

Gear Vr

Learning Virtual RealityCompTIA A+ 220-901 and 220-902 Cert Guide, Academic EditionPractical Augmented RealityFeedback SystemsHCI International 2020 - PostersTechnology, Design and the Arts - Opportunities and ChallengesGenre in a Changing WorldClinical Pathways in Stroke RehabilitationAeronautical Engineer's Data BookIntroduction to Information RetrievalIndustrial System Engineering for DronesInternet of Things, Infrastructures and Mobile ApplicationsMicroplastic in the Environment: Pattern and ProcessHandbook of Research on K-12 Online and Blended LearningColor Correction HandbookEthics, Technology, and EngineeringGears and Gear DrivesOut Of ControlHuman-Computer Interaction - INTERACT 2021The Lean StartupThe Automotive Transmission BookThe Geopolitics of the Global Energy TransitionUnity Virtual Reality ProjectsPhenomenology of PerceptionRobot Dynamics and ControlJet GroutingQuality Management in Construction ProjectsDesign for Sustainability (Open Access)Beyond Digital3-D Sound for Virtual Reality and MultimediaGame FeelUnderstanding Virtual RealityShadow StateArtificial Intelligence and GamesNew Rules for the New EconomyGear Geometry and Applied TheoryThe Back of the NapkinStorytelling for Virtual RealityVirtual Reality for Beginners! Tony Parisi Mark Edward Soper Steve Aukstakalnis Karl Johan Åström Constantine Stephanidis Rae Earnshaw Charles Bazerman Thomas Platz Cliff Matthews Christopher D. Manning Neeraj Kumar Singh Michael E. Auer Michael S. Bank Richard E. Ferdig Alexis Van Hurkman Ibo van de Poel Damir T. Jelaska Kevin Kelly Carmelo Ardito Eric Ries Robert Fischer Manfred Hafner Jonathan Linowes Maurice Merleau-Ponty Mark W. Spong Paolo Croce Abdul Razzak Rumane Fabrizio Ceschin Paul Leinwand Durand R. Begault Steve Swink William R. Sherman Ivor Chipkin Georgios N. Yannakakis Kevin Kelly Faydor L. Litvin Dan Roam John Bucher Murray Ramirez

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Environment: Pattern and Process Handbook of Research on K-12 Online and Blended Learning Color Correction Handbook Ethics, Technology, and Engineering Gears and Gear Drives Out Of Control Human-Computer Interaction – INTERACT 2021 The Lean Startup The Automotive Transmission Book The Geopolitics of the Global Energy Transition Unity Virtual Reality Projects Phenomenology of Perception Robot Dynamics and Control Jet Grouting Quality Management in Construction Projects Design for Sustainability (Open Access) Beyond Digital 3-D Sound for Virtual Reality and Multimedia Game Feel Understanding Virtual Reality Shadow State Artificial Intelligence and Games New Rules for the New Economy Gear Geometry and Applied Theory The Back of the Napkin Storytelling for Virtual Reality Virtual Reality for Beginners! Tony Parisi Mark Edward Soper Steve Aukstakalnis Karl Johan Åström Constantine Stephanidis Rae Earnshaw Charles Bazerman Thomas Platz Cliff Matthews Christopher D. Manning Neeraj Kumar Singh Michael E. Auer Michael S. Bank Richard E. Ferdig Alexis Van Hurkman Ibo van de Poel Damir T. Jelaska Kevin Kelly Carmelo Ardito Eric Ries Robert Fischer Manfred Hafner Jonathan Linowes Maurice Merleau-Ponty Mark W. Spong Paolo Croce Abdul Razzak Rumane Fabrizio Ceschin Paul Leinwand Durand R. Begault Steve Swink William R. Sherman Ivor Chipkin Georgios N. Yannakakis Kevin Kelly Faydor L. Litvin Dan Roam John Bucher Murray Ramirez

annotation get an introduction to the technologies tools and techniques for programming virtual reality on the latest generation of desktop and mobile vr hardware with this hands on guide you ll learn essential development and production concepts including ui design stereo rendering 3d input and programming vr applications for native desktop mobile and the web you don t have to be a game development wizard or have 3d graphics experience to get started if you have basic programming skills and some familiarity with mobile development this book will help you gain a working knowledge of virtual reality through clear and simple examples

