

## Multimedia Web Technology Practical File Index Class Xii

Addressed to K-12 teachers, discusses enhancing student achievement through project-based learning with multimedia and offers principles and guidelines to insure that multimedia projects address curriculum standards. Hands-on practical guide covering all aspects of recording, ideal for beginning and intermediate recording engineers, producers, musicians and audio enthusiasts. Filled with tips and shortcuts, this book offers advice on equipping a home studio (both low-budget and advanced), suggestions for set-up, acoustics, choosing monitor speakers, and preventing hum. This best-selling guide also tells how to judge recordings and improve them to produce maximum results. New material covered in the 5th edition to include: \* complete revision and update of digital media sections \* new section on mixing tips \* new section on podcasts and file sharing \* new section equipment and connector levels \* new section function and connector types \* new section on digital metering \* new section exporting projects from other studios \* new photos

This practical resource provides a survey on the technologies, protocols, and architectures that are widely used in practice to implement networked multimedia services. The book presents the background and basic concepts behind multimedia networking, and provides a detailed analysis of how multimedia services work, reviewing the diverse network protocols that are of common use to implement them. To guide the

explanation of concepts, the book focuses on a representative set of networked multimedia services with proven success and high penetration in the telecommunication market, namely Internet telephony, Video-on-Demand (VoD), and live IP television (IPTV). Contents are presented following a stepwise approach, describing each network protocol in the context of a networked multimedia service and making appropriate references to the protocol as needed in the description of other multimedia services. This book also contains questions and exercises to provide the reader with insight on the practical application of the explained concepts. Additionally, a laboratory practice is included, based on open-source tools and software, to analyze the operation of an Internet telephony service from a practical perspective, as well as to deploy some of its fundamental components.

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links,

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images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

This accessible primer teaches students to access and use the resources available on the Internet, using only the Web as the vehicle for access. The book begins with tutorials that allow students with limited Internet experience to browse the Web and create a Web page. Chapters review hardware and software issues, describe basic Web elements, explain features of the two major Web browsers, and explain how to search for and access information. There is also material on e-mail, chat rooms, and e-commerce. A final chapter shows how to construct a simple Web page on an Internet server. The color format with tips, boxes, and photos is inviting. The course can be completed using Internet Explorer or Netscape Navigator. The authors are affiliated with Metropolitan State College of Denver. Annotation copyrighted by Book News, Inc., Portland, OR. Presents a current synopsis of the technologies impacting education and how to best apply them in the classroom.

This book constitutes the refereed proceedings of the First International Conference on E-learning and Games, Edutainment 2006, held in Hangzhou, China in April 2006. The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics, including e-learning platforms and tools, learning resource management, practice and experience sharing, e-learning standards, and more.

This volume aims to provide a collection of unique perspectives on the issues surrounding the management of information technology in organizations around the world and the ways in which these issues are addressed.

This book constitutes the refereed proceedings of the Workshops held at the ICWL 2013 International Conference on Web Based Learning in Kenting, Taiwan, in October 2013. The 29 papers presented were carefully reviewed and selected for inclusion in this volume. They were held at the following workshops: First International Workshop on Ubiquitous Social Learning, USL 2013; 2013 International Workshop on Smart Living and Learning, IWSLL 2013; Third International Symposium on Knowledge Management and e-Learning, KMEL 2013; 2013 International Workshop on Cloud Computing for Web-Based Learning, IWCL 2013; 2013 International Workshop on Web Intelligence and Learning; WIL 2013; and the 2013 International Workshop on e-book and Education Cloud, IWECC 2013.

This book is developed to provide students with everything they need to know to make the transition from design student to design professional. It provides step-by-step instruction for creating professional portfolios, both traditional and digital. Interviewing tips, sample resumes and cover letters, and

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action verb lists help students prepare for their job search. The second edition includes new sample portfolios, robust case studies, and updated information on digital portfolio trends and techniques.

Multimedia and Web Technology New Saraswati House India Pvt Ltd

"This book discusses methods of using information technologies to support organizational and business objectives in both national and international contexts, describing the latest research on both the technical and non-technical aspects of contemporary information societies, including e-commerce, e-learning, e-government, and e-health"--Provided by publisher.

