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Lingjun Ying



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Video Games Around the World Mark J. P. Wolf, 2015-05-22 Thirty nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry and their history spans dozens of national industries where foreign imports compete with domestic productions. Legitimate industry contends with piracy and national identity faces the global marketplace. This volume describes video game history and culture across every continent with essays covering areas as disparate and far flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss; many of them game designers and founders of game companies offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English and some for the first time in any language. Readers will learn for example about the rapid growth of mobile games in Africa, how a meat packing company held the rights to import the Atari VCS 2600 into Mexico, and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry for example the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa, Arab World, Argentina, Australia, Austria, Brazil, Canada, China, Colombia, Czech Republic, Finland, France, Germany, Hong Kong, Hungary, India, Indonesia, Iran, Ireland, Italy, Japan, Mexico, The Netherlands, New Zealand, Peru, Poland, Portugal, Russia, Scandinavia, Singapore, South Korea, Spain, Switzerland, Thailand, Turkey, United Kingdom, United States of America, Uruguay, Venezuela. Popular Electronics, 1971. *Bill Gates* Michael B. Becraft, 2014-08-26 The cofounder of Microsoft, Bill Gates helped transform society by ushering in the era of ubiquitous personal computing. This book examines the life and achievements of this standout American inventor and philanthropist. Bill Gates has been instrumental in creating and developing the home computing era that has thoroughly transformed nearly every aspect of our lives from work to commerce to communication. Stepping down as CEO of Microsoft in 2000 after 25 years at the helm, he remained as chairman, a position he still holds. This book paints a vivid picture of Bill Gates that covers his early life and his years as an inquisitive and adventurous student to his experiences as a budding entrepreneur and billionaire philanthropist who has often been listed among the richest individuals in the world. Author Michael Becraft presents complete information on how Microsoft evolved from the company's inception until Gates's departure from active leadership; documents the economic, ethical, financial, legal, management, and leadership applications inherent in Gates's work; and examines the criticism that Gates's actions and decisions have drawn throughout his career. **Needy Media** Stephen Monteiro, 2025-10-16 What makes our portable networked personal media devices—smartphones, tablets, smartwatches—so irresistible? Reacting to our touch, voice, or gaze, seizing and keeping our attention with sounds, vibrations, and screen prompts, these objects construct an

animated intimacy that builds trust and emotional dependence Needy Media explores how features such as face recognition awareness sensors and touchscreens have developed and intersected tying them to key concepts of psychology language and the body Surveying products and practices across a half century Stephen Monteiro argues that the appeal is as much about how media devices behave as it is about the information they convey Monteiro traces a symbiotic overreliance a neediness between users and devices fostered by personalized aspects of digital materiality The physical and emotional bonds that emerge he argues not only cast our devices as loyal companions adaptable to our needs and idiosyncrasies they also facilitate the corporate harvesting of massive amounts of personal data in the name of making technology more friendly intuitive and individualized Raising important questions about privacy and power Needy Media seeks answers in the complex and sensitive relationship between interface and body a coupling that makes the networked object both an essential psychological presence and a lingering concern for our sense of self Distributed Learning and Virtual Librarianship Sharon G.

Almquist,2011-09-12 Brought to you by a team of experienced practitioners in the field this book examines the vast topic of library support for distributed learning providing both historical and contemporary viewpoints What is the best way to deliver research resources to students who live off campus as in way off campus in a rural area without a high speed Internet connection And where does one find a complete and accurate synopsis of copyright guidelines that will prevent well intentioned librarians from being labeled as the copyright police The answers to these two questions regarding distributed learning and many more are contained in Distributed Learning and Virtual Librarianship Written by practitioners in their field of expertise this book documents the history of distributed learning and discusses current issues in distributed learning librarianship with a special focus on the role of technology Topics covered include virtual libraries reference assistance E reserves and document delivery administrative and marketing issues and copyright concerns This text is valuable to librarians working in public school and academic libraries **Coding Literacy** Annette Vee,2017-07-28

How the theoretical tools of literacy help us understand programming in its historical social and conceptual contexts The message from educators the tech community and even politicians is clear everyone should learn to code To emphasize the universality and importance of computer programming promoters of coding for everyone often invoke the concept of literacy drawing parallels between reading and writing code and reading and writing text In this book Annette Vee examines the coding as literacy analogy and argues that it can be an apt rhetorical frame The theoretical tools of literacy help us understand programming beyond a technical level and in its historical social and conceptual contexts Viewing programming from the perspective of literacy and literacy from the perspective of programming she argues shifts our understandings of both Computer programming becomes part of an array of communication skills important in everyday life and literacy augmented by programming becomes more capacious Vee examines the ways that programming is linked with literacy in coding literacy campaigns considering the ideologies that accompany this coupling and she looks at how both writing and programming encode and distribute

information She explores historical parallels between writing and programming using the evolution of mass textual literacy to shed light on the trajectory of code from military and government infrastructure to large scale businesses to personal use Writing and coding were institutionalized domesticated and then established as a basis for literacy Just as societies demonstrated a literate mentality regardless of the literate status of individuals Vee argues a computational mentality is now emerging even though coding is still a specialized skill