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exam preparation features hands on lab exercises real world test preparation advice this is the ebook edition of the ccda 200 310 official cert guide this ebook does not include the practice exam that comes with the print edition comptia a 220 901 and 220 902 cert guide academic edition is a comprehensive guide to the new a exams from comptia from one of the leading a certification authors with over 15 years of experience in developing comptia a certification content and 30 years of experience in the computer field mark teaches you not just what you need to pass the exams but also what you need to know to apply your knowledge in the real world this book is rich with learning and exam preparation features hands on lab exercises real world test preparation advice this is the ebook edition of the ccda 200 310 official cert guide this ebook does not include the practice exam that comes with the print edition each chapter takes a ground up approach starting with the essentials and gradually building to larger more complex concepts regardless of your level of experience from beginner to expert this book helps you improve your knowledge and skills loaded with informative illustrations photos and screen captures that help readers follow along the book also includes access to bonus content including a handy objectives index that maps each test objective to the section of the book in which that objective is covered this invaluable tool will help readers be certain that they are ready for test day the academic edition is ideal for the classroom and self study that helps you master all the topics on the new a 901 and 902 exams including motherboards processors ram and bios power supplies and system cooling i o input ports and devices video displays and video cards customized pcs laptops mobile and wearable devices printers storage devices including ssds installing using and troubleshooting windows linux and os x virtualization networking security operational procedures and communications methods

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 aukstakalis presents revealing case studies of real world applications from gaming entertainment science engineering aeronautics and aerospace defense medicine

telorobotics 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

the essential introduction to the principles and applications of feedback systems now fully revised and expanded this textbook covers the mathematics needed to model analyze and design feedback systems now more user friendly than ever this revised and expanded edition of feedback systems is a one volume resource for students and researchers in mathematics and engineering it has applications across a range of disciplines that utilize feedback in physical biological information and economic systems karl Åström and richard murray use techniques from physics computer science and operations research to introduce control oriented modeling they begin with state space tools for analysis and design including stability of solutions lyapunov functions reachability state feedback observability and estimators the matrix exponential plays a central role in the analysis of linear control systems allowing a concise development of many of the key concepts for this class of models Åström and murray then develop and explain tools in the frequency domain including transfer functions nyquist analysis pid control frequency domain design and robustness features a new chapter on design principles and tools illustrating the types of problems that can be solved using feedback includes a new chapter on fundamental limits and new material on the routh hurwitz criterion and root locus plots provides exercises at the end of every chapter comes with an electronic solutions manual an ideal textbook for undergraduate and graduate students indispensable for researchers seeking a self contained resource on control theory

the three volume set ccis 1224 ccis 1225 and ccis 1226 contains the extended abstracts of the posters presented during the 21st international conference on human computer interaction hcii 2020 which took place in copenhagen denmark in july 2020 hcii

2020 received a total of 6326 submissions of which 1439 papers and 238 posters were accepted for publication in the pre conference proceedings after a careful reviewing process the 238 papers presented in these three volumes are organized in topical sections as follows part i design and evaluation methods and tools user characteristics requirements and preferences multimodal and natural interaction recognizing human psychological states user experience studies human perception and cognition ai in hci part ii virtual augmented and mixed reality virtual humans and motion modelling and tracking learning technology part iii universal access accessibility and design for the elderly smartphones social media and human behavior interacting with cultural heritage human vehicle interaction transport safety and crisis management security privacy and trust product and service design the conference was held virtually due to the covid 19 pandemic the chapter developing an interactive tabletop mediated activity to induce collaboration by implementing design considerations based on cooperative learning principles is available open access under a creative commons attribution 4 0 international license via link springer com

this open access book details the relationship between the artist and their created works using tools such as information technology computer environments and interactive devices for a range of information sources and application domains this has produced new kinds of created works which can be viewed explored and interacted with either as an installation or via a virtual environment such as the internet these processes generate new dimensions of understanding and experience for both the artist and the public s relationships with the works that are produced this has raised a variety of interdisciplinary opportunities and issues and these are examined the symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed technology can provide continuity by making traditional methods and techniques more efficient and effective it can also provide discontinuity by opening up new perspectives and paradigms this can generate new ideas and produce a greater understanding of artistic processes and how they are implemented in practice tools have been used from the earliest times to create and modify artistic works for example naturally occurring pigments have been used for cave paintings what has been created provides insight into the cultural context and social environment at the time of creation there is an interplay between the goal of the creator the selection and use of appropriate tools and the materials and representations chosen technology design and the arts opportunities and challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines

genre studies and genre approaches to literacy instruction continue to develop in many regions and from a widening variety of approaches genre has provided a key to understanding the varying literacy cultures of regions disciplines professions and educational settings genre in a changing world provides a wide ranging sampler of the remarkable variety of current work the twenty four chapters in this volume reflecting the work of scholars in europe australasia and north and south america were selected from the over 400 presentations at siget iv the fourth international symposium on genre studies held on the campus of unisul in tubarão santa catarina brazil in august 2007 the largest gathering on genre to that date the chapters also represent a wide variety of approaches including rhetoric systemic functional linguistics media and critical cultural studies sociology phenomenology enunciation theory the geneva school of educational sequences cognitive psychology relevance theory sociocultural psychology activity theory gestalt psychology and schema theory sections are devoted to theoretical issues studies of genres in the professions studies of genre and media teaching and learning genre and writing across the curriculum the broad selection of material in this volume displays the full range of contemporary genre studies and sets the ground for a next generation of work

this open access book focuses on practical clinical problems that are frequently encountered in stroke rehabilitation consequences of diseases e g impairments and activity limitations are addressed in rehabilitation with the overall goal to reduce disability and promote participation based on the available best external evidence clinical pathways are described for stroke rehabilitation bridging the gap between clinical evidence and clinical decision making the clinical pathways answer the questions which rehabilitation treatment options are beneficial to overcome specific impairment constellations and activity limitations and are well acceptable to stroke survivors as well as when and in which settings to provide rehabilitation over the course of recovery post stroke each chapter starts with a description of the clinical problem encountered this is followed by a systematic but concise review of the evidence rcts systematic reviews and meta analyses that is relevant for clinical decision making and comments on assessment therapy training technology medication and the use of technical aids as appropriate based on these summaries clinical algorithms pathways are provided and the main clinical decision situations are portrayed the book is invaluable for all neurorehabilitation team members clinicians nurses and therapists in neurology physical medicine and rehabilitation and related fields it is a world federation for neurorehabilitation wfnr educational initiative bridging the gap between the rapidly expanding

clinical research in stroke rehabilitation and clinical practice across societies and continents it can be used for both clinical decision making for individuals and as well as clinical background knowledge for stroke rehabilitation service development initiatives

aeronautical engineer s data book is an essential handy guide containing useful up to date information regularly needed by the student or practising engineer covering all aspects of aircraft both fixed wing and rotary craft this pocket book provides quick access to useful aeronautical engineering data and sources of information for further in depth information quick reference to essential data most up to date information available

explore a complex mechanical system where electronics and mechanical engineers work together as a cross functional team using a working example this book is a practical how to guide to designing a drone system as system design becomes more and more complicated systematic and organized there is an increasingly large gap in how system design happens in the industry versus what is taught in academia while the system design basics and fundamentals mostly remain the same the process flow considerations and tools applied in industry are far different than that in academia designing drone systems takes you through the entire flow from system conception to design to production bridging the knowledge gap between academia and the industry as you build your own drone systems what you ll learn gain a high level understanding of drone systems design a drone systems and elaborating the various aspects and considerations of design review the principles of the industrial system design process flow and the guidelines for drone systems look at the challenges limitations best practices and patterns of system design who this book is for primarily for beginning or aspiring system design experts recent graduates and system design engineers teachers trainers and system design mentors can also benefit from this content

this book gathers papers on interactive and collaborative mobile learning environments assessment evaluation and research methods in mobile learning mobile learning models theory and pedagogy open and distance mobile learning life long and informal learning using mobile devices wearables and the internet of things game based learning dynamic learning experiences mobile systems and services for opening up education mobile healthcare and training case studies on mobile learning and 5g network infrastructure today interactive mobile technologies have become the core of many if not all fields of society not only

do the younger generation of students expect a mobile working and learning environment but also the new ideas technologies and solutions introduced on a nearly daily basis also boost this trend discussing and assessing key trends in the mobile field were the primary aims of the 13th international conference on interactive mobile communication technologies and learning imcl2019 which was held in thessaloniki greece from 31 october to 01 november 2019 since being founded in 2006 the conference has been devoted to new approaches in interactive mobile technologies with a focus on learning the imcl conferences have since become a central forum of the exchange of new research results and relevant trends as well as best practices the book s intended readership includes policymakers academics educators researchers in pedagogy and learning theory schoolteachers further education lecturers practitioners in the learning industry etc

