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Mastering Audio - Bob Katz 2007
Bob Katz explains audio concepts in a simple, holistic manner in this guide to producing a compact disc from scratch. With the advent of cheap computers many amateurs are interested in learning this skill but the book will also interest professionals for its many useful tips and hints.
bookdown - Yihui Xie 2016-12-12
bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications:

journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.
Learning to Achieve - 2009

Bitcoin and Cryptocurrency Technologies - Arvind Narayanan 2016-07-19
An authoritative introduction to the exciting new technologies of digital money Bitcoin and Cryptocurrency Technologies provides a comprehensive introduction to the revolutionary yet often misunderstood new technologies of digital currency. Whether you are a student, software developer, tech entrepreneur, or researcher in computer science, this authoritative and self-contained book tells you everything you need to know about the new global money for the Internet age. How do Bitcoin and its block chain actually work? How secure are your bitcoins? How anonymous are their users? Can cryptocurrencies be regulated? These are some of the many questions this book answers. It

begins by tracing the history and development of Bitcoin and cryptocurrencies, and then gives the conceptual and practical foundations you need to engineer secure software that interacts with the Bitcoin network as well as to integrate ideas from Bitcoin into your own projects. Topics include decentralization, mining, the politics of Bitcoin, altcoins and the cryptocurrency ecosystem, the future of Bitcoin, and more. An essential introduction to the new technologies of digital currency Covers the history and mechanics of Bitcoin and the block chain, security, decentralization, anonymity, politics and regulation, altcoins, and much more Features an accompanying website that includes instructional videos for each chapter, homework problems, programming assignments, and lecture slides Also suitable for use with the authors' Coursera online course Electronic solutions manual (available only to professors)

Smart Learning with Educational Robotics - Linda Daniela 2019-06-28
This book will offer ideas on how robots can be used as teachers' assistants to scaffold learning outcomes, where the robot is a learning agent in self-directed learning who can contribute to the development of key competences for today's world through targeted learning - such as engineering thinking, math, physics, computational thinking, etc. starting from pre-school and continuing to a higher education level. Robotization is speeding up at the moment in a variety of dimensions, both through the automation of work, by performing intellectual duties, and by providing support for people in everyday situations. There is increasing political attention, especially in Europe, on educational systems not being able to keep up with such emerging technologies, and efforts to rectify this. This edited volume responds to this attention, and seeks to explore which pedagogical and educational concepts should be included in the learning process so that the use of robots is meaningful from the point of view of knowledge construction, and so that it is safe from the technological and cybersecurity perspective.

Apple Training Series - Michael E. Cohen 2010-04-16
In the only Apple-certified guide to iLife '09, the authors have you working miracles with iLife within the first few pages. Featuring footage and images from around the world, this book uses real-life material and practical lessons that you can apply immediately to your own projects. Focused lessons take you step by step through all aspects of iLife '09—everything from organizing and sharing your photo library to creating polished video and soundtracks. Along the way, you'll produce movies, photobooks, podcasts, websites, blogs, and custom DVDs. • Master the iLife suite of tools quickly through fun, real-world projects • Turn your photos into cards, picture books, calendars, or a web gallery • Add motion and music to a slideshow, then publish it online • Create a video with polished transitions, music, effects, and even greenscreen • Learn "Hollywood-style" techniques for making better videos • Build a soundtrack in GarageBand, and learn to score a simple movie • Create websites, blogs, podcasts, and DVD menus in a snap. The Apple Training Series is both a self-paced learning tool and the official curriculum of the Apple Training and Certification Program. To find out more about Apple Training, or to find an Authorized Training Center near you, go to www.apple.com/training. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Critical CALL – Proceedings of the 2015 EUROCALL Conference, Padova, Italy - Francesca Helm 2015-12-02
The theme of the conference this year was Critical CALL, drawing inspiration from the work carried out in the broader field of Critical Applied Linguistics. The term 'critical' has many possible interpretations,

and as Pennycook (2001) outlines, has many concerns. It was from these that we decided on the conference theme, in particular the notion that we should question the assumptions that lie at the basis of our praxis, ideas that have become 'naturalized' and are not called into question. Over 200 presentations were delivered in 68 different sessions, both in English and Italian, on topics related specifically to the theme and also more general CALL topics. 94 of these were submitted as extended papers and appear in this volume of proceedings.