Telemedicine Based Screening of Infants at Risk for Retinopathy of Prematurity -- By OPHTEL: A Bavarian Project for Rapid Telemedical Exchange of Knowledge, Files and Skills between Practitioners and Hospitals in Eye Care -- Collaborative Telemedicine between Optometry and Ophthalmology: An Initiative from the University of Houston -- Dermatology -- Web-based Teledermatology Consult system: Preliminary results from the first 100 cases -- Are Dermatologists in Private Practice Interested in Teledermatological Services? -- Pathology -- European Field Tests with HISTKOM Telepathology Equipment -- Radiology -- Economic Analysis of Teleradiology Applications with KAMEDIN -- WWW-Based Access to Radiological Patient Data: Two Years of Experience -- Family Practice and Home Care/Home Monitoring -- Southern Health Board - Advanced Telematic / Telemedicine in Healthcare Services in the South West Of Ireland -- Remote Communities Services Telecentre Project -- HausTeleDienst"--A CATV-based Interactive Video Service for Elderly People -- Fonetix: Building Virtual Speech Therapy Practicum over the Internet -- Psychiatry -- Evaluation of a Canadian Telepsychiatry Service --

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Telemedicine in Military -- Functional Characteristics of the Telemedical Network for the Medical Service of the Bundeswehr for Support of Operations Outside Germany and Civil-military Co-operation -- Webliography -- Suggested Telemedicine Websites -- Author Index

nd The 2 International Conference on Web-Based Learning (ICWL 2003) took place in Melbourne, Australia. ICWL 2003 followed the tradition of the successful ICWL 2002 held in Hong Kong and aimed at providing an in-depth study of the technical and pedagogical issues, as well as incorporating management issues of Web-based learning. Additionally, there was a focus on issues of interest to the learner, offering the optimal Web based learning environment to achieve high academic results. - akin University organized this conference in conjunction with the Hong Kong WebSociety, to provide a forum which gathered educators, researchers, technologists and implementers of Web-based learning from around the world to discuss, collaborate and advance all relevant issues pertaining to this area of research. The main focus of ICWL 2003 was on the most critical areas of Web-based learning, in particular, Web-based learning environments, virtual universities, pedagogical issues related to Web-based learning, multimedia-based e-learning, interactive e-learning systems, intelligence in on-line education, e-learning solutions, CSCL, and authoring tools for e-learning. In total, the conference received 118 papers from researchers and practitioners from 13 countries. Each paper was reviewed by at least three internationally renowned referees. Papers were rigorously examined and selected based on their originality, significance, correctness, relevance, and clarity of presentation. Among the high-quality submissions, 50 papers were accepted and included in the proceedings. Later, the proceedings editors will recommend that some high-quality papers from the conference be published in a special issue of

an international journal.

This volume focuses on the activities on Health Telematics Education. In Europe, coordinated activities in healthcare informatics education started in the late 1980's with the establishment of European Courses in Health Telematics. At the same time the European Commission foresaw the need for spreading the knowledge of IT in the Healthcare Sector. Therefore the EC, since then, have supported the initiatives that aim to create awareness, stimulate diffusion, educate and train the users (healthcare professionals) in the application of Information Technology to the Healthcare Sector. Such an initiative is the NIGHTENGALE project which is an essential project in the planning and implementation of strategy timing the Nursing profession in using and applying healthcare information systems, as well as, the IT EDUCTRA project which covers a more wide spectrum of the Health Telematics Education. The objective of this book is to promote the appropriate use of the developed Telematics infrastructure across Europe by educating and training healthcare professionals in a harmonising way across Europe in the upcoming field of Health and Nursing Informatics. For achieving this objective the European Commission established a series of European Conferences on Health Telematics Education, and Workshops by experts (users, developers and policymakers). In this book the Proceedings of the first European Conference in 'Health Telematics Education' (HTE'96), organised by the NIGHTINGALE project and supported by the IT EDUCTRA project, are included as well as the minutes and the presentations of the NIGHTINGALE Workshops.

