clearly explains how to interface your GPS receiver with your computer to create maps, annotate aerial photos, and even create 3-D maps. It includes where to find free software and maps, how to use aerial photos and satellite imagery, and how to view your favorite backcountry locations in 3-D.It brings sophisticated features once available only to professional cartographers within reach, at low cost or even free, to everyone who loves maps. Readers will discover how to make maps for free, download aerial photos, create and customize their own maps, use hidden tips and tricks, reduce the learning curve and get mapping right away, locate trailheads using a real-time moving map on a laptop or PDA, and how to best transfer information between a GPS, computer, and electronic maps.

LIFE ON AN OCEAN PLANET

Teacher digital resource package includes 2 CD-ROMs and 1 user guide. Includes Teacher curriculum guide, PowerPoint chapter presentations, an image gallery of photographs, illustrations, customizable presentations and student materials, Exam Assessment Suite, PuzzleView for creating word puzzles, and LessonView for dynamic lesson planning. Laboratory and activity disc includes the manual in both student and teacher editions and a lab materials list.

PHILOSOPHY OF SCIENCE COMPLETE: A TEXT ON TRADITIONAL PROBLEMS AND SCHOOLS OF THOUGHT

Cengage Learning One of the most comprehensive and yet accessible texts on the market, PHILOSOPHY OF SCIENCE COMPLETE: A TEXT ON TRADITIONAL PROBLEMS AND SCHOOLS OF THOUGHT, Second Edition is updated to include current developments in this complex field of study. This volume consists of two parts: Book I deals with traditional problems in the philosophy of science: logic, explanation, and epistemology. Book II presents various schools and systems of thought from the philosophy of science. Prominently featured are: rationalism, empiricism, logical positivism, and constructivism. The text offers both breadth and depth, but is written in clear and straightforward language, making it appropriate for philosophy of science courses at both the undergraduate and graduate levels. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

GRUNDLAGEN UND ANWENDUNGEN DER MENSCH-MASCHINE-INTERAKTION

10. BERLINER WERKSTATT MENSCH-MASCHINE-SYSTEME 10.-12. OKTOBER 2013; PROCEEDINGS

Universitätsverlag der TU Berlin Der vorliegende Tagungsband zur 10. Berliner Werkstatt Mensch-Maschine-Systeme gibt einen Einblick in die aktuelle Forschung im Bereich der Mensch-Maschine-Interaktion. Einen besonderen Fokus stellt das Wechselspiel von Grundlagenforschung und anwendungsbezogener Forschung dar, was sich im breiten Themenspektrum widerspiegelt, welches von theoretischen und methodischen Betrachtungen bis hin zu anwendungsnahen Fragestellungen reicht. Dabei finden Inhalte aus allen Phasen des Forschungsprozesses Beachtung, sodass auch im Rahmen der 10. Berliner Werkstatt MMS wieder sowohl neue Untersuchungskonzepte als auch abschließende Befunde diskutiert werden. Zentrale Themengebiete sind u. a. Fahrer-Fahrzeug-Interaktion, Assistenzsysteme, User Experience, Usability, Ubiquitous Computing, Mixed & Virtual Reality, Robotics & Automation, Wahrnehmungsspezifika sowie Psychophysiologie und Beanspruchung in der Mensch-Maschine-Interaktion. The proceedings of the 10th Berlin Workshop Human-Machine-Systems provide an insight into the current research in the field of human-machine-interaction. The main focus lies on the interplay between basic and applied research, which is reflected in the wide range of subjects: from theoretical and methodological issues to application oriented considerations. Again all stages of the research process are represented in the contributions of the 10th Berlin Workshop HMS. This means new research concepts as well as final results are subject of this volume. Central topics include driver-vehicleinteraction, assistance systems, user experience, usability, ubiquitous computing, mixed and virtual reality, robotics & automation, perception specifics.

