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Cognitive Rehabilitation Manual Translating Evidence-based Recommendations Into Practice Acrm Publishing Translating Evidence-Based Recommendations into Practice is a significant contribution to the field of brain injury rehabilitation. Never before have research outcomes been so accessible for use in everyday clinical practice. The Manual -- all 150 pages, including clinical forms -- is a practical guide for the implementation of evidence-based interventions for impairments of executive functions, memory, attention, hemispatial neglect, and social communication. **Android Tips and Tricks Covers Android 5 and Android 6 devices** Que Publishing Unlock the Full Power of Your Android™ Smartphone or Tablet Discover hundreds of tips and tricks you can use right away with your Android device to get more done, and have more fun. You'll learn how to use your Android smartphone or tablet as a powerful communication, organization, and productivity tool as well as a feature-packed entertainment device. You will dig deep into the settings and capabilities of both Android itself and the preinstalled apps, developing the knowledge and skills to exploit them to the fullest. Easy to understand and non-technical, Android Tips and Tricks is perfect for beginners—and for more experienced users ready to ramp up their productivity or move to newer devices. It covers all new and recent Android smartphones and tablets running Android 6 (Marshmallow) or Android 5 (Lollipop)—with bonus, in-depth coverage of Samsung's widely used TouchWiz skin. Here's just a sampling of what this book's tips, tricks, and techniques will help you do: · Connect to wireless and cellular networks, to keyboards and Bluetooth devices, and via VPNs · Transform your device into a portable Wi-Fi hotspot, and share Internet connections via USB or Bluetooth · Secure Android with screen and SIM locks, location settings, and encryption · Sideload apps from any source and keep bad apps from loading · Take Gmail to pro level with signatures, vacation responders, labels, archiving, advanced search, and secure two-step verification · Manage multiple email accounts together: POP, IMAP, web mail, and Exchange · Get more out of your Google Chrome browser, and share bookmarks across all your devices · Chat via text, audio, or video on Google Hangouts—and customize it to work just the way you want · Enjoy your music everywhere, whether it's stored locally or in the cloud · Easily capture, edit, and share top-quality photos and videos · Transform your smartphone or tablet into a total social networking hub · Squeeze more battery life from your Android device **Sams Teach Yourself the Twitter API in 24 Hours** Sams Publishing In just 24 sessions of one hour or less, you'll learn how to build great new social applications with the latest versions of the Twitter API. Using this book's straightforward, step-by-step approach, you'll discover all you can do with the Twitter API, and master everything from the absolute basics to the newest innovations. One step at a time, you'll learn how to build Twitter clients and extend them with more power... use advanced features like streaming and geotagging... even build mobile Twitter apps for iPhone and Android! Each lesson builds on what you've already learned resulting in a fully functional Twitter application, giving you a strong real-world foundation for success, even if you're completely new to Twitter development! Step-by-step instructions carefully walk you through the most common Twitter API programming tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Make the right upfront decisions in planning your application Integrate Twitter support into existing sites, services, and applications Set up your Twitter development environment Make Twitter API calls, handle responses, and develop readers Construct dynamic frameworks to efficiently generate and manage multiple API calls Build basic clients and extend them to handle more powerful tasks Securely access server resources with OAuth Use Direct Messages, Lists, Search, and other Twitter API features Enable users to control their accounts, establish favorites and friendships, send notifications, and block individuals Build location-based, geotagged applications with Twitter's GEO API Give users up-to-the-minute information about the hottest Twitter topics Get started with Twitter development for iPhone and Android Understand the future of Twitter API development **Fixing Your Computer Absolute Beginner's Guide** Pearson Education A guide to fixing a personal computer covers such topics as troubleshooting, purchasing the right parts, fixing startup problems, performing basic hardware repairs and upgrades, installing a new hard disk, and adding memory. **From Print to Ebooks A Hybrid Publishing Toolkit for the Arts** This Toolkit is meant for everyone working in art and design publishing. No specific expertise of digital technology, or indeed traditional publishing technology, is required. The Toolkit provides hands-on practical advice and tools, focusing on working solutions for low-budget, small-edition publishing. Everything in the Hybrid Publishing Toolkit is based on real-world projects with art and design publishers. Editorial scenarios include art and design catalogues and periodicals, research publications, and artists'/designer's books. **Mobile