Virtual Reality for Psychological and Neurocognitive Interventions
- Albert "Skip" Rizzo 2019-08-24
This exciting collection tours virtual reality in both its current therapeutic forms and its potential to transform a wide range of medical and mental health-related fields. Extensive findings track the contributions of VR devices, systems, and methods to accurate assessment, evidence-based and client-centered treatment methods, and—as described in a stimulating discussion of virtual patient technologies—innovative clinical training. Immersive digital technologies are shown enhancing opportunities for patients to react to situations, therapists to process patients' physiological responses, and scientists to have greater control over test conditions and access to results. Expert coverage details leading-edge applications of VR across a broad spectrum of psychological and neurocognitive conditions, including: Treating anxiety disorders and PTSD. Treating developmental and learning disorders, including Autism Spectrum Disorder, Assessment of and rehabilitation from stroke and traumatic brain injuries. Assessment and treatment of substance abuse. Assessment of deviant sexual interests. Treating obsessive-compulsive and related disorders. Augmenting learning skills for blind persons. Readable and relevant, Virtual Reality for Psychological and Neurocognitive Interventions is an essential idea book for neuropsychologists, rehabilitation specialists (including physical, speech, vocational, and occupational therapists), and neurologists. Researchers across the behavioral and social sciences will find it a roadmap toward new and emerging areas of study.

E-Government: Towards Electronic Democracy - Michael Böhlen

2005-02-16
The TCGOV 2005 international conference on e-government was held at the Free University of Bozen-Bolzano during March 2–4, 2005. The conference was initiated by the working group "Towards Electronic Democracy" (TED) of the European Science Foundation and was jointly organized by the Free University ofBozen-Bolzano,theMunicipalityofBozen-Bolzano,theTEDWorkingGroup, and the IFIP Working Group 8.5. The conference addressed a large spectrum of issues that are relevant and have to be investigated for a successful transition from the traditional form of government to a new form known as e-government. The main focus was on the following topics: – improving citizen participation and policy making (e-democracy) – government application integration – semantic Web technologies for e-government – security aspects for e-government services Two sessions were dedicated to e-democracy, an emerging area within- government that seeks to enhance democratic processes and provide increased opportunities for individuals and communities to be involved in governmental decisions.Thecontributionsofthesetwosessionscovermorefundamentalresults and insights as well as experiences from di?erent countries. Another focus was on government application integration and the use of - mantic Web technologies, which are important technical aspects on the agenda of e-government research. Di?erent architectures for the integration and orch- tration of distributed services and processes were presented along with two case studies. Three papers about Semantic Web technologies discussed the use of ontologies in e-government.

The world universities' response to COVID-19: remote online language teaching - Nebojša Radić 2021-05-24
This collection of case studies is special for several reasons. Firstly, because of the geographical and institutional diversity of the authors, bringing together experiences of teaching under COVID-19 restrictions in the university language classroom from 18 countries and five continents. Secondly, the publication is interesting because of the variety of case studies that testify to different strategies and emphases in

dealing with pandemic-related challenges. Finally, the case studies collected strikingly demonstrate the creative responses of language teachers in a variety of contexts to meet the challenges of the pandemic crisis (Dr Sabina Schaffner).

Electronic Dance Music Grooves - Josh Bess 2015
Manuals

Python Crash Course, 2nd Edition - Eric Matthes 2019-05-21
The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to: • Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django • Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty • Use data to generate interactive visualizations • Create and customize web apps and deploy them safely online • Deal with mistakes and errors so you can solve your own programming problems If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!
Exploring Learning & Teaching in Higher Education - Mang Li 2014-09-24
The focus of this book is on exploring effective strategies in higher education that promote meaningful learning and go beyond discipline boundaries, with a special emphasis on Subjectivity Learning, Refreshing Lecturing, Learning through Construction, Learning through Transaction, Transformative Learning, Using Technology, and Assessment for Learning and Teaching in particular. The research collected in this book is all based on empirical studies and includes research methods and findings that will be of great interest to teachers and researchers in the area of higher education. The main benefit readers will derive from this book is a meaningful insight into what other teachers around the world are doing in higher education and what lessons they have learned, which will support them in their own teaching.

