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Ralph M. Stair, George Walter Reynolds, Thomas Chesney

Brand Relevance David A. Aaker, 2011-01-25 Branding guru

Aaker shows how to eliminate the competition and become the lead brand in your market. This ground-breaking book defines the concept of brand relevance using dozens of case studies—Prius, Whole Foods, Westin, iPad and more—and explains how brand relevance drives market dynamics, which generates opportunities for your brand and threats for the competition. Aaker reveals how these companies have made other brands in their categories irrelevant. Key points: When managing a new category of product, treat it as if it were a brand; By failing to produce what customers want or losing momentum and visibility, your brand becomes irrelevant; and create barriers to competitors by supporting innovation at every level of the organization. Using dozens of case studies, shows how to create or dominate new categories or subcategories, making competitors irrelevant. Shows how to manage the new category or subcategory as if it were a brand and how to create barriers to competitors. Describes the threat of becoming irrelevant by failing to make what customer are buying or losing energy. David Aaker, the author of four brand books, has been called the father of branding. This book offers insight for creating and/or owning a new business arena. Instead of being the best, the goal is to be the only brand around—making competitors irrelevant.

Windows 10 For Dummies Andy Rathbone, 2015-08-10 Illustrates the new features of Windows 10.

A Practical Guide to Video and Audio Compression Cliff

Wootton, 2005-04-28 Learn all about Codecs—how they work, as well as design and implementation with this comprehensive, easy-to-use guide to compression. After reading this book, you will be able to

prepare and distribute professional audio and video on any platform including streamed to the web, broadcast on-air, stored in PVRs, Burned onto CD-ROMs or DVDs, delivered by broadband, or viewed in Kiosk applications, PDA devices, and mobile phones.

Food Colour and Appearance Hutchings,2012-12-06 Much of man's behaviour is controlled by appearance, but the appearance of his food is of paramount importance to his health and well-being. In day-to-day survival and marketing situations, we can or not most foods are fit to eat from their optical tell whether properties. Although vision and colour perception are the means by which we appreciate our surroundings, visual acceptance depends on more than just colour. It depends on total appearance. In the recent past the food technologist has been under pressure to increase his/her understanding of first, the behaviour of raw materials under processing, and second, the behaviour and motivation of his/her customers in a growing, more discriminating, and worldwide market. The chapters which follow describe the philosophy of total appearance, the factors comprising it, and its application to the food industry. Included are: considerations of the evolutionary, historical, and cultural aspects of food appearance; the physics and food chemistry of colour and appearance; the principles of sensory appearance assessment and appearance profile analysis, as well as instrumental measurement; the interaction of product appearance, control, and acceptance in the varied environments of the laboratory, production line, supermarket, home and restaurant. A broad examination has been made in an attempt to get into perspective the importance of appearance to all sectors of the industry.

Auditory Display Sølvi Ystad,Mitsuko Aramaki,Richard Kronland-Martinet,Kristoffer Jensen,2010-04-20 This book constitutes

the thoroughly refereed post-conference proceedings of the 6th International Symposium on Computer Music Modeling and Retrieval, CMMR 2009, held in Copenhagen, Denmark, in May 2009. The 25 revised full papers presented were specially reviewed and corrected for this proceedings volume. The conference's topics include auditory exploration of data via sonification and audification; real time monitoring of multivariate data; sound in immersive interfaces and teleoperation; perceptual issues in auditory display; sound in generalized computer interfaces; technologies supporting auditory display creation; data handling for auditory display systems; applications of auditory display.

Multisensory Object Perception in the Primate Brain Marcus Johannes Naumer, Jochen Kaiser, 2010-07-03 It should come as no surprise to those interested in sensory processes that its research history is among the longest and richest of the many systematic efforts to understand how our bodies function. The continuing obsession with sensory systems is as much a reflection of the fundamental need to understand how we experience the physical world as it is to understand how we become who we are based on those very experiences. The senses function as both portal and teacher, and their individual and collective properties have fascinated scientists and philosophers for millennia. In this context, the attention directed toward specifying their properties on a sense-by-sense basis that dominated sensory research in the 20th century seems a prelude to our current preoccupation with how they function in concert. Nevertheless, it was the concentrated effort on the operational principles of individual senses that provided the depth of understanding necessary to inform current efforts to reveal how they act cooperatively. We know that the information provided by any

individual sensory modality is not always veridical, but is subject to a myriad of modality-specific distortions. Thus, the brain's ability to compare across the senses and to integrate the information they provide is not only a way to examine the accuracy of any individual sensory channel but also a way to enhance the collective information they make available to the brain.

Principles of Business Information Systems Ralph M. Stair, George Walter Reynolds, Thomas Chesney, 2008 Built on the successful framework of previous editions, this adapted edition of the popular *Principles of Business Information Systems* boasts a wealth of real world examples from a broad range of countries, including South Africa and the Gulf region. Retaining its comprehensive coverage of IS issues, this popular text is now fully updated with the latest technologies. The chapter organization is streamlined, although the five-part structure kept the same, and there are clear learning objectives throughout, closely mapped to each chapter's content. While maintaining its business focus, there is boosted coverage of IT and technological issues, perfect for courses which prepare students for the corporate world in the twenty-first century. Suitable for all students on IS courses, this edition features a supporting website with full supplementary resources as well as Course Technology's companion MIS CD-Rom.

