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Lucio Tommaso De Paolis, Antonio Mongelli

Augmented Reality in Tourism, Museums and Heritage Vladimir Geroimenko,2021-04-24 This book provides extensive research into the use of augmented reality in the three interconnected and overlapping fields of the tourism industry, museum exhibitions, and cultural heritage. It is written by a virtual team of 50 leading researchers and practitioners from 16 countries around the world. The authors explore the opportunities and challenges of augmented reality applications, their current status and future trends, informal learning and heritage preservation, mixed reality environments and immersive installations, cultural heritage education and tourism promotion, visitors with special needs, and emerging post-COVID-19 museums and heritage sites. Augmented Reality in Tourism, Museums and Heritage: A New Technology to Inform and Entertain is essential reading not only for researchers, application developers, educators, museum curators, tourism and cultural heritage promoters, but also for students (both graduates and undergraduates) and anyone who is interested in the efficient and practical use of augmented reality technology.

Ghost Towns of Texas T. Lindsay Baker,1991-02-01 The indefatigable T. Lindsay Baker has now turned his enormous mental and physical energies to the subject and has brought to view - if not to life -eighty-six Texas ghost towns for the reader's pleasure. Baker lists three criteria for inclusion: tangible remains, public access, and statewide coverage. In each case Baker comments about the town's founding, its former significance, and the reasons for its decline. There are maps and instructions for reaching each site and numerous photographs showing the past and present status of each. The contemporary photos were taken, in most instances, by Baker himself, who proves as adept a photographer as he is researcher and writer....Baker has done his work thoroughly and well, within limits imposed by necessity. He obviously had fun in the process and it shows in his prose.---New Mexico Historical Review

Septage Management Joseph W. Rezek,Ivan A. Cooper,1980

Mastering Vim Ruslan Osipov,2018-11-30 Mastering Vim, reviewed by Bram Moolenaar, the creator of Vim, covers usage of Vim and Neovim, showcases relevant plugins, and teaches Vimscript Key FeaturesExpert Vim and Vimscript techniques to work with Python and other development environmentAccomplish end-to-end software development tasks with Neovim and Vim pluginsUnderstand best practices for various facets of projects like version control, building, and testingBook Description Vim is a ubiquitous text editor that can be used for all programming languages. It has an extensive plugin system and integrates with many tools. Vim offers an extensible and customizable development environment for programmers, making it one of the most popular text editors in the world. Mastering Vim begins with explaining how the Vim editor will help you build applications efficiently. With the fundamentals of Vim, you will be taken through the Vim philosophy. As you make your way through the chapters, you will learn about advanced movement, text operations, and how Vim can be used as a Python (or any other language for that matter) IDE. The book will then cover essential tasks, such as refactoring, debugging, building, testing, and working with a version control system, as well as plugin configuration and management. In the concluding chapters, you will be introduced to additional mindset guidelines, learn to personalize your Vim experience, and go above and beyond with Vimscript. By the end of this book, you will be sufficiently confident to make Vim (or its fork, Neovim) your first choice when writing applications in Python and other programming languages. What you will learnGet the most recent Vim, GVim, and Neovim versions installedBecome efficient at navigating and editing textUncover niche Vim plugins and pick the best onesDiscover multiple ways of organizing pluginsExplore and tailor Vim UI to fit your needsOrganize and maintain Vim configuration across environmentsWrite scripts to complement your workflow using VimscriptWho this book is for Mastering Vim is written for beginner, intermediate, and expert developers.The book will teach you to effectively embed Vim in your daily workflow. No prior experience with Python or Vim is required.

Go Systems Programming Mihalís Tsoukalos,2017-09-26 Learning the new system's programming language for all Unix-type systems About This Book Learn how to write system's level code in Golang, similar to Unix/Linux systems code Ramp up in Go quickly Deep dive into Goroutines and Go concurrency to be able to take advantage of Go server-level constructs Who This Book Is For Intermediate Linux and general Unix programmers. Network programmers from beginners to advanced practitioners. C and C++ programmers interested in different approaches to concurrency and Linux systems programming. What You Will Learn Explore the Go language from the standpoint of a developer conversant with Unix, Linux, and so on Understand Goroutines, the lightweight threads used for systems and concurrent applications Learn how to translate Unix and Linux systems code in C to Golang code How to write fast and lightweight server code Dive into concurrency with Go Write low-level networking code In Detail Go is the new systems programming language for Linux and Unix systems. It is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code. Created by some of the original designers of C and Unix, Go expands the systems programmers toolkit and adds a mature, clear programming language. Traditional system applications become easier to write since pointers are not relevant and garbage collection has taken away the most problematic area for low-level systems code: memory management. This book opens up the world of high-performance Unix system applications to the beginning Go programmer. It does not get stuck on single systems or even system types, but tries to expand the original teachings from Unix system