RUN WITH POWER

THE COMPLETE GUIDE TO POWER METERS FOR RUNNING

VeloPress RUN WITH POWER is the groundbreaking guide you need to tap the true potential of your running power meter. From 5K to ultramarathon, a power meter can make you faster—but only if you know how to use it. Just viewing your numbers is not enough; you can only become a faster, stronger, more efficient runner when you know what your key numbers mean for your workouts, races, and your season-long training. In Run with Power, TrainingBible coach Jim Vance offers the comprehensive guide you need to find the speed you want. Run with Power demystifies the data and vocabulary so you can find and understand your most important numbers. You'll set your Running Power Zones so you can begin training using 8 power-based training plans for 5K, 10K, half-marathon, and marathon. Vance shows you how you can compare wattage, heart rate, pace, and perceived exertion to gain the maximum insight into your performances, how you respond to training, and how you can train more effectively. Run with Power will revolutionize how you train and race. Armed with Vance's guidance, you can train more specifically for races, smooth your running technique, accurately measure your fitness, predict a fitness plateau, monitor injuries, know exactly how hard you're training, get more fitness from every workout, recover fully, perfect your tapers, warm up without wasting energy, pace your race on any terrain, know when to open the throttle, and create an unprecedented picture of yourself as an athlete. If you're just glancing at the number on your wrist or computer monitor, you've got a lot more speed potential. Knowledge is power and understanding your power numbers can open the gate to new methods and new PRs. Run with Power introduces the use of power meters to the sport of running and will show you how to break through to all-new levels of performance. Key concepts explored in Run with Power: 3/9 Test, 30-minute Time Trial Test, Running Functional Threshold Power (rFTPw), Running Functional Threshold Pace (rFTPa), Averaged and Normalized Power (NP), Intensity Factor (IF), Peak Power, Variability Index, Efficiency Index (EI), speed per watt, Vance's Power Zones for Running, Training Stress Score (TSS), and Periodization with Power. Includes 6 testing methods and 8 power-based training schedules and workouts for 5K, 10K, half-marathon, and marathon.

NETWORKING FUNDAMENTALS

DEVELOP THE NETWORKING SKILLS REQUIRED TO PASS THE MICROSOFT MTA NETWORKING FUNDAMENTALS EXAM 98-366

Packt Publishing Ltd Become well-versed with basic networking concepts such as routing, switching, and subnetting, and prepare for the Microsoft 98-366 exam Key Features Build a strong foundation in networking concepts Explore both the hardware and software aspects of networking Prepare by taking mock tests with up-to-date exam questions Book Description A network is a collection of computers, servers, mobile devices, or other computing devices connected for sharing data. This book will help you become well versed in basic networking concepts and prepare to pass Microsoft's MTA Networking Fundamentals Exam 98-366. Following Microsoft's official syllabus, the book starts by covering network infrastructures to help you differentiate intranets, internets, and extranets, and learn about network topologies. You'll then get up to date with common network hardware devices such as routers and switches and the media types used to connect them together. As you advance, the book will take you through different protocols and services and the requirements to follow a standardized approach to networking. You'll get to grips with the OSI and TCP/IP models as well as IPv4 and IPv6. The book also shows you how to recall IP addresses through name resolution. Finally, you'll be able to practice everything you've learned and take the exam confidently with the help of mock tests. By the end of this networking book, you'll have developed a strong foundation in the essential networking concepts needed to pass Exam 98-366. What you will learn Things you will learn: Become well versed in networking topologies and concepts Understand network infrastructures such as intranets, extranets, and more Explore network switches, routers, and other network hardware devices Get to grips with different network protocols and models such as OSI and TCP/IP Work with a variety of network services such as DHCP, NAT, firewalls, and remote access Apply networking concepts in different real-world

scenarios Who this book is for If you're new to the IT industry or simply want to gain a thorough understanding of networking, this book is for you. A basic understanding of the Windows operating system and your network environment will be helpful.

