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Recently, technology and aging have been key research areas in human cognition. The Research Topic "Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition" investigated technology's impact on cognitive and intellectual processes, highlighting how intensively technology can change and/or enhance the cognitive functioning throughout one's lifespan. The aim of this Research Topic was to provide an outlook through multidisciplinary research and development while addressing the dynamic intersection of cognition, mind, and technology. Our scope was 1) to favor the cognitive technology debate, 2) to overcome the dichotomies of technology and psychology, 3) to emphasize the advances in knowledge and well-being. This Research Topic comprises review studies and original articles, focused on digital skills that enhance human potential. Transversal approaches and cross-sectorial analysis were encouraged, leading to investigation areas related to cognitive and mental processing—in educational, rehabilitation, clinical settings—across aging. Articles of high relevance to the Research Topic were submitted on the subjects of a) research in human performance and human factors, b) new research and technologies addressing the needs of a growing populace, and c) cognitive aging and cognitive rehabilitation research. A new and updated definitive resource for survey questionnaire testing and evaluation Building on the success of the first Questionnaire Development, Evaluation, and Testing (QDET) conference in 2002, this book brings together leading papers from the Second International Conference on Questionnaire Design, Development, Evaluation, and Testing (QDET2) held in 2016. The volume assesses the current state of the art and science of QDET; examines the importance of methodological attention to the questionnaire in the present world of information collection; and ponders how the QDET field can anticipate new trends and directions as information needs and data collection methods continue to evolve.

Featuring contributions from international experts in survey methodology, *Advances in Questionnaire Design, Development, Evaluation and Testing* includes latest insights on question characteristics, usability testing, web probing, and other pretesting approaches, as well as: Recent developments in the design and evaluation of digital and self-administered surveys Strategies for comparing and combining questionnaire evaluation methods Approaches for cross-cultural and cross-national questionnaire development New data sources and methodological innovations during the last 15 years Case studies and practical applications *Advances in Questionnaire Design, Development, Evaluation and Testing* serves as a forum to prepare researchers to meet the next generation of challenges, making it an excellent resource for researchers and practitioners in government, academia, and the private sector. *The Principles & Processes of Interactive Design* is aimed at new designers from across the design and media disciplines who want to learn the fundamentals of designing for interactive media. This book is intended both as a primer and companion guide on how to research, plan and design for increasingly prevalent interactive projects. With clear and practical guidance on how to successfully present your ideas and concepts, Jamie Steane introduces you to user-based design, research and development, digital image and typography, interactive formats, and screen-based grids and layout. Using a raft of inspirational examples from a diverse range of leading international creatives and award-winning agencies, this is required reading for budding digital designers. In addition, industry perspectives from key design professionals provide fascinating insights into this exciting creative field, and each chapter concludes with workshop tutorials to help you put what you've learnt into practice in your own interactive designs. Featured contributors include: AKQA, BBC, Dare, Edenspiekermann, Electronic Arts, e-Types, Komodo Digital, Moving Brands, Nordkapp, Onedotzero, Onformative, Preloaded and Razorfish. Jeff Johnson calls attention to the most frequently occurring and annoying design bloopers from real web sites he has worked on or researched. Not just a critique of these bloopers and their sites, this book shows how to correct or avoid the blooper and gives a detailed analysis of each design problem. The definitive work on the subject, it offers you comprehensive and accurate coverage of the theory and techniques of ground water development. Provides not only a general overview of the topic with applications but also incorporates sufficient detail to be of use to professionals involved in any phase of ground water. Divided into three parts, the text traces the progression of the study of ground water from its origin through its development and exploitation. Part one deals mainly with the nature of ground water and where it can be found. Part two considers the parameters related to water well design and construction. In part three, there is a thorough review of well and well field operation, including monitoring for environmental protection. Although the focus is on high-capacity ground water producing installations, most of the material is also applicable to lower-yield wells. Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes. Special edition of the Federal Register, containing a codification of documents of general applicability and future effect ... with ancillaries. Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. People today use technology on different devices in different locations. Users expect to access information on all relevant screens and across multiple channels through smartphones, tablets, laptops/desktops, smart (internet-connected) TVs, and other devices, such as smartwatches for example. Multiscreen is no longer a nice add-on, it's a requirement. In this environment, user experience needs to cater to multiple devices. This book provides a holistic approach that will help UX professionals to offer a hands-on guide for UX design across multiple screens. It presents an opportunity to learn how to cater designs for customers. Readers will find patterns, strategies, examples and case studies, methodologies, and insights to help inspire