level programming to all types of servers, the cloud, and the web. Style and approach This is the first book to introduce Linux and Unix systems programming in Go, a field for which Go has actually been developed in the first place.

Augmented Reality Art Vladimir Geroimenko,2014-06-17 Written by a team of world-renowned artists, researchers and practitioners - all pioneers in using augmented reality based creative works and installations as a new form of art - this is the first book to explore the exciting new field of augmented reality art and its enabling technologies. As well as investigating augmented reality as a novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.

Black Hat Go Tom Steele,Chris Patten,Dan Kottmann,2020-02-04 Like the best-selling Black Hat Python, Black Hat Go explores the darker side of the popular Go programming language. This collection of short scripts will help you test your systems, build and automate tools to fit your needs, and improve your offensive security skillset. Black Hat Go explores the darker side of Go, the popular programming language revered by hackers for its simplicity, efficiency, and reliability. It provides an arsenal of practical tactics from the perspective of security practitioners and hackers to help you test your systems, build and automate tools to fit your needs, and improve your offensive security skillset, all using the power of Go. You'll begin your journey with a basic overview of Go's syntax and philosophy and then start to explore examples that you can leverage for tool development, including common network protocols like HTTP, DNS, and SMB. You'll then dig into various tactics and problems that penetration testers encounter, addressing things like data pilfering, packet sniffing, and exploit development. You'll create dynamic, pluggable tools before diving into cryptography, attacking Microsoft Windows, and implementing steganography. You'll learn how to: Make performant tools that can be used for your own security projects Create usable tools that interact with remote APIs Scrape arbitrary HTML data Use Go's standard package, net/http, for building HTTP servers Write your own DNS server and proxy Use DNS tunneling to establish a C2 channel out of a restrictive network Create a vulnerability fuzzer to discover an application's security weaknesses Use plug-ins and extensions to future-proof productsBuild an RC2 symmetric-key brute-forcer Implant data within a Portable Network Graphics (PNG) image. Are you ready to add to your arsenal of security tools? Then let's Go!

Kitchen Table Lingo The English Project,2012-04-24 With an afterword by David Crystal and contributions from Philip Pullman, Jilly Cooper, Jeremy Vine and Meera Syal, all life is here. Become part of the Kitchen Table Lingo community and write your words in now! 'Seen the bloke with the bedooftey bum?' 'More testiculatating on Newsnight.....' Does it sometimes seem like your family speaks its own language? Families up and down the UK have their own special vocabularies. Discover tinsellititis sufferers in Tunbridge Wells, elephant users in Edinburgh and chobblers in Cardiff. Whether it's a slip of the tongue that becomes a permanent part of the family vernacular or a word invented when all others fail, Kitchen Table Lingo is part of what makes our language so rich and creative. This collection of hundreds of words from English speakers around the world - complete with space and an invitation to add your own - is a wonderfully entertaining celebration of the spoken word and the people who take pleasure in it. After all, what other language has fifty-seven words for the TV remote control?

The Journey of the Magi Richard C. Trexler,1997 Although Matthew's Gospel reveals little about the three wealthy visitors said to have presented gifts to the infant Jesus, the author presents the influence of the Magi in Christian society, in the machinations of monarchs and heads of republics, in relations with native Americans, and in the play of present day street children.--Jacket.

Augmented Reality in Education Vladimir Geroimenko,2020-05-26 This is the first comprehensive research monograph devoted to the use of augmented reality in education. It is written by a team of 58 world-leading researchers, practitioners and artists from 15 countries, pioneering in employing augmented reality as a new teaching and learning technology and tool. The authors explore the state of the art in educational augmented reality and its usage in a large variety of particular areas, such as medical education and training, English language education, chemistry learning, environmental and special education, dental training, mining engineering teaching, historical and fine art education. Augmented Reality in Education: A New Technology for Teaching and Learning is essential reading not only for educators of all types and levels, educational researchers and technology developers, but also for students (both graduates and undergraduates) and anyone who is interested in the educational use of emerging augmented reality technology.