ASP.NET MVC 5** Apress Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. What you'll learn Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. Learn tips and tricks for dealing with browser incompatibilities and targeting older devices. Benefit from the author's experience as he guides you through a full range of modern mobile web strategy. Who this book is for This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. Thorough knowledge of ASP.NET MVC is not at all required but some is assumed. This book also assumes a little knowledge of HTML, CSS and JavaScript. You do not need any prior experience in mobile development. Table of ContentsChapter 1: The Basics of Responsive Web Design Chapter 2: CSS Layout Bootcamp Chapter 3: Flexible Layouts Chapter 4: Flexible Navigation Chapter 5: Flexible Content Chapter 6: Display Modes, View Engines and Html Helpers Chapter 7: Device and Feature Detection Chapter 8: Mobile Performance Chapter 9: Native APIs, HTML5 and CSS3 on Mobile Today Chapter 10: Programming for Touch Chapter 11: Advanced Touch Programming Chapter 12: Useful Libraries for Mobile **My Google Chromebook** Que Publishing My Google Chromebook brings together all the expert advice and easy, step-by-step know-how you'll need to make the most of your new Google Chromebook —in no time! Chromebooks are laptop computers that are entirely based on Google Chrome OS, cloud-based OS that is a radical departure from traditional Windows and Mac OSes. Because of its web-based nature, using a Chromebook and the Chrome OS is quite a bit different from using a traditional notebook PC and Microsoft Windows. To get the most use out of your new Chromebook, you need to become familiar with how cloud computing works - as well as all the ins and outs of your new Chromebook. You'll find all that and more here! This full-color, fully-illustrated book simplifies even the trickiest of tasks. You'll find step-by-step instructions with callouts to photos that show you exactly what to do. Coverage includes quickly setting up your Chromebook, logging in, and getting productive. You'll master Google's web-centric Chrome OS and you'll learn to reliably connect to the Internet via Wi-Fi, 3G, or even Ethernet. You'll also learn how to: · Monitor 3G usage to avoid costly overages · Manage files stored on the web or your own flash drives · Play and edit online media · Browse and search the Web · Discover great new Chrome extensions and Apps for fun, family, and social networking · Safely share your Chromebook with other users · Work with free or low-cost web-based productivity tools · Configure Chromebook for more security, privacy, performance, and battery life · Save time with built-in shortcuts · Troubleshoot and recover from problems **Chromebook For Dummies** John Wiley & Sons Get the most out of your Google Chromebook Are you the proud new owner of a Google Chromebook and a little—or a lot—intimidated by the technology? You've come to the right place! Chromebook For Dummies walks you through setting up the device, transitioning from traditional computers and working in the cloud, customizing Chromebook to suit your needs, navigating the apps and their uses, and applying advanced settings and features. Fear not: with the step-by-step guidance and helpful information inside, there's no reason to break a sweat. Chromebooks are affordable, fast, and sleek—and with Google driving the initiative, they're impossible to ignore. So it's no wonder they're gaining popularity and enticing people from all walks of life to make the switch from a traditional PC or laptop. If you're one of those people and want to make the most of your experience, this book is a practical user's guide to all things Chromebook. Covers all Chromebooks on the market Provides coverage of all Chromebook features in an easy-to-follow manner Serves as the go-to reference for successfully using a Chromebook Includes step-by-step coverage of everything you'll encounter with your Chromebook If you're a new or inexperienced user who wants to maximize the performance of your Google Chromebook, you'll turn to this friendly guide time and again. **Validating VoLTE A Definitive Guide to Successful Deployments** This book outlines a VoLTE (Voice over Long Term Evolution) test plan that ensures a correct, stable, and effective VoLTE deployment. These scenarios cover major functional and characterization requirements of a VoLTE network. Each test provides a description, test steps, and expected results. The test plan provides significant benefits when executed before deployment, and also as part of an ongoing regression environment as network elements are upgraded and expanded over the network lifetime. This book is a collection of input gathered from our work with leading equipment vendors and mobile operators globally. **Android Application Development Programming with the Google SDK** O'Reilly Media, Incorporated This practical book provides the concepts and code you need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. Android Application Development introduces this programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch modules added in subsequent chapters Learn the concepts and architecture of a specific feature set, including views, maps, location-based services, persistent data storage, 2D and 3D graphics, media services, telephony services, and messaging Use ready-to-run example code that implements each feature Delve into advanced topics, such as security, custom views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, Android Application Development demonstrates how you can design, build, and test applications for the new mobile market. **Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours** Sams Publishing The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms,