AUTOMOTIVE USER INTERFACES

CREATING INTERACTIVE EXPERIENCES IN THE CAR

Springer This book focuses on automotive user interfaces for in-vehicle usage, looking at car electronics, its software of hidden technologies (e.g., ASP, ESP), comfort functions (e.g., navigation, communication, entertainment) and driver assistance (e.g., distance checking). The increased complexity of automotive user interfaces, driven by the need for using consumer electronic devices in cars as well as autonomous driving, has sparked a plethora of new research within this field of study. Covering a broad spectrum of detailed topics, the authors of this edited volume offer an outstanding overview of the current state of the art; providing deep insights into usability and user experience, interaction techniques and technologies as well as methods, tools and its applications, exploring the increasing importance of Human-Computer-Interaction (HCI) within the automotive industry Automotive User Interfaces is intended as an authoritative and valuable resource for professional practitioners and researchers alike, as well as computer science and engineering students who are interested in automotive interfaces.

RISING TO THE CHALLENGE

U.S. INNOVATION POLICY FOR THE GLOBAL ECONOMY

National Academies Press America's position as the source of much of the world's global innovation has been the foundation of its economic vitality and military power in the post-war. No longer is U.S. pre-eminence assured as a place to turn laboratory discoveries into new commercial products, companies, industries, and high-paying jobs. As the pillars of the U.S. innovation system erode through wavering financial and policy support, the rest of the world is racing to improve its capacity to generate new technologies and products, attract and grow existing industries, and build positions in the high technology industries of tomorrow. Rising to the Challenge: U.S. Innovation Policy for Global Economy emphasizes the importance of sustaining global leadership in the commercialization of innovation which is vital to America's security, its role as a world power, and the welfare of its people. The second decade of the 21st century is witnessing the rise of a global competition that is based on innovative advantage. To this end, both advanced as well as emerging nations are developing and pursuing policies and programs that are in many cases less constrained by ideological limitations on the role of government and the concept of free market economics. The rapid transformation of the global innovation landscape presents tremendous challenges as well as important opportunities for the United States. This report argues that far more vigorous attention be paid to capturing the outputs of innovation - the commercial products, the industries, and particularly high-quality jobs to restore full employment. America's economic and national security future depends on our succeeding in this endeavor.

TECHNOLOGY FOR ADAPTIVE AGING

National Academies Press Emerging and currently available technologies offer great promise for helping older adults, even those without serious disabilities, to live healthy, comfortable, and productive lives. What technologies offer the most potential benefit? What challenges must be overcome, what problems must be solved, for this promise to be fulfilled? How can federal agencies like the National Institute on Aging best use their resources to support the translation from laboratory findings to useful, marketable products and services? Technology for Adaptive Aging is the product of a workshop that brought together distinguished experts in aging research and in technology to discuss applications of technology to communication, education and learning, employment, health, living environments, and transportation for older adults. It includes all of the workshop papers and the report of the committee that organized the workshop. The committee report synthesizes and evaluates the points made in the workshop papers and recommends priorities for federal support of translational research in technology for older adults.

SATELLITE GEODESY

FOUNDATIONS, METHODS, AND APPLICATIONS

Walter de Gruyter Completely revised and updated edition. The book covers the entire field of satellite geodesy (status spring/\break summer 2002). Basic chapters on reference systems, time, signal propagation, and satellite orbits are updated. All currently important observation methods are included and also all newly launched satellites of interest to geodesy. Particular emphasis is given to the current status of the Global Positioning System (GPS), which covers now about one third of the book. A new chapter on Differential GPS and active GPS reference networks is included. The GPS modernization plans, GLONASS, the forthcoming European system GALILEO, modern developments in GPS data analysis, error modelling, precise real time methods and ambiguity resolution are dealt with

in detail. New satellite laser ranging missions, new altimetry missions (e.g. TOPEX/Poseidon, ERS-1/2, GFO, JASON), and new and forthcoming gravity field missions (CHAMP, GRACE, GOCE) are also considered. The book serves as a textbook for advanced undergraduate and graduate students, as well as a reference for professionals and scientists in the field of engineering and geosciences such as geodesy, surveying, geo-information, navigation, geophysics and oceanography.