this open access book examines global plastic pollution an issue that has become a critical societal challenge with implications for environmental and public health this volume provides a comprehensive holistic analysis on the plastic cycle and its subsequent effects on biota food security and human exposure importantly global environmental change and its associated systems level processes including atmospheric deposition ecosystem complexity uv exposure wind patterns water stratification ocean circulation etc are all important direct and indirect factors governing the fate transport and biotic and abiotic processing of plastic particles across ecosystem types furthermore the distribution of plastic in the ocean is not independent of terrestrial ecosystem dynamics since much of the plastic in marine ecosystems originates from land and should therefore be evaluated in the context of the larger plastic cycle changes in species size distribution habitat and food web complexity due to global environmental change will likely alter trophic transfer dynamics and the ecological effects of nano and microplastics the fate and transport dynamics of plastic particles are influenced by their size form shape polymer type additives and overall ecosystem conditions in addition to the risks that plastics pose to the total environment the potential impacts on human health and exposure routes including seafood consumption and air and drinking water need to be assessed in a comprehensive and quantitative manner here i present a holistic and interdisciplinary book volume designed to advance the understanding of plastic cycling in the environment with an emphasis on sources fate and transport ecotoxicology climate change effects food security microbiology sustainability human exposure and public policy

the handbook of research on k 12 online and blended learning is an edited collection of chapters that sets out to present the current state of research in k 12 online and blended learning the beginning chapters lay the groundwork of the historical international and political landscape as well as present the scope of research methodologies used subsequent sections share a synthesis of theoretical and empirical work describing where we have been what we currently know and where we hope to go with research in the areas of learning and learners content domains teaching the role of the other and technological innovations book home page

the colorist is responsible for the critical final stage of refinement of the film and broadcast image using all of the controls modern color correction software provides colorists refine the mood create style add polish to scenes and breathe life into the visuals the craft of color correction can take considerable trial and error to learn while the art of color grading takes years to perfect alexis van hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction using a friendly clear teaching style and a slew of real world examples and anecdotes alexis demonstrates how to achieve professional results for any project using any number of dedicated grading applications or even an editing program s built in color correction tools from the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations color correction handbook second edition is your one stop guide among many valuable concepts and techniques you ll learn to set up a professional color correction environment using the latest technologies and adhere to the most up to date standards work with log encoded media and luts analyze shots quickly and correct errors of color and exposure create idealized adjustments for key features such as skin tone skies and product shots develop strategies for balancing clips in a scene to match one another for continuity and grading greenscreen clips destined for visual effects master a variety of stylistic techniques used to set a scene s mood apply principles of color and contrast to add depth and visual interest browse valuable research about memory colors audience preferences and critical corrections for achieving appealing skin tones and controlled environments follow along with the downloadable files that accompany this book including hd footage cross platform exercises and project files

featuring a wide range of international case studies ethics technology and engineering presents a unique and systematic

approach for engineering students to deal with the ethical issues that are increasingly inherent in engineering practice utilizes a systematic approach to ethical case analysis the ethical cycle which features a wide range of real life international case studies including the challenger space shuttle the herald of free enterprise and biofuels covers a broad range of topics including ethics in design risks responsibility sustainability and emerging technologies can be used in conjunction with the online ethics tool agora ethicsandtechnology.com provides engineering students with a clear introduction to the main ethical theories includes an extensive glossary with key terms

understanding how gears are formed and how they interact or mesh with each other is essential when designing equipment that uses gears or gear trains the way in which gear teeth are formed and how they mesh is determined by their geometry and kinematics which is the topic of this book gears and gear drives provides the reader with comprehensive coverage of gears and gear drives spur helical bevel worm and planetary gears are all covered with consideration given to their classification geometry kinematics accuracy control load capacity and manufacturing cylindrical gear geometry is the basis for dealing with any gear drives so this is covered in detail key features contains hundreds of 2d and 3d figures to illustrate all types of gears and gear drives including planetary and worm gears includes fundamental derivations and explanations of formulae enables the reader to know how to carry out accuracy control and load capacity checks for any gear drive includes directions for the practical design of gears and gear drives covers din and iso standards in the area gears and gear drives is a comprehensive reference for gears and gear drive professionals and graduate students in mechanical engineering departments and covers everything important to know how to design control and manufacture gear drives

out of control chronicles the dawn of a new era in which the machines and systems that drive our economy are so complex and autonomous as to be indistinguishable from living things