including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: * *Understanding how HTML5 improves mobile development. *Detecting mobile devices and HTML5 support, and upgrading sites to support them. *Styling and building mobile pages with HTML5. *Using the canvas, typography, audio/video, and forms *Adding microformats, drag-and-drop, and other advanced features. *Designing efficient mobile apps. *Using advanced Web Application APIs and web storage. *Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks... Q and As, Quizzes, and Exercises test their knowledge... 'Did You Know?' tips offer insider advice... 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps Practical Augmented Reality A Guide to the Technologies, Applications, and Human Factors for AR and VR Addison-Wesley Professional The most comprehensive and up-to-date guide to the technologies, applications and human factors considerations of Augmented Reality (AR) and Virtual Reality (VR) systems and wearable computing devices. Practical Augmented Reality is ideal for practitioners and students concerned with any application, from gaming to medicine. It brings together comprehensive coverage of both theory and practice, emphasizing leading-edge displays, sensors, and DIY tools that are already available commercially or will be soon. Beginning with a Foreword by NASA research scientist Victor Luo, this guide begins by explaining the mechanics of human sight, hearing and touch, showing how these perceptual mechanisms (and their performance ranges) directly dictate the design and use of wearable displays, 3-D audio systems, and tactile/force feedback devices. Steve Aukstakalnis presents revealing case studies of real-world applications from gaming, entertainment, science, engineering, aeronautics and aerospace, defense, medicine, telerobotics, architecture, law enforcement, and geophysics. Readers will find clear, easy-to-understand explanations, photos, and illustrations of devices including the Atheer AiR, HTC Vive, DAQRI Smart Helmet, Oculus (Facebook) CV1, Sony PlayStation VR, Vuzix M300, Google Glass, and many more. Functional diagrams and photographs clearly explain how these devices operate, and link directly to relevant theoretical and practical content. Practical Augmented Reality thoroughly considers the human factors of these systems, including sensory and motor physiology constraints, monocular and binocular depth cues, elements contributing to visually-induced motion sickness and nausea, and vergence–accommodation conflicts. It concludes by assessing both the legal and societal implications of new and emerging AR, VR, and wearable technologies as well as provides a look next generation systems. CompTIA A+ 220-901 and 220-902 Cert Guide Pearson It Certification Issued with activation code for two practice exams and other tools. Performance Standards for Antimicrobial Susceptibility Testing "This document provides updated tables for the Clinical and Laboratory Standards Institute antimicrobial susceptibility testing standards M02-A12, M07-A10, and M11-A8"--Cover. Logistics and Supply Chain Management ePub eBook Pearson UK Effective development and management of a supply chain network is an invaluable source of sustainable advantage in today's turbulent global marketplace, where demand is difficult to predict and supply chains need to be more flexible as a result. This updated 4th edition of the bestselling Logistics and Supply Chain Management is a clear-headed guide to all the key topics in an integrated approach to supply chains, including: • The link between logistics and customer value. • Logistics and the bottom line measuring costs and performance. • Creating a responsive supply chain. • Managing the global pipeline. • Managing supply chain relationships. • Managing risk in the supply chain. • Matching supply and demand. • Creating a sustainable supply chain. • Product design in the supply chain. Braving the Accident Jungle Using SVG with CSS3 and HTML5 Vector Graphics for Web Design "O'Reilly Media, Inc." Using Scalable Vector Graphics (SVG) for illustrations only scratches the surface of this format's potential on the web. With this practical guide, you'll learn how to use SVG not only for illustrations but also as graphical documents that you can integrate into complex HTML5 web pages, and style with custom CSS. Web developers will discover ways to adapt designs by adding data based graphics, dynamic styles, interaction, or animation. Divided into five parts, this book includes: SVG on the web: Understand how SVG works with HTML, CSS, and JavaScript to define graphics Drawing with markup: Learn the vector language of x and y coordinates that let SVG create basic and custom shapes Putting graphics in their place: Use the coordinate system to draw SVG shapes and text at different scales and positions Artistic touches: Explore how color is used, how strokes are created and manipulated, and how graphical effects like filters, clipping, and