This practical, how-to guide makes it easy for teachers to incorporate the latest technology in their classes. Employing an informal workshop approach, the book avoids technical jargon and pays special attention to the needs of teachers

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who are expanding the use of computers in their classrooms. The authors focus on what teachers do and how they can do it better, and provide a wide variety of proven tools, tips, and methods for enhancing these activities with technology. "Best Ideas for Teaching with Technology" provides extensively illustrated tutorials for a wide variety of software, online tools, and teaching techniques. It covers everything from lesson plans, to time management, how to show animation, blogging, podcasts, laptop strategies, and much, much more. In addition, periodic updates to the text will be available on the authors' website.

The past 50 years have witnessed a revolution in computing and related communications technologies. The contributions of industry and university researchers to this revolution are manifest; less widely recognized is the major role the federal government played in launching the computing revolution and sustaining its momentum. *Funding a Revolution* examines the history of computing since World War II to elucidate the federal government's role in funding computing research, supporting the education of computer scientists and engineers, and equipping university research labs. It reviews the economic rationale for government support of research, characterizes federal support for computing research, and summarizes key historical advances in which government-sponsored research played an important role. *Funding a Revolution* contains a series of case studies in relational databases, the Internet, theoretical computer science, artificial intelligence, and virtual reality that demonstrate the complex interactions among government, universities, and industry that have driven the field. It offers a series of lessons that identify

factors contributing to the success of the nation's computing enterprise and the government's role within it. A textbook on computer science

This most widely used textbook in the field has been thoroughly revised and updated to reflect changes in the health care industry and the renewed focus on health care information technology initiatives. Two new chapters cover Federal efforts to enhance quality of patient care through the use of health care information technology and strategy considerations. Additionally, reflecting the increased focus on global health, the book features an international perspective on health care information technology. Case studies of organizations experiencing management-related information system challenges have been updated and several new cases have been added. These reality-based cases are designed to stimulate discussion among students and enable them to apply concepts in the book to real-life scenarios. The book's companion Web site features lecture slides, a test bank, and other materials to enhance students' understanding.

Offering a concise, comprehensive guide to conducting research on the Internet, this book provides a detailed explanation of all the main areas of Internet research. It distinguishes between primary research (using the Internet to recruit participants, to administer the research process and to collect results) and secondary research (using the Internet to access available material online). The book is designed for social science researchers and presents a user-friendly, practical guide that will be invaluable to both students and researchers who wish to

incorporate the Internet into their research practice.

As more and more of our data is stored remotely, accessing that data wherever and whenever it is needed is a critical concern. More concerning is managing the databanks and storage space necessary to enable cloud systems. Resource Management of Mobile Cloud Computing Networks and Environments reports on the latest advances in the development of computationally intensive and cloud-based applications. Covering a wide range of problems, solutions, and perspectives, this book is a scholarly resource for specialists and end-users alike making use of the latest cloud technologies.

Berklee Book Trade This hands-on guide is essential for any musician who wants to build a fan base and increase profits through the Internet. Peter Spellman, Director of the Career Development Center at Berklee College of Music, guides the self-managed musician through successful strategies to promote music online, reach new audiences, and maximize income. Readers will learn how to: create a professional website; share music downloads; sell and license music online; broadcast on Internet radio; webcast live concerts; create streaming audio; get an online record deal; and much more. Includes an invaluable listing of more than 300 music-related websites!

The latest trends in Information Technology represent a new intellectual paradigm for scientific exploration and visualization of scientific phenomena. The present treatise covers almost all the emerging technologies in the field. Academicians, engineers, industrialists, scientists and researchers engaged in teaching,

research and development of Computer Science and Information Technology will find the book useful for their future academic and research work. The present treatise comprising 225 articles broadly covers the following topics exhaustively. 01. Advance Networking and Security/Wireless Networking/Cyber Laws 02. Advance Software Computing 03. Artificial Intelligence/Natural Language Processing/ Neural Networks 04. Bioinformatics/Biometrics 05. Data Mining/E-Commerce/E-Learning 06. Image Processing, Content Based Image Retrieval, Medical and Bio-Medical Imaging, Wavelets 07. Information Processing/Audio and Text Processing/Cryptology, Steganography and Digital Watermarking 08. Pattern Recognition/Machine Vision/Image Motion, Video Processing 09. Signal Processing and Communication/Remote Sensing 10. Speech Processing & Recognition, Human Computer Interaction 11. Information and Communication Technology

2014 International Conference on Multimedia, Communication and Computing Application (MCCA2014), Xiamen, China, Oct 16-17, 2014, provided a forum for experts and scholars of excellence from all over the world to present their latest work in the area of multimedia, communication and computing applications.