The Apple II Age Laine Nooney, 2023-05-09 An engrossing origin story for the personal computer showing how the Apple II's software helped a machine transcend from hobbyists plaything to essential home appliance Skip the iPhone the iPod and the Macintosh If you want to understand how Apple Inc became an industry behemoth look no further than the 1977 Apple II Designed by the brilliant engineer Steve Wozniak and hustled into the marketplace by his Apple cofounder Steve Jobs the Apple II became one of the most prominent personal computers of this dawning industry The Apple II was a versatile piece of hardware but its most compelling story isn't found in the feat of its engineering the personalities of Apple's founders or the way it set the stage for the company's multibillion dollar future Instead historian Laine Nooney shows what made the Apple II iconic was its software In software we discover the material reasons people bought computers Not to hack but to play Not to code but to calculate Not to program but to print The story of personal computing in the United States is not about the evolution of hackers it's about the rise of everyday users Recounting a constellation of software creation stories Nooney offers a new understanding of how the hobbyists microcomputers of the 1970s became the personal computer we know today From iconic software products like VisiCalc and The Print Shop to historic games like Mystery House and Snooper Troops to long forgotten disk cracking utilities The Apple II Age offers an unprecedented look at the people the industry and the money that built the microcomputing milieu and why so much of it converged around the pioneering Apple II

A New History of Modern Computing Thomas Haigh, Paul E. Ceruzzi, 2021-09-14 How the computer became universal Over the past fifty years the computer has been transformed from a hulking scientific supertool and data processing workhorse remote from the experiences of ordinary people to a diverse family of devices that billions rely on to play games shop stream music and movies communicate and count their steps In *A New History of Modern Computing* Thomas Haigh and Paul Ceruzzi trace these changes A comprehensive reimagining of Ceruzzi's *A History of Modern Computing* this new volume uses each chapter to recount one such transformation describing how a particular community of users and producers remade the computer into something new Haigh and Ceruzzi ground their accounts of these computing revolutions in the longer and deeper history of computing technology They begin with the story of the 1945 ENIAC computer which introduced the vocabulary of programs and programming and proceed through email pocket calculators personal computers the World Wide Web videogames smart phones and our current world of computers everywhere in phones cars appliances watches and more Finally they consider the Tesla Model S as an object that simultaneously embodies many strands of computing

The Americana Annual Alexander Hopkins McDannald, 2000

Torque Control Moulay Tahar Lamchich,2011-02-10 This book is the result of inspirations and contributions from many researchers a collection of 9 works which are in majority focalised around the Direct Torque Control and may be comprised of three sections different techniques for the control of asynchronous motors and double feed or double star induction machines oriented approach of recent developments relating to the control of the Permanent Magnet Synchronous Motors and special controller design and torque control of switched reluctance machine

Medical Instrument Design and Development Claudio Becchetti,Alessandro Neri,2013-07-29 This book explains all of the stages involved in developing medical devices from concept to medical approval including system engineering bioinstrumentation design signal processing electronics software and ICT with Cloud and e Health development Medical Instrument Design and Development offers a comprehensive theoretical background with extensive use of diagrams graphics and tables around 400 throughout the book The book explains how the theory is translated into industrial medical products using a market sold Electrocardiograph disclosed in its design by the Gamma Cardio Soft manufacturer The sequence of the chapters reflects the product development lifecycle Each chapter is focused on a specific University course and is divided into two sections theory and implementation The theory sections explain the main concepts and principles which remain valid across technological evolutions of medical instrumentation The Implementation sections show how the theory is translated into a medical product The Electrocardiograph ECG or EKG is used as an example as it is a suitable device to explore to fully understand medical instrumentation since it is sufficiently simple but encompasses all the main areas involved in developing medical electronic equipment Key Features Introduces a system level approach to product design Covers topics such as bioinstrumentation signal processing information theory electronics software firmware telemedicine e Health and medical device certification Explains how to use theory to implement a market product using ECG as an example Examines the design and applications of main medical instruments Details the additional know how required for product implementation business context system design project management intellectual property rights product life cycle etc Includes an accompanying website with the design of the certified ECG product www.gammacardiosoft.it book Discloses the details of a marketed ECG Product from Gamma Cardio Soft compliant with the ANSI standard AAMI EC 11 under open licenses GNU GPL Creative Common This book is written for biomedical engineering courses upper level undergraduate and graduate students and for engineers interested in medical instrumentation device design with a comprehensive and interdisciplinary system perspective

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Artificial Intelligence Perspective for Smart Cities Vahap Tecim,Sezer Bozkus Kahyaoglu,2022-11-23 1 Understand the audit culture challenges and benefits of the CAE role in digitally transforming business environment in smart cities 2 Identify ways to advance the value of Internal Audit in digital era 3 Use and control the resources of the city efficiently and to ensure that the system units work properly in an integrated way *Climatic Media* Yuriko Furuhashi,2022-01-24 In Climatic