Imagine Math 6 - Michele Emmer 2018-11-06
Imagine mathematics, imagine with the help of mathematics, imagine new worlds, new geometries, new forms. Imagine building mathematical models that make it possible to manage our world better, imagine combining music, art, poetry, literature, architecture and cinema with mathematics. Imagine the unpredictable and sometimes counterintuitive applications of mathematics in all areas of human endeavour. Imagination and mathematics, imagination and culture, culture and mathematics. This sixth volume in the series begins with a homage to the architect Zaha Hadid, who died on March 31st, 2016, a few weeks before the opening of a large exhibition of her works in Palazzo Franchetti in Venice, where all the Mathematics and Culture conferences have taken place in the last years. A large section of the book is dedicated to literature, narrative and mathematics including a contribution from Simon Singh. It discusses the role of media in mathematics, including museums of science, journals and movies. Mathematics and applications, including blood circulation and preventing crimes using earthquakes, is also addressed, while a section on mathematics and art examines the role of math in design. A large selection presents photos of mathematicians and mathematical objects by Vincent Moncorge. Discussing all topics in a way that is rigorous but captivating, detailed but full of evocations, it offers an all-embracing look at the world of mathematics and culture.

Private Tutoring Across the Mediterranean - Mark Bray 2013-09-03
Private tutoring—supplementary, out-of-school instruction offered at a fee to individuals or groups—represents a substantial household expenditure, even in systems that claim to have free public education. It plays out across, alongside, and even within some school systems. Emerging as a 'shadow education', private tutoring now operates as a system and industry crossing national, regional, and social-class boundaries. Private tutoring is provided through different modes of delivery including the internet. Policy makers, parents, teachers, trade unions, corporations, community associations, and students are implicated in the private tutoring industry. The debates over private tutoring are therefore part of the larger struggles over the ends of education in just and equitable societies. The authors in this volume address diverse national settings of private tutoring across the Mediterranean, and examine its political, economic, social, and cultural underpinnings. They draw on a range of conceptual frameworks, and deploy a variety of research methods to problematize the multifaceted relationships between tutoring, learning, and equity. The volume captures a multiplicity of voices, and focuses on some of the central challenges facing education in pluralistic societies
Python Crash Course - Eric Matthes 2015-11-01
Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders–inspired arcade game, data visualizations with Python's super-handy libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: –Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal –Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses –Work with data to generate interactive visualizations –Create and customize Web apps and deploy them safely online –Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3
The Music Producer's Survival Guide - Brian M. Jackson 2018-03-09
A music-career book like no other, The Music Producer's Survival Guide offers a wide-ranging, exploratory, yet refreshing down-to-earth take on living the life of the independent electronic music producer. If you are an intellectually curious musician/producer eager to make your mark in today's technologically advanced music business, you're in for a treat. This new edition includes industry and technological updates, additional interviews, and tips about personal finances, income, and budgets. In this friendly, philosophical take on the art and science of music production, veteran producer, engineer, and teacher Brian Jackson shares clear, practical advice about shaping your own career in today's computer-centric "home-studio" music world. You'll cover music technology, philosophy of music production, career planning, networking, craft and creativity, the DIY ethos, lifestyle considerations, and much more. Brian's thoughtful approach will teach you to integrate your creative passion, your lifestyle, and your technical know-how. The Music Producer's Survival Guide is the first music-production book to consider the influence of complexity studies and chaos theory on music-making and career development. It focuses on practicality while traversing a wide spectrum of topics, including essential creative process techniques, the TR-808, the proliferation of presets, the butterfly effect, granular synthesis, harmonic ratios, altered states, fractal patterns, the dynamics of genre evolution, and much more. Carving out your niche in music today is an invigorating challenge that will test all your skills and capacities. Learn to survive—and thrive—as a creative-technical professional in today's music business, with the help of Brian Jackson

and The Music Producer's Survival Guide!

