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Building Successful Online Communities
European Robotics Symposium 2008 **Times of Convergence. Technologies Across Learning Contexts** **Intellectually Impaired People**
PostGIS in Action **Writing History in the Digital Age** **Emerging Bioinformatic Tools in Toxicogenomics** **Wikipedia** **Friggin' Bean Counters** **Encyclopedia of Social Networks**
The Complete Guide to Blender Graphics
Practical UI Patterns for Design Systems
CYBERWARFARE SOURCEBOOK *Videogame Graphics, BigData & Analytics*

Information technology and accounting have developed interdependently. From ancient Mesopotamia to the global economy, business growth has depended on accurate information gathered and reported in a timely fashion. So why do so many accounting IT projects fall victim to misunderstanding, miscommunication and sibling rivalry? This is the essential guide for IT and project management professionals who struggle to give auditors and accounting departments what they want. Learn how to talk the talk, walk the walk and make the friggin' bean counters happy while completing your project on time and on budget. IT and project management professionals will learn how to:

Understand the regulatory and accounting requirements within the company Implement systems and controls that satisfy such crucial regulations as Generally Accepted Accounting Principles, the Sarbanes-Oxley Act, the Health Insurance Portability and Accountability Act and the European Union Data Protection Directive Improve IT project success rates by ensuring that new applications can be properly controlled and documented Overcome project-killing objections like "We can't do that, because Sarbanes-Oxley does not allow it." Reduce the risk of financial statement fraud by building a solid partnership between the IT and accounting departments. Feel like you're being sucked down into a swirl of never-ending information? Today's physicians are faced with new advances in medicine and new research that can impact practice, but finding the right information at the right time seems overwhelming in the constant deluge of scientific research. That's where this illustrated guide will walk you through some of today's most useful Internet tools, tools that can help you find, manage, and organize the information you need, so that it is always at your fingertips, whether for patient care, research, practice, or fun. ABSTRACT The purpose of this coffee shop read is to attempt to highlight the criticality of videogames as a component of the "Convergence" of some amazing technologies (in particular: Cloud, Gaming/MMOG, Gamification and BigData) that is clear to many inside the IT world. I am not a deep technical "guru" I am a businessman that seeks to understand these technologies in order to find a mean by which they can be leveraged ultimately for commercial gain. This short book is the output from my investigation of videogames and Massively Multi-user Online Games (MMOG) and is written in as much a chronological order as could be achieved to try to take other business, non-IT, and non-programming literate readers on the journey I took which resulted in a deepening of my understanding of why the once humble graphics

processing capabilities have become part of the bedrock for our future exploitation of computer processing as a whole. In doing so it is hoped this short book has answered some seemingly simple questions during the journey, namely: Why GPU's were developed? Why triangles are so important to graphics processing? Why high degrees of parallelism are becoming increasingly important? How GPU's are being utilized to deliver significant gains in industries and market sectors far beyond the original design criteria for the GPU? and Why GPU's cannot wholly replace CPU's and that the future is most likely a symbiosis of the two capabilities leveraging each for their inherent strengths? For much more on the Convergence of these technologies please review my website: www.eamonkillian.com

How insights from the social sciences, including social psychology and economics, can improve the design of online communities. Online communities are among the most popular destinations on the Internet, but not all online communities are equally successful. For every flourishing Facebook, there is a moribund Friendster—not to mention the scores of smaller social networking sites that never attracted enough members to be viable. This book offers lessons from theory and empirical research in the social sciences that can help improve the design of online communities. The authors draw on the literature in psychology, economics, and other social sciences, as well as their own research, translating general findings into useful design claims. They explain, for example, how to encourage information contributions based on the theory of public goods, and how to build members' commitment based on theories of interpersonal bond formation. For each design claim, they offer supporting evidence from theory, experiments, or observational studies. This book discusses advanced topics such as R core programming, object oriented R programming, parallel computing with R, and spatial data types. The author leads readers to merge mature and effective methodologies in traditional programming to R programming. It shows how to interface R with C, Java, and other popular programming languages and platforms. At the dawn of the new millennium, robotics is undergoing a major transformation in scope and dimension. From a largely dominant industrial focus,