the five volume set Incs 12932 12936 constitutes the proceedings of the 18th ifip tc 13 international conference on human computer interaction interact 2021 held in bari italy in august september 2021 the total of 105 full papers presented together with 72 short papers and 70 other papers in these books was carefully reviewed and selected from 680 submissions the contributions are organized in topical sections named part i affective computing assistive technology for cognition and neurodevelopment

disorders assistive technology for mobility and rehabilitation assistive technology for visually impaired augmented reality computer supported cooperative work part ii covid 19 hci crowdsourcing methods in hci design for automotive interfaces design methods designing for smart devices iot designing for the elderly and accessibility education and hci experiencing sound and music technologies explainable ai part iii games and gamification gesture interaction human centered ai human centered development of sustainable technology human robot interaction information visualization interactive design and cultural development part iv interaction techniques interaction with conversational agents interaction with mobile devices methods for user studies personalization and recommender systems social networks and social media tangible interaction usable security part v user studies virtual reality courses industrial experiences interactive demos panels posters workshops the chapter stress out translating real world stressors into audio visual stress cues in vr for police training is open access under a cc by 4 0 license at link springer com the chapter whatsapp in politics collaborative tools shifting boundaries is open access under a cc by 4 0 license at link springer com

most startups fail but many of those failures are preventable the lean startup is a new approach being adopted across the globe changing the way companies are built and new products are launched eric ries defines a startup as an organization dedicated to creating something new under conditions of extreme uncertainty this is just as true for one person in a garage or a group of seasoned professionals in a fortune 500 boardroom what they have in common is a mission to penetrate that fog of uncertainty to discover a successful path to a sustainable business the lean startup approach fosters companies that are both more capital efficient and that leverage human creativity more effectively inspired by lessons from lean manufacturing it relies on validated learning rapid scientific experimentation as well as a number of counter intuitive practices that shorten product development cycles measure actual progress without resorting to vanity metrics and learn what customers really want it enables a company to shift directions with agility altering plans inch by inch minute by minute rather than wasting time creating elaborate business plans the lean startup offers entrepreneurs in companies of all sizes a way to test their vision continuously to adapt and adjust before it s too late ries provides a scientific approach to creating and managing successful startups in a age when companies need to innovate more than ever

this book presents essential information on systems and interactions in automotive transmission technology and outlines the methodologies used to analyze and develop transmission concepts and designs functions of and interactions between components and subassemblies of transmissions are introduced providing a basis for designing transmission systems and for determining their potentials and properties in vehicle specific applications passenger cars trucks buses tractors and motorcycles with these fundamentals the presentation provides universal resources for both state of the art and future transmission technologies including systems for electric and hybrid electric vehicles

the world is currently undergoing an historic energy transition driven by increasingly stringent decarbonisation policies and rapid advances in low carbon technologies the large scale shift to low carbon energy is disrupting the global energy system impacting whole economies and changing the political dynamics within and between countries this open access book written by leading energy scholars examines the economic and geopolitical implications of the global energy transition from both regional and thematic perspectives the first part of the book addresses the geopolitical implications in the world s main energy producing and energy consuming regions while the second presents in depth case studies on selected issues ranging from the geopolitics of renewable energy to the mineral foundations of the global energy transformation to governance issues in connection with the changing global energy order given its scope the book will appeal to researchers in energy climate change and international relations as well as to professionals working in the energy industry

explore the world of virtual reality by building immersive and fun vr projects using unity 3d about this book learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps build various types of vr experiences including diorama first person characters riding on rails 360 degree projections and social vr a project based guide that teaches you to use unity to develop vr applications which can be experienced with devices such as the oculus rift or google cardboard who this book is for if you re a non programmer unfamiliar with 3d computer graphics or experienced in both but new to virtual reality and are interested in building your own vr games or applications then this book is for you any experience in unity is an advantage what you will learn create 3d scenes with unity and blender while learning about world space and scale build and run vr applications for consumer headsets including oculus rift and google cardboard build interactive environments with