AGAIN TO CARTHAGE

A NOVEL

Simon and Schuster Again to Carthage is the "breathtaking, pulse-quickening, stunning" sequel to Once a Runner that "will have you standing up and cheering, and pulling on your running shoes" (Chicago Sun-Times). Originally self-published in 1978, Once a Runner became a cult classic, emerging after three decades to become a New York Times bestseller. Now, in Again to Carthage, hero Quenton Cassidy returns. The former Olympian has become a successful attorney in south Florida, where his life centers on work, friends, skin diving, and boating trips to the Bahamas. But when he loses his best friend to the Vietnam War and two relatives to life's vicissitudes, Cassidy realizes that an important part of his life was left unfinished. After reconnecting with his friend and former coach Bruce Denton, Cassidy returns to the world of competitive running in a desperate, all-out attempt to make one last Olympic team. Perfectly capturing the intensity, relentlessness, and occasional lunacy of a serious runner's life, Again to Carthage is a must-read for runners—and athletes—of all ages, and a novel that will thrill any lover of fiction.

ADVANCES IN HUMAN FACTORS IN WEARABLE TECHNOLOGIES AND GAME DESIGN

PROCEEDINGS OF THE AHFE 2018 INTERNATIONAL CONFERENCES ON HUMAN FACTORS AND WEARABLE TECHNOLOGIES, AND HUMAN FACTORS IN GAME DESIGN AND VIRTUAL ENVIRONMENTS, HELD ON JULY 21–25, 2018, IN LOEWS SAPPHIRE FALLS RESORT AT UNIVERSAL STUDIOS, ORLANDO, FLORIDA, USA

Springer This book focuses on the human aspects of wearable technologies and game design, which are often neglected. It shows how user centered practices can optimize wearable experience, thus improving user acceptance, satisfaction and engagement towards novel wearable gadgets. It describes both research and best practices in the applications of human factors and ergonomics to sensors, wearable technologies and game design innovations, as well as results obtained upon integration of the wearability principles identified by various researchers for aesthetics, affordance, comfort, contextual-awareness, customization, ease of use, ergonomy, intuitiveness, obtrusiveness, information overload, privacy, reliability, responsiveness, satisfaction, subtlety, user friendliness and wearability. The book is based on the AHFE 2018 Conference on Human Factors and Wearable Technologies and the AHFE 2018 Conference on Human Factors in Game Design and Virtual Environments , held on July 21–25, 2018 in Orlando, Florida, and addresses professionals, researchers, and students dealing with the human aspects of wearable, smart and/or interactive technologies and game design research.

MOBILE UNLEASHED

THE ORIGIN AND EVOLUTION OF ARM PROCESSORS IN OUR DEVICES

Createspace Independent Publishing Platform This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

THE ENGINEERING OF SPORT

CRC Press Science and technology has been used more and more in the last few decades to gain advantage over competitors. Quite often, however, the actual science involved is not published because a suitable journal cannot be found. The Engineering of Sport brings together work from a very diverse range of subjects including Engineering, Physics, Materials and Biomechanics. The Engineering of Sport represent work which was represented at the 1st International Conference on the Engineering of Sport held in Sheffield, UK in July 1996. Many sports were represented and the material covered split into nine topics covering aerodynamics, biomechanics, design, dynamics, instrumentation, materials, mechanics, modelling, motion analysis, and vibrations. It should be of interest to specialists in all areas of sports research.

WARTA EKONOMI

BODIES AND ARTEFACTS: HISTORICAL MATERIALISM AS CORPOREAL SEMIOTICS (2 VOLS.)

BRILL In an offhand, never systematically elaborated comment Karl Marx deemed 'human corporeal organisation' the 'first fact for the study of human history'. This book explores the implications of Marx's radically corporeal insight for historical-materialist analysis of socio-economic and cultural forms.