Magister Theodoricus, Court Painter to Emperor Charles IV Jiří Fajt,Národní galerie v Praze,1998

Virtual and Augmented Reality in Education, Art, and Museums Guazzaroni, Giuliana,Pillai, Anitha S.,2019-11-22 Due to the growing prevalence of artificial intelligence technologies, schools, museums, and art galleries will need to change traditional ways of working and conventional thought processes to fully embrace their potential. Integrating virtual and augmented reality technologies and wearable devices into these fields can promote higher engagement in an increasingly digital world. Virtual and Augmented Reality in Education, Art, and Museums is an essential research book that explores the strategic role and use of virtual and augmented reality in shaping visitor experiences at art galleries and museums and their ability to

enhance education. Highlighting a range of topics such as online learning, digital heritage, and gaming, this book is ideal for museum directors, tour developers, educational software designers, 3D artists, designers, curators, preservationists, conservationists, education coordinators, academicians, researchers, and students.

Mastering Go Mihalis Tsoukalos, 2019-08-29 Publisher's Note: This edition from 2019 is outdated and is not compatible with the latest version of Go. A new third edition, updated for 2021 and featuring the latest in Go programming, has now been published. Key Features • Second edition of the bestselling guide to advanced Go programming, expanded to cover machine learning, more Go packages and a range of modern development techniques • Completes the Go developer's education with real-world guides to building high-performance production systems • Packed with practical examples and patterns to apply to your own development work • Clearly explains Go nuances and features to remove the frustration from Go development Book Description Often referred to (incorrectly) as Golang, Go is the high-performance systems language of the future. Mastering Go, Second Edition helps you become a productive expert Go programmer, building and improving on the groundbreaking first edition. Mastering Go, Second Edition shows how to put Go to work on real production systems. For programmers who already know the Go language basics, this book provides examples, patterns, and clear explanations to help you deeply understand Go's capabilities and apply them in your programming work. The book covers the nuances of Go, with in-depth guides on types and structures, packages, concurrency, network programming, compiler design, optimization, and more. Each chapter ends with exercises and resources to fully embed your new knowledge. This second edition includes a completely new chapter on machine learning in Go, guiding you from the foundation statistics techniques through simple regression and clustering to classification, neural networks, and anomaly detection. Other chapters are expanded to cover using Go with Docker and Kubernetes, Git, WebAssembly, JSON, and more. If you take the Go programming language seriously, the second edition of this book is an essential guide on expert techniques. What you will learn • Clear guidance on using Go for production systems • Detailed explanations of how Go internals work, the design choices behind the language, and how to optimize your Go code • A full guide to all Go data types, composite types, and data structures • Master packages, reflection, and interfaces for effective Go programming • Build high-performance systems networking code, including server and client-side applications • Interface with other systems using WebAssembly, JSON, and gRPC • Write reliable, high-performance concurrent code • Build machine learning systems in Go, from simple statistical regression to complex neural networks Who this book is for Mastering Go, Second Edition is for Go programmers who already know the language basics, and want to become expert Go practitioners. Table of Contents • Go and the Operating System • Understanding Go Internals • Working with Basic Go Data Types • The Uses of Composite Types • How to Enhance Go Code with Data Structures • What You Might Not Know About Go Packages and functions • Reflection and Interfaces for All Seasons • Telling a Unix System What to Do • Concurrency in Go: Goroutines, Channels, and Pipelines • Concurrency in Go: Advanced Topics • Code Testing, Optimization, and Profiling • The Foundations of Network Programming in Go • Network Programming: Building Your Own Servers and Clients • Machine Learning in Go Review Mastering Go - Second Edition is a must-read for developers wanting to expand their knowledge of the language or wanting to pick it up from scratch -- Alex Ellis - Founder of OpenFaaS Ltd, CNCF Ambassador

Network Programming with Go Adam Woodbeck, 2021-03-30 Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