physics gravity animations and lighting using the unity engine experiment with various user interface ui techniques that you can use in your vr applications implement the first person and third person experiences that use only head motion gestures for input create animated walkthroughs use 360 degree media and build multi user social vr experiences learn about the technology and psychology of vr including rendering performance and vr motion sickness gain introductory and advanced experience in unity programming with the c language in detail what is consumer virtual reality wearing a head mounted display you view stereoscopic 3d scenes you can look around by moving your head and walk around using hand controls or motion sensors you are engaged in a fully immersive experience on the other hand unity is a powerful game development engine that provides a rich set of features such as visual lighting materials physics audio special effects and animation for creating 2d and 3d games unity 5 has become the leading platform for building virtual reality games applications and experiences for this new generation of consumer vr devices using a practical and project based approach this book will educate you about the specifics of virtual reality development in unity you will learn how to use unity to develop vr applications which can be experienced with devices such as the oculus rift or google cardboard we will then learn how to engage with virtual worlds from a third person and first person character point of view furthermore you will explore the technical considerations especially important and possibly unique to vr the projects in the book will demonstrate how to build a variety of vr experiences you will be diving into the unity 3d game engine via the interactive unity editor as well as c sharp programming by the end of the book you will be equipped to develop rich interactive virtual reality experiences using unity so let s get to it style and approach this book takes a practical project based approach to teach specifics of virtual reality development in unity using a reader friendly approach this book will not only provide detailed step by step instructions but also discuss the broader context and applications covered within

buddhist philosophy of anicca impermanence dukkha suffering and

this self contained introduction to practical robot kinematics and dynamics includes a comprehensive treatment of robot control provides background material on terminology and linear transformations followed by coverage of kinematics and inverse kinematics dynamics manipulator control robust control force control use of feedback in nonlinear systems and adaptive control each topic is supported by examples of specific applications derivations and proofs are included in many cases includes many

worked examples illustrating all aspects of the theory and problems

unlike similar titles providing general information on ground improvement jet grouting technology design and control is entirely devoted to the role of jet grouting its methods and equipment as well as its applications it discusses the possible effects of jet grouting on different soils and examines common drawbacks failures and disadvantages recent advances critical reviews and the range of applications illustrated with relevant case studies the book addresses several topics involving this popular worldwide practice including technology issues the interpretation of the mechanisms taking place during the grouting the quantitative prediction of their effects the design of jet grouted structures and procedures for controlling jet grouting results discusses the design criteria for jet grouting projects and reviews existing design rules and codes of practice of different countries provides practical methods for design calculations of the most important jet grouted structures such as foundations earth retaining walls water cut offs bottom plugs and provisional tunnel supports includes the current standard control methods and most innovative techniques reported for the implementation of quality control and quality assurance procedures jet grouting technology design and control analyzes the typical jet grouted structures such as foundations earth retaining walls water cut offs bottom plugs and tunnel supports and serves as a practical manual for the correct use of jet grouting technology

the first edition published in 2010 the response was encouraging and many people appreciated a book that was dedicated to quality management in construction projects since it published iso 9000 2008 has been revised and iso 9000 2015 has published the new edition will focus on risk based thinking which must be considered from the beginning and throughout the project life cycle there are quality related topics such as customer relationship supplier management risk management quality audits tools for construction projects and quality management that were not covered in the first edition furthermore some figures and tables needed to be updated to make the book more comprehensive

this book discusses the most significant ways in which design has been applied to sustainability challenges using an evolutionary perspective it puts forward an innovation framework that is capable of coherently integrating multiple design for sustainability dfs approaches developed so far it is now widely understood that design can and must play a crucial role in the societal transformations towards sustainability design can in fact act as a catalyst to trigger and support innovation and can help to

shape the world at different levels from materials to products product service systems social organisations and socio technical systems this book offers a unique perspective on how dfs has evolved in the past decades across these innovation levels and provides insights on its promising and necessary future development directions for design scholars this book will trigger and feed the academic debate on the evolution of dfs and its next research frontiers for design educators the book can be used as a supporting tool to design courses and programmes on dfs for bachelor s and master s level design engineering and management students the book can be a general resource to provide an understanding of the historical evolution of dfs for design practitioners and businesses the book offers a rich set of practical examples design methods and tools to apply the various dfs approaches in practice and an innovation framework which can be used as a tool to support change in organisations that aim to integrate dfs in their strategy and processes