masking are applied SVG as an application: Make your graphic more accessible to humans and computers, and learn how to make it interactive or animated jQuery Mobile Develop and Design Peachpit Press Covering the latest version of the jQuery Mobile Framework, jQuery Mobile: Develop and Design teaches readers step-by-step how to get started, how to write code, and ultimately how to create mobile websites using the jQuery Mobile framework. The book is hands-on, with code examples (with corresponding on-line demos) and activities throughout. Sams Teach Yourself Google TV App Development in 24 Hours Sams Publishing In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to… n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish Responsive Mobile User Experience Using MQTT and IBM MessageSight IBM Redbooks IBM® MessageSight is an appliance-based messaging server that is optimized to address the massive scale requirements of machine-to-machine (m2m) and mobile user scenarios. IBM MessageSight makes it easy to connect mobile customers to your existing messaging enterprise system, enabling a substantial number of remote clients to be concurrently connected. The MQTT protocol is a lightweight messaging protocol that uses publish/subscribe architecture to deliver messages over low bandwidth or unreliable networks. A publish/subscribe architecture works well for HTML5, native, and hybrid mobile applications by removing the wait time of a request/response model. This creates a better, richer user experience. The MQTT protocol is simple, which results in a client library with a low footprint. MQTT was proposed as an Organization for the Advancement of Structured Information Standards (OASIS) standard. This book provides information about version 3.1 of the MQTT specification. This IBM Redbooks® publication provides information about how IBM MessageSight, in combination with MQTT, facilitates the expansion of enterprise systems to include mobile devices and m2m communications. This book also outlines how to connect IBM MessageSight to an existing infrastructure, either through the use of IBM WebSphere® MQ connectivity or the IBM Integration Bus (formerly known as WebSphere Message Broker). This book describes IBM MessageSight product features and facilities that are relevant to technical personnel, such as system architects, to help them make informed design decisions regarding the integration of the messaging appliance into their enterprise architecture. Using a scenario-based approach, you learn how to develop a mobile application, and how to integrate IBM MessageSight with other IBM products. This publication is intended to be of use to a wide-ranging audience. Social Media Management Technologies and Strategies for Creating Business Value Springer This undergraduate textbook adopts the perspective of organizations - not individuals - and clarifies the impact of social media on their different departments or disciplines, while also exploring how organizations use social media to create business value. To do so, the book pursues a uniquely multi-disciplinary approach, embracing IT, marketing, HR and many other fields. Readers will benefit from a comprehensive selection of current topics, including: tools, tactics and strategies for social media, internal and external communication, viral marketing campaigns, social CRM, employer branding, e-recruiting, search engine optimization, social mining, sentiment analysis, crowdfunding, and legal and ethical issues. Introducing Marketing State University of New York Oer Services "Integrated Marketing" boxes illustrate how companies apply principles. Information Systems A Manager's Guide to Harnessing Technology Moving Targets Creating Engaging Brands in an On-Demand World Consumers are moving faster. They are more demanding and savvier than at any other period in history. At the same time, the world has become an impersonal place. This book will show you how to make your product or service more appealing to prospects, move them emotionally and forge deeper connections that create passionate, loyal customers for your brand. Weaving personal anecdotes, examples from the world's top companies and interviews from founders and executives of innovative brands (LiveIntent, Cigar City Brewing, College Hunks Hauling Junk and more) Moving Targets teaches entrepreneurs and brand managers the new rules of branding. This book will teach you how to build a winning team culture, define your niche, build a loyal brand following, design a killer logo, create ads and marketing campaigns that convert and so much more! PoC or GTFO No Starch Press This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC||GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features more than 80 technical essays from numerous famous hackers, authors of classics like "Reliable Code Execution on a Tamagotchi," "ELFs are Dorky, Elves are Cool," "Burning a Phone," "Forget Not the Humble Timing Attack," and "A Sermon on Hacker Privilege." Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text. Mobile Unleashed The Origin and Evolution of Arm Processors in Our Devices Createspace Independent Publishing Platform This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history. OECD/G20 Base Erosion and Profit Shifting Project Making Dispute Resolution Mechanisms More Effective, Action 14 - 2015 Final Report OECD Publishing