The Wireless Networking Starter Kit Adam C. Engst, Glenn Fleishman, 2003 For readers ready to embrace the freedom of wireless, this is the place to start. In these pages they'll learn first about the underpinnings of wireless technology and network basics before getting down to the real business at hand: setting up, configuring, and maintaining a wireless network. Step-by-step instructions delivered in easily digestible chunks make it easy to get a network humming.

Constructing Ambient Intelligence Max Mühlhäuser, Alois

Ferscha, Erwin Aitenbichler, 2008-08-17 A foreword for the present workshop proceedings cannot be provided without first looking at the larger context of the AMI conference in which the workshops were organized. The AMI 2007 conference has roots in preceding events, but in many respects, AMI can be called a novel conference format and hence a premiere. Among the several aims that inspired and shaped this new conference format, the following two are particularly worth considering: (1) to provide a forum for the ambient intelligence flavor of research on the Post-PC era of computer science, complementing the ubiquitous computing and pervasive computing flavors emphasized by already existing conferences; (2) to offer an event that attracts contributions from all over the globe yet emphasizes European strengths – with particular reference to the Information Society Technologies (IST) branch of the EU research framework programs (FPs), which carry the same label as the conference. The workshop organization chairs reflected these unique characteristics of the new AMI conference series in the call for workshop proposals using two corresponding measures: (1) by particularly soliciting workshops on in-depth topics corresponding to the above-mentioned ambient intelligence flavor of Post-PC research; (2) by offering two different workshop threads: one ‘usual’ thread for advanced topics (called “SW workshops”) and one thread for workshops related to concrete EU FP6 and FP7 projects (called “EU workshops”).

Designing the Internet of Things Adrian McEwen, Hakim

Cassimally, 2013-11-07 Take your idea from concept to production with this unique guide Whether it's called physical computing, ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine

hardware, embedded software, web services, electronics, and cool design to create cutting-edge devices that are fun, interactive, and practical. If you'd like to create the next must-have product, this unique book is the perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

Car PC Hacks Damien Stolarz, 2005 Car PC Hacks is the first book available to introduce and entrench you into the hot new car PC market. Expect innovation, tools and fun experiments for creating a mobile multimedia center. This Hacks Series addition packs a punch in this comprehensive and easy-to-read guide. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in for a joy ride.

Embedded Software and Systems Yann-Hang Lee, Heung-Nam Kim, Jong Kim, Yongwan Park, Laurence T. Yang, Sung Won Kim, 2007-06-30 This book constitutes the refereed proceedings of the Third International Conference on Embedded Software and Systems, ICESS 2007, held in Daegu, Korea, May 2007. The 75 revised full papers cover embedded architecture, embedded hardware, embedded software, HW-SW co-design and SoC, multimedia and HCI,

pervasive/ubiquitous computing and sensor network, power-aware computing, real-time systems, security and dependability, and wireless communication.

Pervasive Computing Hans W. Gellersen, 2005-04-28 This book constitutes the refereed proceedings of the Third International Conference on Pervasive Computing, PERVASIVE 2005, held in Munich, Germany in May 2005. The 20 revised full papers presented were carefully reviewed and selected from 130 submissions. The papers are organized in topical sections on location techniques, activity and context, location and privacy, handheld devices, sensor systems, and user interaction.

Adobe Premiere Pro 2 Bible Adele Droblas, Seth Greenberg, 2006-01-31 Whether you're a beginning video editor or a professional producer, now you can master the world's leading digital video software application. In this comprehensive guide to the latest release of Adobe Premiere Pro, it's all here - the basics of capturing, editing, and outputting digital video, as well as advanced techniques for professionally integrating music, narration, and special effects. Full of step-by-step instructions, tips, and tricks of the trade, this definitive reference belongs on your desktop or in your editing suite. Inside, you'll find complete coverage of Adobe Premiere Pro 2 Build a video project clip by clip in the Timeline Mix sound while viewing video with the Audio Mixer Punch up your video production with Adobe(r) After Effects(r) and your audio with Adobe Audition(r) Create precision edits using the Source, Program, and Trim Monitors Create rolling, scrolling, or drop-shadow titles Integrate Illustrator(r), Photoshop(r), and other files Create interactive DVDs using Premiere Pro's new DVD templates or Adobe(r) Encore DVD Export video to DVD, the Web, CD, and videotape Edit multi-camera shoots using the

