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This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key Features Explore

what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ

in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception.

Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Destination B2: Grammar and Vocabulary is the ideal grammar and vocabulary practice book for all students preparing to take any B2 level exam: e.g. Cambridge FCE.

The winners of the Nobel Prize in Economics upend the most common assumptions about how economics works in this gripping and disruptive portrait of how poor people actually live. Why do the poor borrow to save? Why do they miss out on free life-saving immunizations, but pay for unnecessary drugs? In Poor Economics, Abhijit V. Banerjee and Esther Duflo, two award-winning MIT professors, answer these questions based on years of field research from around the world. Called "marvelous, rewarding" by the Wall Street Journal, the book offers a radical rethinking of the economics of poverty and an intimate view of life on 99 cents a day. Poor Economics shows that creating a world without poverty begins with understanding the daily decisions facing the poor.

"It is clear that serious research, as well as much imagination, went into every page. It has become my new 'go-to' bible when I need a shot of inspiration." Ken Oringer,

internationally renowned and award-winning chef Clio Restaurant, Uni Sashimi Bar, Boston "Congratulations on writing such an aesthetically beautiful, informative and inspiring book. ... I shall not hesitate to recommend your book to those colleagues, who like me, are fascinated by Sushi and who will surely be captivated, like me, turning every page." Dr. Ian C. Forster, April, 2011 • • • In recent decades, sushi has gone from being a rather exotic dish, eaten by relatively few outside of Japan, to a regular meal for many across the world. It is quickly gathering the attention of chefs and nutritionists everywhere. It has even made its way into numerous home kitchens where people have patiently honed the specialized craft required to prepare it. Few have been more attuned to this remarkable transition than Ole G. Mouritsen, an esteemed Danish scientist and amateur chef who has had a lifelong fascination with sushi's central role in Japanese culinary culture. Sushi for the eye, the body, and the soul is a unique melange of a book. In it, Mouritsen discusses the cultural history of sushi then uses his scientific prowess to deconstruct and explain the complex chemistry of its many subtle and sharp taste sensations. He also offers insights from years of honing his own craft as a sushi chef, detailing how to choose and prepare raw ingredients, how to decide which tools and techniques to use, and how to arrange and present various dishes. Sushi is

irresistible for both its simplicity and the hypnotic performance-art aspects that go into its preparation. With clear prose and straightforward instructions, Mouritsen looks at every facet of sushi in a book that is as accessible as it is informative, as useful as it is fun.

From the Foreword: "In this book Joscha Bach introduces Dietrich Dörner's PSI architecture and Joscha's implementation of the MicroPSI architecture. These architectures and their implementation have several lessons for other architectures and models. Most notably, the PSI architecture includes drives and thus directly addresses questions of emotional behavior. An architecture including drives helps clarify how emotions could arise. It also changes the way that the architecture works on a fundamental level, providing an architecture more suited for behaving autonomously in a simulated world. PSI includes three types of drives, physiological (e.g., hunger), social (i.e., affiliation needs), and cognitive (i.e., reduction of uncertainty and expression of competency). These drives routinely influence goal formation and knowledge selection and application. The resulting architecture generates new kinds of behaviors, including context dependent memories, socially motivated behavior, and internally motivated task switching. This architecture illustrates how emotions and physical drives can be

included in an embodied cognitive architecture. The PSI architecture, while including perceptual, motor, learning, and cognitive processing components, also includes several novel knowledge representations: temporal structures, spatial memories, and several new information processing mechanisms and behaviors, including progress through types of knowledge sources when problem solving (the Rasmussen ladder), and knowledge-based hierarchical active vision. These mechanisms and representations suggest ways for making other architectures more realistic, more accurate, and easier to use. The architecture is demonstrated in the Island simulated environment. While it may look like a simple game, it was carefully designed to allow multiple tasks to be pursued and provides ways to satisfy the multiple drives. It would be useful in its own right for developing other architectures interested in multi-tasking, long-term learning, social interaction, embodied architectures, and related aspects of behavior that arise in a complex but tractable real-time environment. The resulting models are not presented as validated cognitive models, but as theoretical explorations in the space of architectures for generating behavior. The sweep of the architecture can thus be larger-it presents a new cognitive architecture attempting to provide a unified theory of cognition. It attempts to cover perhaps the

not include any media, website access codes, or print supplements that may come packaged with the bound book. Advance your everyday proficiency with Excel 2016. And earn the credential that proves it! Demonstrate your expertise with Microsoft Excel! Designed to help you practice and prepare for Microsoft Office Specialist (MOS): Excel 2016 Core certification, this official Study Guide delivers: In-depth preparation for each MOS objective Detailed procedures to help build the skills measured by the exam Hands-on tasks to practice what you've learned Practice files and sample solutions Sharpen the skills measured by these objectives: Create and manage worksheets and workbooks Manage data cells and ranges Create tables Perform operations with formulas and functions Create charts and objects About MOS A Microsoft Office Specialist (MOS) certification validates your proficiency with Microsoft Office programs, demonstrating that you can meet globally recognized performance standards. Hands-on experience with the technology is required to successfully pass Microsoft Certification exams.

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Queuing Models. Reliability, Testing, and
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