them to develop a viable strategy for their own digital products and services. UX professionals will walk through important elements of multiscreen UX: Investigating the devices and their capabilities Understanding the users and their capabilities Considering the context in which users use these devices Navigating next generation information experiences and the future of content management Designing content and UI architecture for multiscreen projects A hands-on, practical guide to UX design for how users approach content – across more than one screen at a time Discusses devices, users, and their practices Includes best practices, real-world examples, and tips and tricks A preface written by Scott Jenson Electronics and Communications for Scientists and Engineers, Second Edition, offers a valuable and unique overview on the basics of electronic technology and the internet. Class-tested over many years with students at Northwestern University, this useful text covers the essential electronics and communications topics for students and practitioners in engineering, physics, chemistry, and other applied sciences. It describes the electronic underpinnings of the World Wide Web and explains the basics of digital technology, including computing and communications, circuits, analog and digital electronics, as well as special topics such as operational amplifiers, data compression, ultra high definition TV, artificial intelligence, and quantum computers. Incorporates comprehensive updates and expanded material in all chapters where appropriate Includes new problems added throughout the text Features an updated section on RLC circuits Presents revised and new content in Chapters 7, 8, and 9 on digital systems, showing the many changes and rapid progress in these areas since 2000 Geologic Aspects of Hazardous Waste Management brings together technical, legislative, regulatory, and business aspects of hazardous waste issues as they pertain to preventing, assessing, containing, and remediating soil and groundwater contamination. The book emphasizes how subsurface geologic and hydrogeologic conditions affect the decision-making process, and it focuses on critical issues facing industry, government, and the public. The book is excellent for consultants, project managers, regulators, geologists, geophysicists, hydrologists, hydrogeologists, risk assessors, environmental engineers, chemists, toxicologists, and environmental lawyers. How to Design and Implement Powder-to-Tablet Continuous Manufacturing Systems provides a comprehensive overview on the considerations necessary for the design of continuous pharmaceutical manufacturing processes. The book covers both the theory and design of continuous processing of associated unit operations, along with their characterization and control. In addition, it discusses practical insights and strategies that the editor and chapter authors have learned. Chapters cover Process Analytical Technology (PAT) tools and the application of PAT data to enable distributed process control. With numerous case studies throughout, this valuable guide is ideal for those engaged in, or learning about, continuous processing in pharmaceutical manufacturing. Discusses the development of strategy blueprints in the design of continuous processes Shows how to create process flowsheet models from individual unit operation models Includes a chapter on characterization methods for materials, the use of statistical methods to analyze material property data, and the use of material databases Covers the evolving regulatory expectations for continuous manufacturing Provides readers with ways to more effectively navigate these expectations Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave. Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave. Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications. Once you have learnt the fundamentals of typography, there

is still a wealth of knowledge to grasp to really become a master in the art and craft of working with type. In *Advanced Typography*, expert practitioner and instructor Richard Hunt goes beyond the basics to take your understanding and usage to the next level. Taking a practical approach, the book combines visual, linguistic, historical and psychological systems with the broad range of applications and audiences of type today. From the challenges of designing across media and cultures, to type as information and craft, Hunt marries theoretical context with applied examples so you feel confident in improving your skills as an advanced typographer. The two-volume set LNCS 9172 and 9173 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: information visualization; information presentation; knowledge management; haptic, tactile and multimodal interaction; service design and management; user studies. Set includes revised editions of some issues. Bringing together the results of more than 300 new design studies, an understanding of people, knowledge of hardware and software capabilities, and the author's practical experience gained from 45 years of work with display-based systems, this book addresses interface and screen design from the user's perspective. You will learn how to create an effective design methodology, design and organize screens and Web pages that encourage efficient comprehension and execution, and create screen icons and graphics that make displays easier and more comfortable to use. Within educational organizations, administration and leadership are relied upon for the allocation of resources as well as the optimization of processes that can include data storage, knowledge management, and decision making. To support these expectations, technologies, knowledge, and smart systems must be put into place that allow administrators and leaders to accomplish these tasks as efficiently as possible. *Utilizing Technology, Knowledge, and Smart Systems in Educational Administration and Leadership* is an academic research book that examines knowledge regarding the scholarly exploration of the technologies, information/knowledge, and smart systems in educational administration and leadership. It provides a holistic, systematic, and comprehensive paradigm. Featuring a wide range of topics such as technology leadership in schools, technology integration in educational administration, and professional development, this book is ideal for school administrators, educational leaders, principals, IT consultants, educational software developers, academicians, researchers, professionals, educational policymakers, educators, and students. This comprehensive technical guide to assessing and monitoring ground water contamination contains more than 165 charts, tables, and illustrations and highlights such issues as using models to manage ground water protection programs, restoring ground water, investigating ground water quality, sampling ground water, tracing contaminants in the subsurface, and monitoring well design and construction. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. A novel approach for the classroom or self-study, *Learn to Code with Games* makes coding accessible to a broad audience. Structured as a series of challenges that help you learn to code by creating a video game, each chapter expands and builds your knowledge while providing guidelines and hints to solving each challenge. The book employs a unique problem-solving approach to teach you the