Fundamentals of Wearable Computers and Augmented Reality Woodrow Barfield, 2015-07-29 Data will not help you if you can't see it where you need it. Or can't collect it where you need it. Upon these principles, wearable technology was born. And although smart watches and fitness trackers have become almost ubiquitous, with in-body sensors on the horizon, the future applications of wearable computers hold so much more. A trusted reference for almost 15 years, Fundamentals of Wearable Computers and Augmented Reality goes beyond smart clothing to explore user interface

design issues specific to wearable tech and areas in which it can be applied. Upon its initial publication, the first edition almost instantly became a trusted reference, setting the stage for the coming decade, in which the explosion in research and applications of wearable computers and augmented reality occurred. Written by expert researchers and teachers, each chapter in the second edition has been revised and updated to reflect advances in the field and provide fundamental knowledge on each topic, solidifying the book's reputation as a valuable technical resource as well as a textbook for augmented reality and ubiquitous computing courses. New Chapters in the Second Edition Explore: Haptics Visual displays Use of augmented reality for surgery and manufacturing Technical issues of image registration and tracking Augmenting the environment with wearable audio interfaces Use of augmented reality in preserving cultural heritage Human-computer interaction and augmented reality technology Spatialized sound and augmented reality Augmented reality and robotics Computational clothing From a technology perspective, much of what is happening now with wearables and augmented reality would not have been possible even five years ago. In the fourteen years since the first edition burst on the scene, the capabilities and applications of both technologies are orders of magnitude faster, smaller, and cheaper. Yet the book's overarching mission remains the same: to supply the fundamental information and basic knowledge about the design and use of wearable computers and augmented reality with the goal of enhancing people's lives.

Get Programming with Go Roger Peppe, Nathan Youngman, 2018-08-27 Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars

Hands-On GUI Application Development in Go Andrew Williams, 2019-02-25 Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key Features Conceptualize and build state-of-art GUI applications with Golang (Go) Tackle the complexity of varying GUI application sizes with a structured and scalable approach Get hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and Walk Book Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learn Understand the benefits and complexities of building native graphical applications Gain insights into how Go makes cross-platform graphical application development simple Build platform-native GUI applications using and labs/ui Develop graphical

Windows applications using Walk Create multiplatform GUI applications using Shiny, Nuklear, and Fyne Use Go wrappers for GTK and Qt for GUI application development Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

Dictionary of Travel, Tourism and Hospitality S. Medlik,2012-06-25 This new edition combines within two covers: * A dictionary of 2500 terms * Descriptions of 300 organizations * A biographical dictionary of 100 personalities * Explanations of 1200 acronyms and abbreviations * Key data for well over 200 countries * A concise bibliography listing more than 100 useful sources of further information The author's long and wide experience of these fields makes this an indispensable companion for students and teachers, and those employed in relevant businesses and organizations, as well as for the travellers, tourists and guests who are the raison d'être of it all.

Augmented Reality Games II Vladimir Geroimenko,2019-05-23 This is the second of two comprehensive volumes that provide a thorough and multi-faceted research into the emerging field of augmented reality games and consider a wide range of its major issues. These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers, practitioners and artists from 20 countries. Volume II explores the most important and challenging issues that have been raised by the use of the Augmented Reality approach and technology in the gamification of education, healthcare, medicine and art. The volume deals with a systematic analysis of educational augmented reality games, their use for health promotion in old age and for improving people’s well-being, the gamification of augmented reality art and immersive reading experiences, among other topics. Augmented Reality Games II is essential reading not only for researchers, practitioners, game developers and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games.

Augmented and Virtual Reality Lucio Tommaso De Paolis,Antonio Mongelli,2015-08-14 This book constitutes the refereed proceedings of the Second International Conference on Augmented and Virtual Reality, AVR 2015, held in Lecce, Italy, in September 2015. The 32 papers and 8 short papers presented were carefully reviewed and selected from 82 submissions. The SALENTO AVR 2015 conference brings together a community of researchers from academia and industry, computer scientists, engineers, and physicians in order to share points of views, knowledge, experiences, and scientific and technical results related to state-of-the-art solutions and technologies on virtual and augmented reality applications for medicine, cultural heritage, education, industrial sectors, as well as the demonstration of advanced products and technologies.

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