Media Yuriko Furuhashi traces climate engineering from the early twentieth century to the present emphasizing the legacies of Japan's empire building and its Cold War alliance with the United States Furuhashi boldly expands the scope of media studies to consider technologies that chemically condition Earth's atmosphere and socially condition the conduct of people focusing on the attempts to monitor and modify indoor and outdoor atmospheres by Japanese scientists technicians architects and artists in conjunction with their American counterparts She charts the geopolitical contexts of what she calls climatic media by examining a range of technologies such as cloud seeding and artificial snowflakes digital computing used for weather forecasting and weather control cybernetics for urban planning and policing Nakaya Fujiko's fog sculpture and the architectural experiments of Tange Lab and the Metabolists who sought to design climate controlled capsule housing and domed cities Furuhashi's transpacific analysis offers a novel take on the elemental conditions of media and climate change

Perspectives on German Popular Music Michael Ahlers, Christoph Jacke, 2016-11-25 In this book native popular musicologists focus on their own popular music cultures from Germany Austria and Switzerland for the first time from subcultural to mainstream phenomena from the 1950s to contemporary acts Starting with an introduction and two chapters on the histories of German popular music and its study the volume then concentrates on focused detailed and yet concise close readings from different perspectives including particular historical East and West German perspectives mostly focusing on the music and its protagonists Moreover these analyses deal with very original specific genres such as Schlager and Krautrock as well as transcultural genres such as Punk or Hip Hop There are additional chapters on characteristically German developments within music media journalism and the music industry The book will contribute to a better understanding of German Austrian and Swiss popular music and will interconnect international and especially Anglo American studies with German approaches The book as a consequence will show close connections between global and local popular music cultures and diverse traditions of study

Microcontroller Projects Using the Basic Stamp Al Williams, 2002-01-03 Complete BS2P command reference Demo projects include Internet to Stamp gateways Infrared remote controls Test instrumentation Robot motor controls Want to build an electronic game a robot or an automated manufacturing process A

Securing the Digital World Subhrajyoti Deb, Aditya Kumar Sahu, 2025-01-16 Securing the Digital World A Comprehensive Guide to Multimedia Security is indispensable reading in today's digital age With the outbreak of digital range and ever evolving cyber threats the demand to protect multimedia data has never been more imperative This book provides comprehensive research on multimedia information security and bridges the gap between theoretical bases and practical applications Authored by leading experts in the area the book focusses on cryptography watermarking steganography and its advanced security solution while keeping a clear and engaging description and sets this book apart in its capability to make complex concepts accessible and practical making it an incalculable resource for beginners and seasoned professionals alike Key Features Detailed study of encryption techniques including encryption and decryption

methods adapted to multimedia data A comprehensive discussion of techniques for embedding and detecting hidden information in digital media A survey of the latest advances in multimedia security including quantum cryptography and blockchain applications Real world case studies and illustrations that demonstrate the application of multimedia information security techniques in various initiatives Contributions from computer science and information technology experts offer a comprehensive perspective on multimedia security This book is an invaluable help for cybersecurity professionals IT professionals and computer and information technology students Securing the Digital World equips readers with the information and tools required to safeguard multimedia content in a cyber spatiality full of security challenges

Biomedical Signal and Image Examination with Entropy-Based Techniques V. Rajinikanth, K. Kamalanand, C. Emmanuel, B. Thayumanavan, 2020-12-22 The aim of this book is to outline the concept of entropy various types of entropies and their implementation to evaluate a variety of biomedical signals images The book emphasizes various entropy based image pre processing methods which are essential for the development of suitable computerized examination systems The recent research works on biomedical signal evaluation confirms that signal analysis provides vital information regarding the physiological condition of the patient and the efficient evaluation of these signals can help to diagnose the nature and the severity of the disease This book emphasizes various entropy based image pre processing methods which are essential for the development of suitable computerized examination systems for the analysis of biomedical images recorded with a variety of modalities The work discusses the image pre processing methods with the Entropies such as Kapur Tsallis Shannon and Fuzzy on a class of RGB scaled and gray scaled medical pictures The performance of the proposed technique is justified with the help of suitable case studies which involves x ray image analysis MRI analysis and CT analysis This book is intended for medical signal image analysts undergraduate and postgraduate students researchers and medical scientists interested in biomedical data evaluation

Magnetic Resonance Imaging V. Rajinikanth, Nilanjan Dey, 2022-02-15 Magnetic Resonance Imaging Recording Reconstruction and Assessment gives a detailed overview of magnetic resonance imaging MRI along with its applications and challenges The book explores the abnormalities in internal human organs using MRI techniques while also featuring case studies that illustrate measures used In addition it explores precautionary measures used during MRI based imaging the selection of appropriate contrast agents and the selection of the appropriate modality during the image registration Sections introduce medical imaging the use of MRI in brain cardiac lung and kidney detection and also discuss both 2D and 3D imaging techniques and various MRI modalities This volume will be of interest to researchers engineers and medical professionals involved in the development and use of MRI systems Discusses challenges and issues faced as well as safety precautions to be followed Features case studies with benchmark MRIs existing in the literature Introduces computer based assessment Machine Learning and Deep Learning of the MRI based on its 2D slices

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