Multi-Camera Monitor

E-learning Tools and Technologies William Horton, Katherine Horton, 2003-02-03 A comprehensive guide to help you cut through the hype in order to select the best E-Learning tools and vendors for your specific needs With its ability to both reduce operating costs and train more people, E-Learning is an attractive option for companies that are trying to balance business and educational goals. But in order to implement an E-Learning program, you'll have to wade through hundreds of learning management systems, learning content management systems, authoring schools, and collaboration environments to determine what solution will work best for your situation. In this in-depth book, recognized E-Learning experts William and Katherine Horton survey the entire field of E-Learning tools for you. They provide you with a systematic way to identify, evaluate, and choose products and services based on different E-Learning scenarios. In this no-holds barred look at E-Learning tools, the authors:

- * Arm you with a complete list of questions to ask vendors before you commit to a product
- * Describe product limitations throughout each chapter and include special Rant sections that you must read
- * Present tips and tricks as well as common mistakes to avoid
- * List potential vendors and contact information by tool category

The companion Web site contains design forms, checklists of features to look for in the various tool categories, spreadsheets, and lists of specific tools and vendors.

Sensing Technology: Current Status and Future Trends III Alex Mason, Subhas Chandra Mukhopadhyay, Krishanthi Padmarani Jayasundera, 2014-09-26 This book contains a collection of selected works stemming from the 2013 International Conference on Sensing Technology (ICST), which was held in Wellington, New Zealand.

The purpose of the book is to distill the highlights of the conference, and therefore track the latest developments in sensing technologies. The book contents are broad, since sensors can be applied in many different areas. Therefore the book gives a broad overview of the latest developments, in addition to discussing the process through which researchers go through in order to develop sensors, or related systems, which will become more widespread in the future. The book is written for academic and industry professionals working in the field of sensing, instrumentation and related fields, and is positioned to give a snapshot of the current state of the art in sensing technology, particularly from the applied perspective.

Embedded and Multimedia Computing Technology and Service

James J. (Jong Hyuk) Park, Young-Sik Jeong, Sang Oh Park, Hsing-Chung Chen, 2012-08-31 The 7th International Conference on Embedded and Multimedia Computing (EMC-12), will be held in Gwangju, Korea on September 6 - 8, 2012. EMC-12 will be the most comprehensive conference focused on the various aspects of advances in Embedded and Multimedia (EM) Computing. EMC-12 will provide an opportunity for academic and industry professionals to discuss the latest issues and progress in the area of EM. In addition, the conference will publish high quality papers which are closely related to the various theories and practical applications in EM. Furthermore, we expect that the conference and its publications will be a trigger for further related research and technology improvements in this important subject. The EMC-12 is the next event, in a series of highly successful International Conference on Embedded and Multimedia Computing, previously held as EMC 2011 (China, Aug. 2011), EMC 2010 (Philippines, Aug. 2010), EM-Com 2009 (Korea, Dec. 2009), UMC-08 (Australia, Oct. 2008), ESO-08 (China, Dec. 2008), UMS-08

(Korea, April, 2008), UMS-07(Singapore, Jan. 2007), ESO-07(Taiwan, Dec. 2007), ESO-06(Korea, Aug. 2006).

Medical Infrared Imaging Mary Diakides, Joseph D.

Bronzino, Donald R. Peterson, 2012-12-12 The evolution of technological advances in infrared sensor technology, image processing, smart algorithms, knowledge-based databases, and their overall system integration has resulted in new methods of research and use in medical infrared imaging. The development of infrared cameras with focal plane arrays no longer requiring cooling, added a new dimension to this modality. *Medical Infrared Imaging: Principles and Practices* covers new ideas, concepts, and technologies along with historical background and clinical applications. The book begins by exploring worldwide advances in the medical applications of thermal imaging systems. It covers technology and hardware including detectors, detector materials, un-cooled focal plane arrays, high performance systems, camera characterization, electronics for on-chip image processing, optics, and cost-reduction designs. It then discusses the physiological basis of the thermal signature and its interpretation in a medical setting. The book also covers novel and emerging techniques, the complexities and importance of protocols for effective and reproducible results, storage and retrieval of thermal images, and ethical obligations. Of interest to both the medical and biomedical engineering communities, the book explores many opportunities for developing and conducting multidisciplinary research in many areas of medical infrared imaging. These range from clinical quantification to intelligent image processing for enhancement of the interpretation of images, and for further development of user-friendly high-resolution thermal cameras. These would enable the wide use of infrared imaging as a viable, noninvasive, low-cost, first-line detection

modality.

Human Aspects of Information Security, Privacy and Trust Theo Tryfonas, 2017-05-11 The two-volume set LNCS 10286 + 10287 constitutes the refereed proceedings of the 8th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics, and Risk Management, DHM 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 75 papers presented in these volumes were organized in topical sections as follows: Part I: anthropometry, ergonomics, design and comfort; human body and motion modelling; smart human-centered service system design; and human-robot interaction. Part II: clinical and health information systems; health and aging; health data analytics and visualization; and design for safety.

Satellite Oceanography United States. Congress. House. Committee on Merchant Marine and Fisheries. Subcommittee on Oceanography and the Great Lakes, 1989

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