robotics is rapidly expanding into the challenges of unstructured environments. Interacting with, assisting, serving, and exploring with humans, the emerging robots will increasingly touch people and their lives. The goal of the Springer Tracts in Advanced Robotics (STAR) series is to bring, in a timely fashion, the latest advances and developments in robotics on the basis of their significance and quality. It is our hope that the wider dissemination of research - velopments will stimulate more exchanges and collaborations among the research community and contribute to further advancement of this rapidly growing field. The European Robotics Symposium (EUROS) was launched in 2006 as an international scientific single-track event promoted by EURON, the European Robotics Network linking most of the European research teams since its inception in 2000. Since then, EUROS has found its parental home under STAR, together with the other thematic symposia devoted to excellence in robotics research: FSR, ISER, ISRR, WAFR. This book provides practical, proven advice for encouraging adoption of your wiki project and growing it into a useful collaboration tool or vibrant online community Gives wiki users a toolbox of thriving wiki patterns, which enable newcomers to avoid making common mistakes or fumbling around for the solutions to the same problems as their predecessors Explains the major stages of wiki adoption and explores patterns that apply to each stage Presents concrete, proven examples of techniques that have helped people grow vibrant collaborative communities and change the way they work for the better Reviews the overall process, including setting up initial content, encouraging people to contribute, dealing with disruptive elements, fixing typos and broken links, making sure pages are in their correct categories, and more

COMSOL 5 and MATLAB are valuable software modeling tools for engineers and scientists. This updated edition includes five new models and explores a wide range of models in coordinate systems from 0D to 3D, introducing the numerical analysis techniques employed in COMSOL 5.6 and MATLAB software. The text presents electromagnetic, electronic, optical, thermal physics, and biomedical models as examples. It presents the fundamental concepts

in the models and the step-by-step instructions needed to build each model. The companion files include all the built models for each step-by-step example presented in the text and the related animations, as specified. The book is designed to introduce modeling to an experienced engineer or can also be used for upper level undergraduate or graduate courses. FEATURES: Focuses on COMSOL 5.x and MATLAB models that demonstrate the use of concepts for later application in engineering, science, medicine, and biophysics for the development of devices and systems Includes companion files with executable copies of each model and related animations Includes detailed discussions of possible modeling errors and results Uses a step-by-step modeling methodology linked to the Fundamental Laws of Physics. The companion files are also available online by emailing the publisher with proof of purchase at info@merclearning.com. Offers a timely analysis of the sheer ingenuity and persistence of young people who cobble together the resources they need to pursue the lives and careers they want. Young adults are coming of age at a time when work is temporary, underpaid, incommensurate with their education, or downright unsatisfying. Despite these challenges, media scholar S. Craig Watkins argues that this moment of precarity is rife with opportunities for innovation, and that young adults are leading the charge in turning that into an inventive and surprisingly sustainable future. As a result, society is expanding its understanding of who we think of as innovators and what qualifies as innovation, while wealth is spreading beyond traditional corridors of powerful tech companies, venture capitalism, and well-endowed universities. Drawing on over ten years of interviews and data, Watkins reveals the radical ways in which this community of ambitious young creatives is transforming businesses from the outside in. Diverse perspectives that are often ignored or silenced by major corporations are garnering public attention as women and people of color are redefining industries across the globe—all from their computer screens. We meet people like Prince Harvey, a New York-based hip-hop artist who recorded his album entirely on an Apple showroom laptop; screenwriter, producer, and actor Issa Rae, who first used YouTube and

Kickstarter to develop the web series that became her hit HBO show *Insecure*; the Empowerment Plan, a nonprofit organization created by product design student Veronika Scott in Detroit; and start-up companies like Qeyno Group in San Francisco and Juegos Rancheros in Austin that help make tech more accessible to people of color. Forward-thinking and dynamic, *Don't Knock the Hustle* shows the diversity and complexity of a generation on the rise. UNIQUE APPROACH TO UNDERSTANDING MILLENNIALS that looks beyond stereotypes about their relationships with tech and labor, based on two years of MacArthur Grant-funded research. DIVERSE AUDIENCE APPEAL that will reach millennials, educators, people seeking to hire millennials, and scholars of technology, media, and labor. "A good book! It's a nice overview of wiki editing and administration, with pointers to handy extensions and further online documentation."-Brion Vibber, Chief Technical Officer, Wikimedia Foundation "This book is filled with practical knowledge based on experience. It's not just spouting some party line."-Rob Church, a developer of MediaWiki MediaWiki is the world's most popular wiki platform, the software that runs Wikipedia and thousands of other websites. Though it appears simple to use at first glance, MediaWiki has extraordinarily powerful and deep capabilities for managing and organizing knowledge. In corporate environments, MediaWiki can transform the way teams write and collaborate. This comprehensive book covers MediaWiki's rich (and sometimes subtle) features, helping you become a wiki expert in no time. You'll learn how to: Find your way around by effective searching and browsing Create and edit articles, categories, and user preferences Use advanced features for authors, such as templates, dynamic lists, logical parser functions, and RSS, to organize and maintain large numbers of articles Install and run your own wiki, and configure its look and behavior Develop custom wiki features, called extensions, with the PHP programming language and MySQL database This book also provides special guidance for creating successful corporate wikis. For beginners who want to create or work on collaborative, community-driven websites with this platform, MediaWiki is the essential one-