Addressing base erosion and profit shifting (BEPS) is a key priority of governments. In 2013, OECD and G20 countries, working together on an equal footing, adopted a 15-point Action Plan to address BEPS. This publication is the final report for Action 14. Responsive Design with WordPress How to make great responsive WordPress themes, and plugins New Riders With the ever-increasing need to view websites on mobile devices, websites have to be adaptable to thousands of different screen resolutions. In Responsive Design with WordPress, expert web developer Joe Casabona teaches you how to leverage WordPress to get the most out of responsive design, implement best practices, automate important processes, and make your life easier overall. You'll start with a refresher on the core functionality of WordPress, then dive into developing responsive themes and plugins. Find out what to consider at the outset of the design process to save hours of work during redesigns. Learn up-to-date best practices for determining breakpoints, accessibility, and preventing website bloat for better user experience no matter the user's connection speed. Finally, you'll apply the principles you learn to specific tutorials, such as building a photo gallery, map page, and products page. • Learn when to rely on themes and when it's best to use plugins. • Apply your responsive CSS to a WordPress theme. • Learn various navigation techniques, such as Jump to with • smooth scrolling or Select box. • Use popular responsive techniques, like picturefill.js, to make images respond to different screen resolutions and connection speeds. • Explore frameworks, including Bootstrap and Foundation. • Download dozens of code samples to help implement responsive design techniques, and test yourself with end-of-chapter quizzes. An Innocent Abroad Lectures in China Northwestern University Press Since 1988, J. Hillis Miller has traveled to China to lecture on literary theory, especially the role of globalization in literary theory. Over time, he has assisted in the development of distinctively Chinese forms of literary theory, Comparative Literature, and World Literature. The fifteen lectures gathered in An Innocent Abroad span both time and geographic location, reflecting his work at universities across China for more than twenty-five years. More important, they reflect the evolution of Miller's thinking and of the lectures' contexts in China as these have markedly changed over the years, especially on either side of Tiananmen Square and in light of China's economic growth and technological change. A foreword by the leading theorist Fredric Jameson provides additional context. Designing for Emerging Technologies UX for Genomics, Robotics, and the Internet of Things "O'Reilly Media, Inc." The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies. Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation. Contributors include: Stephen Anderson, PoetPainter, LLC Lisa Caldwell, Brazen UX Martin Charlier, Independent Design Consultant Jeff Faneuff, Carbonite Andy Goodman, Fjord US Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign Bill Hartman, Essential Design Steven Keating, MIT Media Lab, Mediated Matter Group Brook Kennedy, Virginia Tech Dirk Knemeyer, Involution Studios Barry Kudrowitz, University of Minnesota Gershom Kutliroff, Omek Studio at Intel Michal Levin, Google Matt Nish-Lapidus, Normative Erin Rae Hoffer, Autodesk Marco Righetto, SumAll Juhan Sonin, Involution Studios Scott Stropkay, Essential Design Scott Sullivan, Adaptive Path Hunter Whitney, Hunter Whitney and Associates, Inc. Yaron Yanai, Omek Studio at Intel Optical Architectures for Augmented-, Virtual-, and Mixed-reality Headsets "This book is a timely review of the various optical architectures, display technologies, and building blocks for modern consumer, enterprise, and defense head-mounted displays for various applications, including smart glasses, smart eyewear, and virtual-reality, augmented-reality, and mixed-reality headsets. Special attention is paid to the facets of the human perception system and the need for a human-centric optical design process that allows for the most comfortable headset that does not compromise the user's experience. Major challenges--from wearability and visual comfort to sensory and display immersion--must be overcome to meet market analyst expectations, and the book reviews the most appropriate optical technologies to address such challenges, as well as the latest product implementations"-- Reimagining Business Education Insights and Actions from the Business Education Jam Emerald Group Publishing This book discusses the rationale for, and design of, the first Business Education Jam. It reviews key challenges and articulates a vision for how the role and delivery of business education could be reimagined in a time when business schools struggle to identify the innovations necessary to meet the needs of a changing world. Annual Review of Intellectual Property Law Developments 2009 American Bar Association This book provides a thoughtful and balanced treatment of key legal developments in the courts, agencies, and legislatures in every area of IP law. The 2009 edition reports on nearly 200 top IP legal developments, including: In re Volkswagen of America, Inc.; In re TS Tech USA Corp.;Tafas v. Doll;Broadcom v. Qualcomm;In re Bose Corp.;Elsevier v. Muchnick; and Salinger v. Colting