Reconstructing Ancient Landscape - Sofia Pescarin 2009
This book serves as an up-to-date manual for the ever evolving discipline of digital landscape reconstruction, and shows how digital tools can used in the interpretation of archaeological data related to past landscapes. It draws on the work of the Italian National Research Councils Lab in Virtual Heritage, illustrating its points with case studies from their research.

Agile Procurement - Bernardo Nicoletti 2017-09-19
This book is the second of two volumes presenting a business model to add value through Procurement. Including several case studies of successful implementation, it demonstrates how the increasing complexity of the business environment requires a significant intervention on the management of processes and information within individual organizations and through inter-company relations. Agile Procurement presents the application of the Agile method which optimizes and digitizes processes in order to reduce wastage and defects. As a method, tool and a culture aimed at effectiveness, efficiency and economy of organizations, Agile Procurement requires a change of paradigm. This volume examines these areas of improvement and presents best practice in the digitization of the processes. The last chapter examines the near future developments of the procurement, which the author labels Procurement 4.0. It presents also how new solutions, like Blockchain, could revolutionize procurement.

Principles of Management - Openstax 2022-03-25
Principles of Management is designed to meet the scope and sequence requirements of the introductory course on management. This is a traditional approach to management using the leading, planning, organizing, and controlling approach. Management is a broad business discipline, and the Principles of Management course covers many management areas such as human resource management and strategic management, as well as behavioral areas such as motivation. No one individual can be an expert in all areas of management, so an additional benefit of this text is that specialists in a variety of areas have authored individual chapters. Contributing Authors David S. Bright, Wright State University Anastasia H. Cortes, Virginia Tech University Eva Hartmann, University of Richmond K. Praveen Parboteeah, University of Wisconsin-Whitewater Jon L. Pierce, University of Minnesota-Duluth Monique Reece Amit Shah, Frostburg State University Siri Terjesen, American University Joseph Weiss, Bentley University Margaret A. White, Oklahoma State University Donald G. Gardner, University of Colorado-Colorado Springs Jason Lambert, Texas Woman's University Laura M. Leduc, James Madison University Joy Leopold, Webster University Jeffrey Muldoon, Emporia State University James S. O'Rourke, University of Notre Dame

Economy Studies - Sam de Muijnck 2021-12-03
The Economy Studies project emerged from the worldwide movement to modernise economics education, spurred on by the global financial crisis of 2008, the climate crisis, and the COVID-19 pandemic. It envisions a wide variety of economics graduates and specialists, equipped with a broad toolkit, enabling them to collectively understand and help tackle the issues the world faces today. This is a practical guide for (re-)designing economics courses and programs. Based on a clear conceptual framework and ten flexible building blocks, this handbook offers refreshing ideas and practical suggestions to stimulate student engagement and critical thinking across a wide range of courses.

Social IMC - Randy Hlavac 2014-04-21
There are many books out there on the theories behind the use of social media and mobile applications in marketing—but this is not one of them. Social IMC does not present broad theories; it provides strategies based on proven business models that have produced real-world results. Each strategy has been taught, tested, and developed by the author himself, and all are thoroughly explained in an easy-to-follow format that includes references to exemplary businesses from around the world. By the time you are done reading this book, you will be able to identify which strategy is best to use for each of your company's high-value markets, and you will know what steps you need to take to successfully design, develop, deploy—and maintain—your own business's social and mobile approach. A "how-to" guide for using social and mobile technologies to

propel business profit and growth, Social IMC is sure to appeal to business executives and entrepreneurs worldwide, as well as to other types of organizational leaders. The strategies discussed in the text have been proven effective in a wide variety of models, including both for-profit and not-for-profit organizations and companies targeting businesses or consumers on international, national, local, and hyper-local scales.

Mixing and Mastering with Cubase - Matthew Loel T. Hepworth 2012 Manuals
Interactive Storytelling - Alex Mitchell 2014-09-25
This book constitutes the refereed proceedings of the 7th International Conference on Interactive Storytelling, ICIDS 2014, Singapore, Singapore, November 2014. The 20 revised full papers presented together with 8 short papers 7 posters, and 5 demonstration papers were carefully reviewed and selected from 67 submissions. The papers are organized in topical sections on story generation, authoring, evaluation and analysis, theory, retrospectives, and user experience.
Smartmech Premium Coursebook. Mechanical, Technology & Engineering. Flip Book. Per Gli Ist. Tecnici - Rosa Anna Rizzo 2018

The Teachers & Writers Handbook of Poetic Forms - Ron Padgett 2000
A reference guide to various forms of poetry with entries arranged in alphabetical order. Each entry defines the form and gives its history, examples, and suggestions for usage.
Flask Web Development - Miguel Grinberg 2018-03-05
Take full creative control of your web applications with Flask, the Python-based microframework. With the second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database migration and web service communication.