stop guide. "I was a MediaWiki newbie before reading this book. Now, many aspects of the platform that were murky before are crystal clear."-JP Vossen, author of O'Reilly's Bash Cookbook Learning Theory and Online Technologies offers a powerful overview of the current state of online learning, the foundations of its historical roots and growth, and a framework for distinguishing between the major approaches to online learning. It addresses pedagogy (how to design an effective online environment for learning), evaluation (how to know that students are learning), and history (how past research can guide successful online teaching and learning outcomes). An ideal textbook for undergraduate Education and Communication programs as well as Educational Technology Masters, Ph.D., and Certificate programs, Learning Theory and Online Technologies provides a synthesis of the key advances in online education learning theory and the key frameworks of research, and clearly links theory and research to successful learning practice. This revised second edition updates data on digital media adoption globally, adds a new chapter on connectivism as a learning theory, and updates the chapter on online collaborative learning, renaming the theory as collaborativism and considering the challenges that arise with the growth of artificial intelligence. Intellectually Impaired People: The Ongoing Battle addresses challenges against the background of history, changing societal environments, and current intellectual approaches and attitudes toward persons with disabilities. The book discusses national and international conventions, societal attitudes, sheltered workshops, the right of intellectually impaired persons for self-responsibility and its limitations, and the place of mentally impaired persons in the public image. Additionally, the book attempts to capture the forces that drive the changes of our conceptual frameworks. The US Tuskegee study which withheld antibiotics from black men with syphilis was not ended by scientific criticism but by a courageous man, press reports, and a changed social perception. The non-hiding of handicapped children is not the result of government orders, there are many non-resolvable dilemmas and tension between supporting, understanding, and patronizing a

complex situation with many potential future avenues. Recognizes how contradictory feelings and attitudes toward impaired persons have a complex historical background Sheds light on society and our institutions that deal with disabled people and the limitations of an isolated medical approach Covers national and international conventions of mentally impaired persons Understanding UI patterns is invaluable to anyone creating websites for the first time. It helps you make connections between which tools are right for which jobs, understand the processes, and think deeply about the context of a problem. This is your concise guide to the tested and proven general mechanisms for solving recurring user interface problems, so that you don't have to reinvent the wheel. You'll see how to find a pattern you can apply to a given UI problem and how to deconstruct patterns to understand them in depth, including their constraints. UI patterns lead to better use of existing conventions and converging web standards. This book shows you how to spot anti-patterns, how to mix and match patterns, and how they inform design systems. By helping the non-web professionals and junior web professionals of the world use basic patterns, the web industry can put its best foot forward as new interfaces such as VR/AR/MR, conversational UIs, machine learning, voice input, evolving gestural interactions and more infiltrate the market. Given the emerging popularity of design systems and space of DesignOps, as well as the rise of companies competing on design and usability, now is the time to think about how we use and evolve UI patterns and scale design systems. What You'll Learn Produce intuitive products through consistency and familiarity. Save time instead of starting from scratch. Communicate design decisions with evidence to support solutions. Use smart defaults without extensive product design experience. Improve a user's experience. Scale growing business with design. Who This Book Is For Those familiar with creating websites and want to learn more, WordPress bloggers, or marketers who want to weave components together into a usable, revenue-generating experience. Concerning application layer DDoS attacks, Bureau 121, camfecting, cyber attack threat trends, ECHELON, Fifth Dimension