The Story So Far What We Know About the Business of Digital Journalism Columbia University Press Bill Grueskin, Ava Seave, and Lucas Graves spent close to a year tracking the reporting of on-site news organizations some of which were founded over a century ago and others established only in the past year or two and found in their traffic and audience engagement patterns, allocation of resources, and revenue streams ways to increase the profits of digital journalism. In chapters covering a range of concerns, from advertising models and alternative platforms to the success of paywalls, the benefits and drawbacks to aggregation, and the character of emerging news platforms, this volume identifies which digital media strategies make money, which do not, and which new approaches look promising. The most comprehensive analysis to date of digital journalism's financial outlook, this text confronts business challenges both old and new, large and small, suggesting news organizations embrace the unique opportunities of the internet rather than adapt web offerings to legacy business models. The authors ultimately argue that news organizations and their audiences must learn to accept digital platforms and their constant transformation, which demand faster and more consistent innovation and investment. Methods for Dilution Antimicrobial Susceptibility Tests for Bacteria that Grow Aerobically Approved Standard The HR Value Proposition Harvard Business Press The international best seller Human Resource Champions helped set the HR agenda for the 1990s and enabled HR professionals to become strategic partners in their organizations. But earning a seat at the executive table was only the beginning. Today's HR leaders must also bring substantial value to that table. Drawing on their 16-year study of over 29,000 HR professionals and line managers, leading HR experts Dave Ulrich and Wayne Brockbank propose The HR Value Proposition. The authors argue that HR value creation requires a deep understanding of external business realities and how key stakeholders both inside and outside the company define value. Ulrich and Brockbank provide practical tools and worksheets for leveraging this knowledge to create HR practices, build organizational capabilities, design HR strategy, and marshal resources that create value for customers, investors, executives, and employees. Written by the field's premier trailblazers, this book charts the path HR professionals must take to help lead their organizations into the future. Ulrich is a professor at the University of Michigan School of Business and the author of 12 books and more than 100 articles on the subject of human resources. Brockbank is a clinical professor of business at the University of Michigan School of Business, the author of award-winning papers on HR strategy, and an adviser to top global organizations. Advances in Interdisciplinary Engineering Select Proceedings of FLAME 2018 This book presents select proceedings of the International Conference on Future Learning Aspects of Mechanical Engineering (FLAME 2018). The book discusses interdisciplinary areas such as automobile engineering, mechatronics, applied and structural mechanics, bio-mechanics, biomedical instrumentation, ergonomics, biodynamic modeling, nuclear engineering, agriculture engineering, and farm machineries. The contents of the book will benefit both researchers and professionals. Principles of Color Technology John Wiley & Sons Incorporated Provides approaches to: what produces and affects color; the description of color in words and numbers; arrangement of color in ordered systems; measurement of color with instruments; calculation of color differences and setting of color tolerances; colorants (dyes and pigments); color mixing and matching (visually and by computer); and recent advances and problem areas. Includes equations, tabulated data, and references updated through mid 1980. Hun Sen's Cambodia Yale University Press A fascinating analysis of the recent history of the beautiful but troubled Southeast Asian nation of Cambodia To many in the West, the name Cambodia still conjures up indelible images of destruction and death, the legacy of the brutal Khmer Rouge regime and the terror it inflicted in its attempt to create a communist utopia in the 1970s. Sebastian Strangio, a journalist based in the capital city of Phnom Penh, now offers an eye-opening appraisal of modern-day Cambodia in the years following its emergence from bitter conflict and bloody upheaval. In the early 1990s, Cambodia became the focus of the UN's first great post-Cold War nation-building project, with billions in international aid rolling in to support the fledgling democracy. But since the UN-supervised elections in 1993, the nation has slipped steadily backward into neo-authoritarian rule under Prime Minister Hun Sen. Behind a mirage of democracy, ordinary people have few rights and corruption infuses virtually every facet of everyday life. In this lively and compelling study, the first of its kind, Strangio explores the present state of Cambodian society under Hun Sen's leadership, painting a vivid portrait of a nation struggling to reconcile the promise of peace and democracy with a violent and tumultuous past. Android Forensics Investigation, Analysis, and Mobile Security for Google Android Elsevier The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.