The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you though a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.
Artificial Intelligence: Anthropogenic Nature vs. Social Origin - Elena G. Popkova 2020-02-23
This book presents advanced research studies on the topic of artificial intelligence as a component of social and economic relations and processes. It gathers research papers from the International Research-to-Practice Conference "The 21st Century from the Positions of Modern Science: Intellectual, Digital and Innovative Aspects" (May 23–24, 2019, Nizhny Novgorod, Russia) and the International Research-to-Practice Conference "Economics of Pleasure: a Science of Enjoying Economic Activities" (October 3–5, 2019, Prague, Czech Republic). Both conferences were organized by the Autonomous Non-Profit Organization "Institute of Scientific Communications" (Volgograd). What sets this book apart from other publications on the topic of artificial intelligence is that it approaches AI not as a technological tool, but as an economic entity. Bringing together papers by representatives of various fields of social and human knowledge, it systematically reflects on various economic, social, and legal aspects of the creation, application, and development of artificial intelligence. Given the multidisciplinary nature of its content, the book will appeal to a broad target audience, including those engaged in developing AI (scientific research institutes and universities), and Industry 4.0 enterprises interested in its implementation, as well as state regulators for the digital economy.
Computer Applications for Handling Legal Evidence, Police Investigation and Case Argumentation - Ephraim Nissan 2012-06-15
This book provides an overview of computer techniques and tools — especially from artificial intelligence (AI) — for handling legal evidence, police intelligence, crime analysis or detection, and forensic testing, with a sustained discussion of methods for the modelling of reasoning and forming an opinion about the evidence, methods for the modelling of

argumentation, and computational approaches to dealing with legal, or any, narratives. By the 2000s, the modelling of reasoning on legal evidence has emerged as a significant area within the well-established field of AI & Law. An overview such as this one has never been attempted before. It offers a panoramic view of topics, techniques and tools. It is more than a survey, as topic after topic, the reader can get a closer view of approaches and techniques. One aim is to introduce practitioners of AI to the modelling legal evidence. Another aim is to introduce legal professionals, as well as the more technically oriented among law enforcement professionals, or researchers in police science, to information technology resources from which their own respective field stands to benefit. Computer scientists must not blunder into design choices resulting in tools objectionable for legal professionals, so it is important to be aware of ongoing controversies. A survey is provided of argumentation tools or methods for reasoning about the evidence. Another class of tools considered here is intended to assist in organisational aspects of managing of the evidence. Moreover, tools appropriate for crime detection, intelligence, and investigation include tools based on link analysis and data mining. Concepts and techniques are introduced, along with case studies. So are areas in the forensic sciences. Special chapters are devoted to VIRTOPSY (a procedure for legal medicine) and FLINTS (a tool for the police). This is both an introductory book (possibly a textbook), and a reference for specialists from various quarters.