INVENTING THE CLOUD CENTURY

HOW CLOUDINESS KEEPS CHANGING OUR LIFE, ECONOMY AND TECHNOLOGY

Springer This book combines the three dimensions of technology, society and economy to explore the advent of today's cloud ecosystems as successors to older service ecosystems based on networks. Further, it describes the shifting of services to the cloud as a long-term trend that is still progressing rapidly.The book adopts a comprehensive perspective on the key success factors for the technology – compelling business models and ecosystems including private, public and national organizations. The authors explore the evolution of service ecosystems, describe the similarities and differences, and analyze the way they have created and changed industries. Lastly, based on the current status of cloud computing and related technologies like virtualization, the internet of things, fog computing, big data and analytics, cognitive computing and blockchain, the authors provide a revealing outlook on the possibilities of future technologies, the future of the internet, and the potential impacts on business and society.

DIGITAL APOLLO

HUMAN AND MACHINE IN SPACEFLIGHT

MIT Press How human pilots and automated systems worked together to achieve the ultimate in flight—the lunar landings of NASA's Apollo program. As Apollo 11's Lunar Module descended toward the moon under automatic control, a program alarm in the guidance computer's software nearly caused a mission abort. Neil Armstrong responded by switching off the automatic mode and taking direct control. He stopped monitoring the computer and began flying the spacecraft, relying on skill to land it and earning praise for a triumph of human over machine. In Digital Apollo, engineer-historian David Mindell takes this famous moment as a starting point for an exploration of the relationship between humans and computers in the Apollo program. In each of the six Apollo landings, the astronaut in command seized control from the computer and landed with his hand on the stick. Mindell recounts the story of astronauts' desire to control their spacecraft in parallel with the history of the Apollo Guidance Computer. From the early days of aviation through the birth of spaceflight, test pilots and astronauts sought to be more than "spam in a can" despite the automatic controls, digital computers, and software developed by engineers. Digital Apollo examines the design and execution of each of the six Apollo moon landings, drawing on transcripts and data telemetry from the flights, astronaut interviews, and NASA's extensive archives. Mindell's exploration of how human pilots and automated systems worked together to achieve the ultimate in flight—a lunar landing—traces and reframes the debate over the future of humans and automation in space. The results have implications for any venture in which human roles seem threatened by automated systems, whether it is the work at our desktops or the future of exploration.

WOMEN'S HEALTH AND WELLNESS ACROSS THE LIFESPAN

Lippincott Williams & Wilkins Women's Health and Wellness Across the Lifespan offers the innovative approach to care that today's patients often demand, combining traditional medicine and alternative approaches. It covers women's wellness care and specific issues during puberty through young adulthood, midlife, and old age. In addition, it provides information essential to enabling your

patients to achieve their full health potential, covering wellness for special populations, physical activity and nutrition, oral health, herbal medicine and pharmacologic approaches, methods to promote healing, healthy sleep, and peaceful dying.

THE UX BOOK

AGILE UX DESIGN FOR A QUALITY USER EXPERIENCE

Morgan Kaufmann The discipline of user experience (UX) design has matured into a confident practice and this edition reflects, and in some areas accelerates, that evolution. Technically this is the second edition of The UX Book, but so much of it is new, it is more like a sequel. One of the major positive trends in UX is the continued emphasis on design—a kind of design that highlights the designer's creative skills and insights and embodies a synthesis of technology with usability, usefulness, aesthetics, and meaningfulness to the user. In this edition a new conceptual top-down design framework is introduced to help readers with this evolution. This entire edition is oriented toward an agile UX lifecycle process, explained in the funnel model of agile UX, as a better match to the now de facto standard agile approach to software engineering. To reflect these trends, even the subtitle of the book is changed to "Agile UX design for a quality user experience . Designed as a how-to-do-it handbook and field guide for UX professionals and a textbook for aspiring students, the book is accompanied by in-class exercises and team projects. The approach is practical rather than formal or theoretical. The primary goal is still to imbue an understanding of what a good user experience is and how to achieve it. To better serve this, processes, methods, and techniques are introduced early to establish process-related concepts as context for discussion in later chapters. Winner of a 2020 Textbook Excellence Award (College) (Texty) from the Textbook and Academic Authors Association A comprehensive textbook for UX/HCI/Interaction Design students readymade for the classroom, complete with instructors' manual, dedicated web site, sample syllabus, examples, exercises, and lecture slides Features HCI theory, process, practice, and a host of real world stories and contributions from industry luminaries to prepare students for working in the field The only HCI textbook to cover agile methodology, design approaches, and a full, modern suite of classroom material (stemming from tried and tested classroom use by the authors)