In recent years, the multimedia techno

Today's work is characterized by a high degree of innovation and thus demands a thorough overview of relevant knowledge in the world and in organizations. Semantic Work Environments support the work of the user by collecting knowledge about needs and providing processed and

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improved knowledge to be integrated into work. Emerging Technologies for Semantic Work Environments: Techniques, Methods, and Applications describes an overview of the emerging field of Semantic Work Environments by combining various research studies and underlining the similarities between different processes, issues and approaches in order to provide the reader with techniques, methods, and applications of the study.

Access Versus Ownership to Word Formation in Language and Computation

First released in the Spring of 1999, *How People Learn* has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a real connection between classroom activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, this book offers exciting new research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-experts? What can teachers and schools do-with curricula, classroom settings, and teaching methods--to help children learn most effectively? New evidence from many branches of science has significantly added to our understanding of what it means to know, from the neural processes that occur during learning to the influence of culture on what people see and absorb. *How People Learn* examines these findings and their implications for what we teach, how we teach it, and how we assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question concepts and practices firmly entrenched in our current education system. Topics include: How learning

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actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they learn. What the thought processes of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opportunities for teachers. A realistic look at the role of technology in education.

Written in a cookbook style, this book offers solutions using a recipe based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. Web developers who value the need to stay ahead of the game. This cookbook will give you the edge with practical recipes for wielding this new technology immediately.

While most training companies develop their training programs in many different technological delivery media - computer-based, web-based, and distance learning technologies - this uniwue book demonstrates that the same instructional design process can be used for all media.

[publisher's note]

NetLibrary named the Encyclopedia of Information Communication Technology as their September 2008 e-book of the month! [CLICK HERE](#) to view the announcement. The Encyclopedia of Information Communication Technology (ICT) is a comprehensive resource describing the influence of information communication technology in scientific knowledge construction, with emphasis on the roles of product technologies, process technologies, and context technologies. Through 111 authoritative contributions by 93 of the world's leading experts this reference covers the materials and instruments of information technology: from ICT in education to software engineering; the influence of ICT on different environments, including e-commerce, decision

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support systems, knowledge management, and more; and the most pervasive presence of information technology, including studies and research on knowledge management, the human side of ICT, ICT in healthcare, and virtual organizations, among many others. Addressing many of the fundamental issues of information communication technology, the Encyclopedia of Information Communication Technology will be a top-shelf resource for any reference library.

Sams Teach Yourself HTML, CSS and JavaScript All in One  
The all-in-one HTML, CSS and JavaScript beginner's guide:

covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS,

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and JavaScript together to create great web sites.

Shows how to create animation, use digital audio, incorporate video conferencing, and add 3D effects

This book attempts to bring out the prospects and challenges of utilising technology in information dissemination within the education discourse. Primarily, this volume addresses the challenges that confront both students and academics, especially the latter who are involved in dispensing information to students. In its thrust, the book attempts to explore how students would benefit from the use of ICTs, especially the internet, as well as various e-tools that have not only provided an avenue for interaction between students and academics, but has become a source of fun. Some of the e-tools that have been explored in this book include blogs, podcasts, wikis, Facebook and chatrooms, with the latest technological innovations such as Twitter being earmarked for the sequel to this book. In addition to e-tools, the book deliberates on how technology has caused a paradigm shift as lecturers take on a new challenge of applying technology as a supplement to their traditional talk-and-chalk teaching methods. The author intends to make this book part of a series of editions which are going to be produced on the utilisation of ICT for educational, communication and marketing purposes. Suggestions will also be given on how emerging technological innovations would be used to enhance delivery of instruction and what their pedagogical implications within the education discourse would be. Due to the indispensable role that ICTs have played (and continue to play) in providing a conducive

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environment for teaching and learning purposes, this volume will be of interest to those in the ICT field, students of ICT and Information Systems, and even the casual reader would find the book educative, informative and engrossing.