Blockchain Technology: Applications and Challenges - Sandeep Kumar Panda 2021-04-30
This book discusses the various open issues of blockchain technology, such as the efficiency of blockchain in different domains of digital cryptocurrency, smart contracts, smart education system, smart cities, cloud identity and access, safeguard to cybersecurity and health care. For the first time in human history, people across the world can trust each other and transact over a large peer-to-peer networks without any central authority. This proves that, trust can be built not only by centralized institution but also by protocols and cryptographic mechanisms. The potential and collaboration between organizations and individuals within peer networks make it possible to potentially move to a global collaborative network without centralization. Blockchain is a complex social, economic and technological phenomenon. This questions what the established terminologies of the modern world like currency, trust, economics and exchange would mean. To make any sense, one needs to realize how much insightful and potential it is in the context and the way it is technically developed. Due to rapid changes in accessing the documents through online transactions and transferring the currency online, many previously used methods are proving insufficient and not secure to solve the problem which arises in the safe and hassle-free transaction. Nowadays, the world changes rapidly, and a transition flow is also seen in Business Process Management (BPM). The traditional Business Process Management holds good establishment last one to two decades, but, the internal workflow confined in a single organization. They do not manage the workflow process and information across organizations. If they do so, again fall in the same trap as the control transfers to the third party that is centralized server and it leads to tampering the data, and single point of failure. To address these issues, this book highlights a number of unique problems and effective solutions that reflects the state-of-the art in blockchain Technology. This book explores new experiments and yields promising solutions to the current challenges of blockchain technology. This book is intended for the researchers, academicians, faculties, scientists, blockchain specialists, business management and software industry professionals who will find it beneficial for their research work and set new ideas in the field of blockchain. This book caters research work in many fields of blockchain engineering, and it provides an in-depth knowledge of the fields covered.

The Mastering Engineer's Handbook 4th Edition - Bobby Owsinski 2017-01-18
Audio mastering is the final step in the audio production process, polishing the recording's final mix and prepping it for release and distribution. This fourth edition of Bobby Owsinski's classic The Mastering Engineer's Handbook is a thoroughly updated and

comprehensive manual on the art and science of creating well-mastered recordings. Today's musicians and engineers have many high quality and low cost software-based mastering tools available to them, but the challenge is to understand those tools and learn to use them wisely. Redesigned and updated to reflect both the latest in technology and recent changes in the marketplace, this new edition shows you both the fundamentals, and the advanced aspects of both self-mastering, and prepping your mix for mastering by a pro. Topics covered include: Techniques for making a hot-level master A comprehensive look at mastering for vinyl including the format's latest technology improvements Mastering techniques for the best sounding online streams An overview of the tools required for successful self-mastering The book also features interviews with a number of legendary mastering engineers discussing their techniques and tips that will help you master your own music with style and technical know-how. Give your music the benefit of the expertise you'll find with The Mastering Engineer's Handbook, Fourth Edition.

Hands-On Reinforcement Learning with R - Giuseppe Ciaburro 2019-12-17
Implement key reinforcement learning algorithms and techniques using different R packages such as the Markov chain, MDP toolbox, contextual, and OpenAI Gym Key Features Explore the design principles of reinforcement learning and deep reinforcement learning models Use dynamic programming to solve design issues related to building a self-learning system Learn how to systematically implement reinforcement learning algorithms Book Description Reinforcement learning (RL) is an integral part of machine learning (ML), and is used to train algorithms. With this book, you'll learn how to implement reinforcement learning with R, exploring practical examples such as using tabular Q-learning to control robots. You'll begin by learning the basic RL concepts, covering the agent-environment interface, Markov Decision Processes (MDPs), and policy gradient methods. You'll then use R's libraries to develop a model based on Markov chains. You will also learn how to solve a multi-armed bandit problem using various R packages. By applying dynamic programming and Monte Carlo methods, you will also find the best policy to make predictions. As you progress, you'll use Temporal Difference (TD) learning for vehicle routing problem applications. Gradually, you'll apply the concepts you've learned to real-world problems, including fraud detection in finance, and TD learning for planning activities in the healthcare sector. You'll explore deep reinforcement learning using Keras, which uses the power of neural networks to increase RL's potential. Finally, you'll discover the scope of RL and explore the challenges in building and deploying machine learning models. By the end of this book, you'll be well-versed with RL and have the skills you need to efficiently implement it with R. What you will learn Understand how to use MDP to manage complex scenarios Solve classic reinforcement learning problems such as the multi-armed bandit model Use dynamic programming for optimal policy searching Adopt Monte Carlo methods for prediction Apply TD learning to search for the best path Use tabular Q-learning to control robots Handle environments using the OpenAI library to simulate real-world applications Develop deep Q-learning algorithms to improve model performance Who this book is for This book is for anyone who wants to learn about reinforcement learning with R from scratch. A solid understanding of R and basic knowledge of machine learning are necessary to grasp the topics covered in the book.