PYTHON PROGRAMMING FUNDAMENTALS

Springer This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

STORM SPOTTING AND AMATEUR RADIO

American Radio Relay League (ARRL)

STRATEGIC RETAIL MANAGEMENT

TEXT AND INTERNATIONAL CASES

Springer This book is devoted to the dynamic development of retailing. The focus is on various strategy concepts adopted by retailing companies and their implementation in practice. This is not a traditional textbook or collection of case studies; it aims to demonstrate the complex and manifold questions of retail management in the form of twenty lessons, where each lesson provides a thematic overview of key issues and illustrates them via a comprehensive case study. The examples are all internationally known retail companies, to facilitate an understanding of what is involved in strategic retail management and illustrate best practices. In the third edition, all chapters were revised and updated. Two new chapters were added to treat topics like corporate social responsibility as well as marketing communication. All case studies were replaced by new ones to reflect the most recent developments. Well-known retail companies from different countries, like Tesco, Zalando, Hugo Boss, Carrefour, Amazon, Otto Group, are now used to illustrate particular aspects of retail management.

RADAR INSTRUCTION MANUAL

Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State

Agencies.Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration?s three region schools.It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook.This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation.Robert J. BlackwellAssistant Secretary for Maritime Affairs

URBANISM ON TRACK

APPLICATION OF TRACKING TECHNOLOGIES IN URBANISM

IOS Press Tracking technologies such as GPS, mobile phone tracking, video and RFID monitoring are rapidly becoming part of daily life. Technological progress offers huge possibilities for studying human activity patterns in time and space in new ways. Delft University of Technology (TU Delft) held an international expert meeting in early 2007 to investigate the current and future possibilities and limitations of the application of tracking technologies in urban design and spatial planning. This book is the result of that expert meeting.

MARATHONING FOR MORTALS

A REGULAR PERSON'S GUIDE TO THE JOY OF RUNNING OR WALKING A HALF-MARATHON OR MARATHON

Rodale Books Once considered a feat for superhuman athletes, the marathon is now within every mortal's grasp. Former couch potato John Bingham has joined forces with coach Jenny Hadfield to create a winning plan that works for every mortal--even you. In Marathoning for Mortals, you'll find the courage to train, the willpower to persevere, and the tenacity to finish one mile after another. John and Jenny stick with you every step of the way, from your first insecure thoughts to your last-minute jitters to your supreme joy at the finish line. In Marathoning for Mortals, you'll find: • 8 training programs to run, run-walk, walk-run, or walk the half-marathon and marathon • The advice you need to physically, mentally, and spiritually reach your dreams • Tips to help you customize your training, buy the right shoes and apparel, and eat the best foods • Guidance for common motivational, physical, and emotional roadblocks Join John and Jenny on an amazing transformative journey where the finish line is just the beginning.

USING INFORMATION TECHNOLOGY

BIOMECHANICS OF TRAINING AND TESTING

INNOVATIVE CONCEPTS AND SIMPLE FIELD METHODS

Springer Although it is a young scientific discipline, sport biomechanics have taken an important place in the daily routine of sports training, medicine and rehabilitation. It allows both a better understanding of human locomotion and performance and a better design of sports training and injury prevention. In those processes, the testing of athletes is crucial, and the quality and quantity of variables analysed directly influences the efficiency of physicians', coaches', physiotherapists' and other practitioners' interventions. This book proposes an account of innovative methods, and for most of them, gives direct and practical insights into how practitioners may benefit from their use in their everyday practice. It also explains how to interpret the data measured, and the underlying neuromechanical and biomechanical factors related to sports performance. Written and edited by the same researchers who proposed and validated these methods, the aim of this book is both to present innovative methods for an efficient training and testing process (most of them being based on very simple technology and data processing methods), as well as discuss the underlying associated knowledge.