Operations, Intervention of the UK, Military-digital complex, PLA Unit 61398, Stuxnet, and more "Writing History in the Digital Age began as a one-month experiment in October 2010, featuring chapter-length essays by a wide array of scholars with the goal of rethinking traditional practices of researching, writing, and publishing, and the broader implications of digital technology for the historical profession. The essays and discussion topics were posted on a WordPress platform with a special plug-in that allowed readers to add paragraph-level comments in the margins, transforming the work into socially networked texts. This first installment drew an enthusiastic audience, over 50 comments on the texts, and over 1,000 unique visitors to the site from across the globe, with many who stayed on the site for a significant period of time to read the work. To facilitate this new volume, Jack Dougherty and Kristen Nawrotzki designed a born-digital, open-access platform to capture reader comments on drafts and shape the book as it developed. Following a period of open peer review and discussion, the finished product now presents 20 essays from a wide array of notable scholars, each examining (and then breaking apart and reexamining) how digital and emergent technologies have changed the ways that historians think, teach, author, and publish"-- Game culture and material culture have always been closely linked. Analog forms of rule-based play (ludus) would hardly be conceivable without dice, cards, and game boards. In the act of free play (paidia), children as well as adults transform simple objects into multifaceted toys in an almost magical way. Even digital play is suffused with material culture: Games are not only mediated by technical interfaces, which we access via hardware and tangible peripherals. They are also subject to material hybridization, paratextual framing, and processes of de-, and re-materialization. In this book, popular Fuji Rumors "X-Pert Corner" columnist Rico Pfisteringer teaches you about the little-known capabilities of the Fujifilm X-T3, which he's discovered through months of in-depth research and experimentation with the camera. After a brief overview of the camera's basic functions, Rico cuts to the chase and provides a plethora of tips and practical instructions not found in the

user's manual. With this knowledge, you will be able to take full advantage of the capabilities of the X-T3.

The Fujifilm X-series cameras have amazing features but may require an adjustment period for those new to using these cameras, even photographers who have been lifetime shooters. This guide will help you to quickly feel comfortable using your camera so that you can achieve excellent results.

Topics covered include:

- Menu shortcuts
- Long exposures
- Firmware upgrades
- Hybrid autofocus system
- Auto and manual focusing
- Face detection
- ISOless sensor
- Dynamic Range expansion
- Film simulations
- Custom settings
- RAW conversion
- Movies
- Self-timer
- Flash
- Adapted lenses
- Taking Videos
- And much more...

While Blender is a wonderful free and open source program for computer modeling and animation, there has been a lack of unified, up-to-date documentation for beginners. Removing the frustration from the learning process, The Complete Guide to Blender Graphics: Computer Modeling and Animation helps beginners understand the basics of computer animation using Blender. The author begins with a detailed explanation of the Blender graphical user

interface (GUI) and its method of navigation. He covers basic mesh modeling on both the object and sub-object levels. At this point, the beginner 3D modeler can create a wide variety of models. The author moves on to materials, camera, lighting, and rendering, allowing the creation of more complete models and rendered images. He also includes a section on animation. This sequence provides a solid foundation for the more advanced topics discussed in later chapters. Alleviating the difficulties in learning Blender, this book provides thorough instruction on the basics of this 3D modeling and animation program. Learn about the latest developments in Automotive Ethernet technology and implementation with this fully revised third edition. Including 20% new material and greater technical depth, coverage is expanded to include detailed explanations of the new PHY technologies 10BASE-T1S (including multidrop) and 2.5, 5, and 10GBASE-T1, discussion of EMC interference models, and description of the new TSN standards for automotive use. Featuring details of security concepts, an overview of power saving possibilities with Automotive Ethernet, and explanation of functional safety in the context of Automotive Ethernet. Additionally provides an overview of test strategies and main lessons learned. Industry pioneers share the technical and non-technical decisions that have led to the success of Automotive Ethernet, covering everything from electromagnetic requirements and physical layer technologies, QoS, and the use of VLANs, IP and service discovery, to network architecture and testing. The guide for engineers, technical managers and researchers designing components for in-car electronics, and those interested in the strategy of introducing a new technology. Wikipedia's first twenty years: how what began as an experiment in collaboration became the world's most popular reference work. We have been looking things up in Wikipedia for twenty years. What began almost by accident—a wiki attached to an nascent online encyclopedia—has become the world's most popular reference work. Regarded at first as the scholarly equivalent of a Big Mac, Wikipedia is now known for its reliable sourcing and as a bastion of (mostly) reasoned interaction. How has Wikipedia, built on a model of radical collaboration, remained true to its