two world renowned strategists detail the seven leadership imperatives for transforming companies in the new digital era digital transformation is critical but winning in today s world requires more than digitization it requires understanding that the nature of competitive advantage has shifted and that being digital is not enough in beyond digital paul leinwand and matt mani from strategy pwc s global strategy consulting business take readers inside twelve companies and how they have navigated through this monumental shift from philips s reinvention from a broad conglomerate to a focused health technology player to cleveland clinic s engagement with its broader ecosystem to improve and expand its leading patient care to more locations around the world to microsoft s overhaul of its global commercial business to drive customer outcomes other case studies include adobe citigroup eli lilly hitachi honeywell inditex komatsu stc pay and titan building on a major new body of research the authors identify the seven imperatives that leaders must follow as the digital age continues to evolve reimagine your company s place in the world embrace and create value via ecosystems build a system of privileged insights with your customers make your organization outcome oriented invert the focus of your leadership team reinvent the social contract with your people disrupt your own leadership approach together these seven imperatives comprise a playbook for how leaders can define a bolder purpose and transform their organizations

game feel exposes feel as a hidden language in game design that no one has fully articulated yet the language could be

compared to the building blocks of music time signatures chord progressions verse no matter the instruments style or time period these building blocks come into play feel and sensation are similar building blocks whe

understanding virtual reality interface application and design second edition arrives at a time when the technologies behind virtual reality have advanced dramatically the book helps users take advantage of the ways they can identify and prepare for the applications of vr in their field by approaching vr as a communications medium the authors have created a resource that will remain relevant even as underlying technologies evolve included are a history of vr systems currently in use the application of vr and the many issues that arise in application design and implementation including hardware requirements system integration interaction techniques and usability features substantive illuminating coverage designed for technical or business readers and the classroom examines vr s constituent technologies drawn from visualization representation graphics human computer interaction and other fields provides via a companion website additional case studies tutorials instructional materials and a link to an open source vr programming system includes updated perception material and new sections on game engines optical tracking vr visual interface software and a new glossary with pictures

a powerful analysis of events that helped galvanise resistance across civil society the 2017 publication of betrayal of the promise the report that detailed the systematic nature of state capture marked a key moment in south africa s most recent struggle for democracy in the face of growing evidence of corruption and of the weakening of state and democratic institutions it provided for the first time a powerful analysis of events that helped galvanise resistance within the tripartite alliance and across civil society working often secretly the authors consolidated for the first time large amounts of evidence from a variety of sources they showed that the jacob zuma administration was not simply a criminal network but part of an audacious political project to break the hold of whites and white business on the economy and to create a new class of black industrialists state owned enterprises soes such as eskom and transnet were central to these plans the report introduced a whole new language to discuss state capture showing how soes were repurposed how political power was shifting away from constitutional bodies to kitchen cabinets and how a shadow state at odds with the country s constitutional framework was being built shadow state is an updated version of the original explosive report that changed south africa s recent history

this is the first textbook dedicated to explaining how artificial intelligence ai techniques can be used in and for games after introductory chapters that explain the background and key techniques in ai and games the authors explain how to use ai to play games to generate content for games and to model players the book will be suitable for undergraduate and graduate courses in games artificial intelligence design human computer interaction and computational intelligence and also for self study by industrial game developers and practitioners the authors have developed a website gameaibook.org that complements the material covered in the book with up to date exercises lecture slides and reading

the classic book on business strategy in the new networked economy from the author of the new york times bestseller the inevitable forget supply and demand forget computers the old rules are broken today communication not computation drives change we are rushing into a world where connectivity is everything and where old business know how means nothing in this new economic order success flows primarily from understanding networks and networks have their own rules in new rules for the new economy kelly presents ten fundamental principles of the connected economy that invert the traditional wisdom of the industrial world succinct and memorable new rules explains why these powerful laws are already hardwired into the new economy and how they play out in all kinds of business both low and high tech all over the world more than an overview of new economic principles it prescribes clear and specific strategies for success in the network economy for any worker ceo or middle manager new rules is the survival kit for the new economy

this revised and expanded second edition covers the theory design geometry and manufacture of all types of gears and gear drives designers theoreticians students and manufacturers will all find this to be a vital reference this new edition includes advances in gear theory gear manufacturing and computer simulation

explains how to use visual thinking tools to solve business problems and convey ideas with little more than a scrap of paper

spotlight on narrative fiction versus nonfiction storytelling a conversation with steve peters experience designer host of storyforward podcast and cco of mo mimes media exercises 8 theory in practice interviews and case studies the storytellers interview rob bredow chief technology officer lucasfilm interview tye sheridan and nikola todorovic creators of aether inc case

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15,000 Meters to Feet: A Comprehensive Guide

Introduction: The conversion between meters and feet is a common task in various fields, from engineering and construction to aviation and geography. Understanding this conversion is crucial for accurate measurements and communication across different systems of units. This article will delve into the conversion of 15,000 meters to feet, providing a detailed explanation and addressing common questions. Knowing this conversion allows for accurate comparisons between data expressed in the metric and imperial systems, crucial for international collaboration and understanding.