An updated edition of the classic guide to technical communication Consider that 20 to 50 percent of a technology professional's time is spent communicating with others. Whether writing a memo, preparing a set of procedures, or making an oral presentation, effective communication is vital to your professional success. This anthology delivers concrete advice from the foremost experts on how to communicate more effectively in the workplace. The revised and expanded second edition of this popular book completely updates the original, providing authoritative guidance on communicating via modern technology in the contemporary work environment. Two new sections on global communication and the Internet address communicating effectively in the context of increased e-mail and web usage. As in the original, David Beer's Second Edition discusses a variety of approaches, such as: \* Writing technical documents that are clear and effective \* Giving oral presentations more confidently \* Using graphics and other visual aids judiciously \* Holding productive meetings \* Becoming an effective listener The new edition also includes updated articles on working with others to get results and on giving directions that work. Each article is aimed specifically at the needs of engineers and others in the technology professions, and is written by a practicing engineer or a technical

communicator. Technical engineers, IEEE society members, and technical writing teachers will find this updated edition of David Beer's classic *Writing and Speaking in the Technology Professions* an invaluable guide to successful communication.

The MIDI Manual is a complete reference on MIDI, written by a well-respected sound engineer and author. This best-selling guide provides a clear explanation of what MIDI is, how to use electronic instruments and an explanation of sequencers and how to use them. You will learn how to set up an efficient MIDI system and how to get the best out of your music. The MIDI Manual is packed full of useful tips and practical examples on sequencing and mixing techniques. It also covers editors/librarians, working with a score, MIDI in mass media and multimedia and synchronisation. The MIDI spec is set out in detail along with the helpful guidelines on using the implementation chart. Illustrated throughout with helpful photos and screengrabs, this is the most readable and clear book on MIDI available.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers.

InfoWorld also celebrates people, companies, and projects.

For the past five to ten years researchers have been developing tools and guidelines for developing accessible e-learning experiences for students with disabilities. Despite this, very few practitioners in higher education are confident that they know how to develop accessible e-learning experiences. This is prompting researchers to work with practitioners in order to develop

meaningful approaches to addressing accessibility; ones that facilitate the development of a clear conceptualisation of why and how practice can be changed to meet the varied needs of students. This book describes these approaches and explores the extent to which they might challenge current thinking and understanding. Topics covered include: approaches to developing accessible multimedia and learning objects holistic approaches to developing accessible e-learning and blended learning experiences institutional and programme approaches to addressing accessibility issues. Exploration and discussion of these topics will challenge practitioners to reconceptualise their understanding of 'best practice' in relation to accessibility and e-learning and offer directions for future practice and development. This book was previously published as a special issue of Alt-J.

This work enforces the need to take multi-disciplinary and/or inter-disciplinary approaches when solutions for e-education (or online-, e-learning) are introduced. The text is aimed at researchers and practitioners from academia, industry and government.

Multimedia technologies and the internet are increasingly intrinsic to our daily lives, and into the future will continue to transform the way we live. Multimedia Engineering describes the latest advances in this technology applied to the Internet and WWW. It immerses the reader into the development of many practical internet/ multimedia systems, offering an insight into a range of engineering problems and solutions. It provides a broad coverage of internet/WWW and multimedia processing, as well as

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transmission and practical applications. Provides an overview of state-of-the-art technologies Addresses commerical, industrial and educational applications and security and privacy issues. Offers a detailed background into how the internet has been used to support multimedia communications Assumes a practical and descriptive problem-solving approach, featuring many worked-through examples Written by widely published authors with years of research in the field Multimedia Engineering will appeal to graduate and senior undergraduate students in electrical and electronic engineering, industrial, systems & computer engineering. It will also be of interest to electrical, computer and systems engineers and web developers interested in, or already engaged in, this emerging field. This book presents the combined proceedings of the 12th KIPS International Conference on Ubiquitous Information Technologies and Applications (CUTE 2017) and the 9th International Conference on Computer Science and its Applications (CSA2017), both held in Taichung, Taiwan, December 18 - 20, 2017. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing. James J. (Jong Hyuk) Park received Ph.D. degrees in Graduate