Visual Analytics of Movement - Gennady Andrienko 2013-09-20
Many important planning decisions in society and business depend on proper knowledge and a correct understanding of movement, be it in transportation, logistics, biology, or the life sciences. Today the widespread use of mobile phones and technologies like GPS and RFID provides an immense amount of data on location and movement. What is needed are new methods of visualization and algorithmic data analysis that are tightly integrated and complement each other to allow end-users and analysts to extract useful knowledge from these extremely large data volumes. This is exactly the topic of this book. As the authors show, modern visual analytics techniques are ready to tackle the enormous challenges brought about by movement data, and the technology and software needed to exploit them are available today. The authors start by

illustrating the different kinds of data available to describe movement, from individual trajectories of single objects to multiple trajectories of many objects, and then proceed to detail a conceptual framework, which provides the basis for a fundamental understanding of movement data. With this basis, they move on to more practical and technical aspects, focusing on how to transform movement data to make it more useful, and on the infrastructure necessary for performing visual analytics in practice. In so doing they demonstrate that visual analytics of movement data can yield exciting insights into the behavior of moving persons and objects, but can also lead to an understanding of the events that transpire when things move. Throughout the book, they use sample applications from various domains and illustrate the examples with graphical depictions of both the interactive displays and the analysis results. In summary, readers will benefit from this detailed description of the state of the art in visual analytics in various ways. Researchers will appreciate the scientific precision involved, software technologists will find essential information on algorithms and systems, and practitioners will profit from readily accessible examples with detailed illustrations for practical purposes.

Product Lifecycle Management to Support Industry 4.0 - Paolo Chiabert 2018-12-08
This book constitutes the refereed post-conference proceedings of the 15th IFIP WG 5.1 International Conference on Product Lifecycle Management, PLM 2018, held in Turin, Spain, in July 2018. The 72 revised full papers presented were carefully reviewed and selected from 82 submissions. The papers are organized in the following topical sections: building information modeling; collaborative environments and new product development; PLM for digital factories and cyber physical systems; ontologies and data models; education in the field of industry 4.0; product-service systems and smart products; lean organization for industry 4.0; knowledge management and information sharing; PLM infrastructure and implementation; PLM maturity, implementation and adoption; 3D printing and additive manufacturing; and modular design and products and configuration and change management.

Digital Technologies: Sustainable Innovations for Improving Teaching and Learning - Demetrios Sampson 2019-01-15
The aim of this volume entitled Digital Technologies: Sustainable Innovations for improving Teaching and Learning is to contribute in the global discussion on digital technologies as the means to foster sustainable educational innovations for improving the teaching, learning and assessment from K-12 to Higher Education. It compiles papers presented at the CELDA (Cognition and Exploratory Learning in the Digital Age) conference, which has as its goal continuing to address these challenges and promote the effective use of new tools and technologies to support teaching, learning and assessment. The book consists of four parts and showcases how emerging educational technologies and innovative practices have been used to address core global educational challenges; spanning from rethinking and transforming learning environments across educational contexts to effectively cultivating students' competences for the digital smart society of the future. The book comprises Part I: Transforming the Learning Environment; Part II: Enriching student learning experiences; Part III: Measuring and Assessing Teaching and Learning with Educational Data Analytics; Part IV: Cultivating student competences for the digital Smart society. It targets researchers and research students, educational professional practitioners (including teachers, educators and education leaders) as well as education policy makers, who are interested in keeping up-to-date on the global development in this field.

Visioning and Engineering the Knowledge Society - A Web Science Perspective - Miltiadis D. Lytras 2009-09-29
This book, in conjunction with the volume CCIS 49, constitutes the refereed proceedings of the Second World Summit, WSKS 2009, held in Chania, Crete, Greece, in September 2008. The 62 revised full papers presented were carefully reviewed and selected from 256 submissions. The papers are deal with information technologies - knowledge management systems - e-business and business, organizational and inter-organizational information systems for the Knowledge Society, knowledge, learning, education, learning technologies and e-learning for

the Knowledge Society, social and humanistic computing for the Knowledge Society – emerging technologies for the society and the humanity, culture and cultural heritage - technology for culture management - management of tourism and entertainment - tourism networks in the Knowledge Society, e-government and e-democracy in the Knowledge Society, innovation, sustainable development and strategic management for the Knowledge Society, service science, management, engineering, and technology, intellectual and human capital development in the Knowledge Society, advanced applications for environmental protection and green economy management, future prospects for the Knowledge Society: from foresight studies to projects and public policies, technologies and business models for the creative industries.