I. The Basic Conversion: Q: What is the fundamental relationship between meters and feet? A: One meter is approximately equal to 3.28084 feet. This is a constant conversion factor derived from the internationally accepted definitions of both units. This factor allows for converting any measurement from meters to feet (or vice-versa) by multiplication or division. Q: How do we convert 15,000 meters to feet using this factor? A: We simply multiply the number of meters by the conversion factor: $15,000 \text{ meters} \times 3.28084 \text{ feet/meter} \approx 49,212.6 \text{ feet}$. Therefore, 15,000 meters is approximately equal to 49,212.6 feet.

II. Precision and Significant Figures: Q: How precise is the conversion of 15,000 meters to 49,212.6 feet? A: The precision depends on the context. The conversion factor itself is highly accurate. However, the number 15,000 meters might represent a measurement with varying degrees of accuracy. If 15,000 meters is a rounded figure, for instance, obtained from a less precise measuring instrument, then reporting the converted value to a high degree of accuracy (like 49,212.6 feet) is misleading. We should consider the significant figures in the original measurement. In this case, depending on the context, the answer might be appropriately rounded to 49,200 feet, or even 50,000 feet to reflect the uncertainty in the initial measurement.

III. Real-World Applications: Q: Where might we encounter the need to convert 15,000 meters to feet in real-world scenarios? A: Many scenarios require such a conversion: Aviation: Flight altitudes are often reported in both feet and meters. A flight level of 15,000 meters would be equivalent to approximately 49,213 feet. Mountain Climbing: Mountain heights are frequently given in meters; converting to feet provides a clearer picture for climbers accustomed to the imperial system. Mount Everest's height (8,848.86 meters) is often cited in feet (29,031.7 feet). Construction and Engineering: International projects may involve blueprints and specifications using different unit systems. Converting between meters and feet is necessary for accurate implementation. Geography and Cartography: Map scales and distances might be expressed in one

system or another, demanding conversion for seamless integration. Sports: Some sporting events might use metric distances for some aspects and imperial for others, requiring conversions for consistent understanding. IV. Online Converters and Calculators: Q: Are there tools available to perform these conversions effortlessly? A: Yes, numerous online converters and calculators are readily available. These tools instantly provide the converted value and often handle various units beyond just meters and feet. This simplifies the conversion process, especially for complex calculations or frequent conversions. V. Understanding the Underlying Units: Q: What are the fundamental differences between the meter and the foot, and why are there two different systems? A: The meter is the base unit of length in the International System of Units (SI), a globally accepted system based on ten. The foot, part of the imperial system, is based on historical standards and lacks the decimal simplicity of the metric system. The existence of two systems stems from historical developments and regional preferences. The metric system offers advantages in terms of consistency and ease of calculation, while the imperial system remains prevalent in some countries. Conclusion: Converting 15,000 meters to feet involves multiplying by the conversion factor of approximately 3.28084. This yields approximately 49,212.6 feet. However, the precision of this result depends on the accuracy of the original 15,000-meter measurement. This conversion is essential in various applications, making it a vital skill in numerous fields. Online tools simplify the process, but a firm grasp of the underlying principles ensures accurate and meaningful results. FAQs: 1. Q: What if I need to convert feet to meters? A: Simply divide the number of feet by the conversion factor (approximately 3.28084). 2. Q: Are there any other relevant conversion factors involving meters and feet (e.g., for area or volume)? A: Yes, for area (square meters to square feet), you'd square the conversion factor, and for volume (cubic meters to cubic feet), you'd cube it. 3. Q: How do I handle conversions involving other units, such as yards or miles? A: You can use a chain of conversions. For example, you can convert meters to feet, then feet to yards, and so on, using appropriate conversion factors for each step. 4. Q: What are the sources of potential error in these conversions? A: Errors can stem from inaccurate input data, rounding errors during calculations, or using an imprecise conversion factor. 5. Q: Why is it important to understand the context and significant figures when performing conversions? A: Understanding context and significant figures prevents the propagation of inaccurate information or misleading precision. Reporting a high level of accuracy based on low-accuracy input data is incorrect and can have real-world consequences.

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