School of Information Security from Korea University, Korea and Graduate School of Human Sciences from Waseda University, Japan. From December, 2002 to July, 2007, Dr. Park had been a research scientist of R&D Institute, Hanwha S&C Co., Ltd., Korea. From September, 2007 to August, 2009, He had been a professor at the Department of Computer Science and Engineering, Kyungnam University, Korea. He is now a professor at the Department of Computer Science and Engineering and Department of Interdisciplinary Bio IT Materials, Seoul National University of Science and Technology (SeoulTech), Korea. Dr. Park has published about 200 research papers in international journals and conferences. He has been serving as chair, program committee, or organizing committee chair for many international conferences and workshops. He is a steering chair of international conferences – MUE, FutureTech, CSA, CUTE, UCAWSN, World IT Congress-Jeju. He is editor-in-chief of Human-centric Computing and Information Sciences (HCIS) by Springer, The Journal of Information Processing Systems (JIPS) by KIPS, and Journal of Convergence (JoC) by KIPS CSWRG. He is Associate Editor / Editor of 14 international journals including JoS, JNCA, SCN, CJ, and so on. In addition, he has been serving as a Guest Editor for international journals by some publishers: Springer, Elsevier, John Wiley, Oxford Univ. press, Emerald, Inderscience, MDPI. He got the best paper awards from ISA-08 and ITCS-11 conferences and the outstanding leadership awards from IEEE HPCC-09, ICA3PP-10, IEE ISPA-11, PDCAT-11, IEEE AINA-15. Furthermore, he

got the outstanding research awards from the SeoulTech, 2014. His research interests include IoT, Human-centric Ubiquitous Computing, Information Security, Digital Forensics, Vehicular Cloud Computing, Multimedia Computing, etc. He is a member of the IEEE, IEEE Computer Society, KIPS, and KMMS. Vincenzo Loia (BS '85, MS '87, PhD '89) is Full Professor of Computer Science. His research interests include Intelligent Agents, Ambient intelligence, Computational Intelligence. Currently he is Founder & Editor-in-chief of "Ambient Intelligence and Humanized Computing", and Co-Editor-in-Chief of "Softcomputing", Springer-Verlag. He is Chair of the Task Forces "Intelligent Agents" and "Ambient Intelligence" IEEE CIS ETTC. He has been Chair the Emergent Technical Committe "Emergent Technology", IEEE CIS Society and Vice-Chair of Intelligent Systems Applications Technical Committee. He has been author of more than 200 scientific works, Editor/co-editor of 4 Books, 64 journal papers, 25 book chapters, and 100 conference papers. He is Senior member of the IEEE, Associate Editor of IEEE Transactions on Industrial Informatics, and Associate Editor of IEEE Transactions on Systems, Man, and Cybernetics: Systems. Many times reviewers for national and international projects, Dr. Loia is active in the research domain of agents, ambient intelligence, computational intelligence, smartgrids, distributed platform for enrich added value. Gangman Yi in Computer Sciences at Texas A&M University, USA in 2007, and doctorate in Computer Sciences at Texas A&M University, USA in 2011. In May 2011, he joined

System S/W group in Samsung Electronics, Suwon, Korea. He joined the Department of Computer Science & Engineering, Gangneung-Wonju National University, Korea, since March 2012. Dr. Yi has been researched in an interdisciplinary field of researches. His research focuses especially on the development of computational methods to improve understanding of biological systems and its big data. Dr. Yi actively serves as a managing editor and reviewer for international journals, and chair of international conferences and workshops. Yunsick Sung received his B.S. degree in division of electrical and computer engineering from Pusan National University, Busan, Korea, in 2004, his M.S. degree in computer engineering from Dongguk University, Seoul, Korea, in 2006, and his Ph.D. degree in game engineering from Dongguk University, Seoul, Korea, in 2012. He was employed as a member of the researcher at Samsung Electronics between 2006 and 2009. He was the plural professor at Shinheung College in 2009 and at Dongguk University in 2010. His main research interests are many topics in brain-computer Interface, programming by demonstration, ubiquitous computing and reinforcement learning. His Journal Service Experiences is Associate Editor at Human-centric Computing and Information Sciences, Springer (2015- Current).

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