Mixing Secrets for the Small Studio - Mike Senior 2018-08-06
Discover how to achieve release-quality mixes even in the smallest studios by applying power-user techniques from the world's most successful producers. Mixing Secrets for the Small Studio is the best-selling primer for small-studio enthusiasts who want chart-ready sonics in a hurry. Drawing on the back-room strategies of more than 160 famous names, this entertaining and down-to-earth guide leads you step-by-step through the entire mixing process. On the way, you'll unravel the mysteries of every type of mix processing, from simple EQ and compression through to advanced spectral dynamics and "fairy dust" effects. User-friendly explanations introduce technical concepts on a strictly need-to-know basis, while chapter summaries and assignments are perfect for school and college use. ∎ Learn the subtle editing, arrangement, and monitoring tactics which give industry insiders their competitive edge, and master the psychological tricks which protect you from all the biggest rookie mistakes. ∎ Find out where you don't need to spend money, as well as how to make a limited budget really count. ∎ Pick up tricks and tips from leading-edge engineers working on today's multi-platinum hits, including Derek "MixedByAli" Ali, Michael Brauer, Dylan "3D" Dresdow, Tom Elmhirst, Serban Ghenea, Jacquire King, the Lord-Alge brothers, Tony Maserati, Manny Marroquin, Noah "50" Shebib, Mark "Spike" Stent, DJ Swivel, Phil Tan, Andy Wallace, Young Guru, and many, many more... Now extensively expanded and updated, including new sections on mix-buss processing, mastering, and the latest advances in plug-in technology.

International Handbook of Mathematical Learning Difficulties - Annemarie Fritz 2019-01-30
This comprehensive volume provides teachers, researchers and education professionals with cutting edge knowledge developed in the last decades by the educational, behavioural and neurosciences, integrating cognitive, developmental and socioeconomic approaches to deal with the problems children face in learning mathematics. The neurocognitive mechanisms and the cognitive processes underlying acquisition of arithmetic abilities and their significance for education have been the subject of intense research in the last few decades, but the most part of this research has been conducted in non-applied settings and there's still a deep discrepancy between the level of scientific knowledge and its implementation into actual educational settings. Now it's time to bring the results from the laboratory to the classroom. Apart from bringing the theoretical discussions to educational settings, the volume presents a wide range of methods for early detection of children with risks in mathematics learning and strategies to develop effective interventions based on innovative cognitive test instruments. It also provides insights to translate research knowledge into public policies in order to address socioeconomic issues. And it does so from an international perspective, dedicating a whole section to the cultural diversity of mathematics learning difficulties in different parts of the world. All of this makes the International Handbook of Mathematical Learning Difficulties an essential tool for those involved in the daily struggle to prepare the future generations to succeed in the global knowledge society.

User Modeling 2001 - Mathias Bauer 2003-05-15
This book constitutes the refereed proceedings of the 8th International Conference on User Modeling, UM 2001, held in Sonthofen, Germany in July 2001.The 19 revised full papers and 20 poster summaries presented

together with summaries of 12 selected student presentations were carefully reviewed and selected from 79 submissions. The book offers topical sections on acquiring user models from multi-modal user input; learning interaction models; user models for natural language interpretation, processing, and generation; adaptive interviewing for acquiring user preferences and product customization; supporting user collaboration through adaptive agents; student modeling; and adaptive information filtering, retrieval, and browsing.

Mastering in Music - John Paul Braddock 2020-12-29

Mastering in Music is a cutting-edge edited collection that offers twenty perspectives on the contexts and process of mastering. This book collects the perspectives of both academics and professionals to discuss recent developments in the field, such as mastering for VR and high resolution mastering, alongside crucial perspectives on fundamental skills, such as the business of mastering, equipment design and audio processing. Including a range of detailed case studies and interviews, Mastering in Music offers a comprehensive overview of the foremost hot topics affecting the industry, making it key reading for students and professionals engaged in music production.