technical foundations of coding, including data types, variables, functions, and arrays. You will also use techniques such as pseudocode and process mapping to formulate solutions without needing to type anything into a computer, and then convert the solutions into executable code. Avoiding jargon as much as possible, Learn to Code with Games shows you how to see coding as a way of thinking and problem solving rather than a domain of obscure languages and syntaxes. Its practical hands-on approach through the context of game development enables you to easily grasp basic programming concepts. A web developer's guide to using Flutter for building responsive and adaptive web UIs using mobile solutions Key FeaturesBuild a native, mobile-like experience for your web apps using FlutterExplore a systematic and synchronized learning path for web developers to learn FlutterDesign an MVVM structure for scalability and performance with this practical guideBook Description Using a shared codebase in addition to an extensive range of tools in the Flutter ecosystem optimized for browsers, the Flutter framework has expanded to enable you to bring your mobile apps to the web. You'll find out how web developers can leverage the Flutter framework for web apps with this hands-on guide. Taking Flutter to the Web will help you learn all about the Flutter ecosystem by covering the tools and project structure that allows you to easily integrate Flutter into your web stack. You'll understand the concepts of cross-platform UI development and how they can be applied to web platforms. As you explore Flutter on the web, you'll become well-versed with using Flutter as an alternative UI platform for building adaptive and responsive designs for web apps. By the end of this Flutter book, you'll have built and deployed a complete Flutter app for the web and have a roadmap ready to target the web for your existing Flutter mobile apps. What you will learnUnderstand the concepts necessary for designing, building, and deploying a Flutter web appGet the hang of Flutter internals to make the most of the frameworkBuild complete web applications with Flutter from architecture to deploymentAutomate UI design for your web apps using FlutterExplore Flutter's integration with Appwrite for backend developmentDiscover advanced concepts in frontend web development, such as state management and PWAWho this book is for This book is for Flutter mobile developers and Dart programmers who want to consolidate their Flutter knowledge and use it to build responsive web applications. With recent advances in mobile technologies and the growing ubiquity of wireless network accessibility, online information search tasks are now being conducted on mobile devices with a broad range of screen form factors. Screen size is particularly variable among devices, though its impact on search efficiency and quality is unknown. This study investigates the relationship between device screen size and users' information search efficiency and quality. Thirty-six participants were tested in a variety of closed informational search tasks on three screen sizes corresponding to the Apple iPhone, iPad, and Macbook Air (13"). Although it was hypothesized that small screen size would detrimentally impact web search performance, analysis of results shows that informational search tasks were not significantly affected by screen size for measures of time on task, answer correctness, or perceived confidence or effort. The implications of these findings for mobile web searching are discussed. iii. Mobile Marketing is a clear, practical guide to harnessing the mobile consumer and tackling the rising challenges of divided user attention across multiple screens at the same time. It demystifies the vast spectrum of tools and techniques now available and explains how to optimize these dynamics into an innovative and effective mobile marketing strategy. Now that website search rankings take into account mobile optimization, no serious marketer can do without a thorough understanding of mobile. The first edition of Mobile Marketing won the Judge's Choice Award in Social Media at the Small Business Trend's 2014 Book Awards. This fully revised 2nd edition includes straightforward explanations on mobile optimized content, app development, social media and proximity based marketing. It has also expanded to include two brand new chapters on

mobile and email and on location-based devices, plus cutting-edge updates on advances in wearable technology, mobile payments, virtual reality and strategies for the changing user journey. Integrated with tactical checklists, easy application frameworks and powerful case study insights such as Heineken, WordPress, MailChimp, Nike Training Club (NTC), Google Play and Moz, it provides a full overview from service provision and technology integration to content strategy, ready to capture fast-moving consumers on the go. Maintaining a PC is important, and troubleshooting a PC can be a challenge. Dan Gookin is great at explaining how to handle common PC problems, and he's provided a complete, plain-English manual in *Troubleshooting & Maintaining Your PC All-in-One For Dummies*. Liberally laced with Dan's famous humor and clear instructions, *Troubleshooting & Maintaining Your PC All-in-One For Dummies* is divided into six minibooks covering hardware, software, laptops, Internet, networking, and maintenance. Each one gives you some background on what causes common problems, to help you understand what's wrong as well as how to fix it. You'll learn to: Troubleshoot both Windows XP and Vista Solve e-mail and Web woes, makes friends with ActiveX, and protect your system from evil software and viruses Resolve router problems, reset the modem, delve into IP addresses, and find the elusive wireless network Investigate startup issues, battery quirks, and power problems Travel safely and efficiently with your laptop Perform regular maintenance and keep good backups Solve problems with disks and printers Find missing files, successfully restore files if something major goes wrong, and pep up your PC The bonus DVD walks you through some of the complex steps discussed in the book and demonstrates tasks like removing a hard drive. There's a great collection of free and demo software, too. *Troubleshooting & Maintaining Your PC All-in-One For Dummies* is tech support in a book! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. 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, ergonomics, 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. Covering climate, soils, crops, water quality, hydrology, and hydraulics, this textbook offers a perfect overview of irrigation engineering. This book teaches people how to write web pages using HTML, XHTML and CSS. It follows standards-based principles, but also teaches readers ways around problems they are likely to face.

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