original mission of “free access to the sum of all human knowledge” when other tech phenomena have devolved into advertising platforms? In this book, scholars, activists, and volunteers reflect on Wikipedia's first twenty years, revealing connections across disciplines and borders, languages and data, the professional and personal. The contributors consider Wikipedia's history, the richness of the connections that underpin it, and its founding vision. Their essays look at, among other things, the shift from bewilderment to respect in press coverage of Wikipedia; Wikipedia as “the most important laboratory for social scientific and computing research in history”; and the acknowledgment that “free access” includes not just access to the material but freedom to contribute—that the summation of all human knowledge is biased by who documents it. Contributors Phoebe Ayers, Omer Benjakob, Yochai Benkler, William Beutler, Siko Bouterse, Rebecca Thorndike-Breeze, Amy Carleton, Robert Cummings, LiAnna L. Davis, Siân Evans, Heather Ford, Stephen Harrison, Heather Hart, Benjamin Mako Hill, Dariusz Jemielniak, Brian Keegan, Jackie Koerner, Alexandria Lockett, Jacqueline Mabey, Katherine Maher, Michael Mandiberg, Stephane Coillet-Matillon, Cecelia A. Musselman, Eliza Myrie, Jake Orlowitz, Ian A. Ramjohn, Joseph Reagle, Anasuya Sengupta, Aaron Shaw, Melissa Tamani, Jina Valentine, Matthew Vetter, Adele Vrana, Denny Vrandečić You don't have to understand how to edit Wikipedia in order to find the information you need and join the conversation. This booklet gives you just what you need to know in friendly, concise form so you can research any subject without getting lost in Wikipedia's labyrinth. With it, you'll be able to unlock the mysteries of the many links on every Wikipedia page and the sometimes cryptic buzzwords you see on Talk pages. And, while this booklet focuses on Wikipedia readers, it also includes a tutorial for first-time editors and explains Wikipedia's editing tools. You'll find valuable advice on how to alert editors to flaws in articles and how to contribute to Talk pages without getting caught up in pointless disputes. The author of Wikipedia Reader's Guide: The Missing Manual has edited more than 15,000 Wikipedia articles, and has written a comprehensive index to Wikipedia for

editors to use in their daily work. His knowledge of Wikipedia is limitless and his passion is contagious. With this guide, you'll catch on quickly. Explores the battle between the top-down authority traditionally ascribed to experts and scholars and the bottom-up authority exemplified by Wikipedia. Since its launch in 2001, Wikipedia has been a lightning rod for debates about knowledge and traditional authority. It has come under particular scrutiny from publishers of print encyclopedias and college professors, who are skeptical about whether a crowd-sourced encyclopedia—in which most entries are subject to potentially endless reviewing and editing by anonymous collaborators whose credentials cannot be established—can ever truly be accurate or authoritative. In *Wikipedia U*, Thomas Leitch argues that the assumptions these critics make about accuracy and authority are themselves open to debate. After all, academics are expected both to consult the latest research and to return to the earliest sources in their field, each of which has its own authority. And when teachers encourage students to master information so that they can question it independently, their ultimate goal is to create a new generation of thinkers and makers whose authority will ultimately supplant their own. *Wikipedia U* offers vital new lessons about the nature of authority and the opportunities and challenges of Web 2.0. Leitch regards Wikipedia as an ideal instrument for probing the central assumptions behind liberal education, making it more than merely, as one of its severest critics has charged, “the encyclopedia game, played online.”

Summary

PostGIS in Action, Second Edition teaches readers of all levels to write spatial queries that solve real-world problems. It first gives you a background in vector-, raster-, and topology-based GIS and then quickly moves into analyzing, viewing, and mapping data. This second edition covers PostGIS 2.0 and 2.1 series, PostgreSQL 9.1, 9.2, and 9.3 features, and shows you how to integrate with other GIS tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Processing data tied to location and topology requires specialized know-how. PostGIS is a free spatial database extender for PostgreSQL, every bit as good as

proprietary software. With it, you can easily create location-aware queries in just a few lines of SQL code and build the back end for a mapping, raster analysis, or routing application with minimal effort. *PostGIS in Action, Second Edition* teaches you to solve real-world geodata problems. It first gives you a background in vector-, raster-, and topology-based GIS and then quickly moves into analyzing, viewing, and mapping data. You'll learn how to optimize queries for maximum speed, simplify geometries for greater efficiency, and create custom functions for your own applications. You'll also learn how to apply your existing GIS knowledge to PostGIS and integrate with other GIS tools. Familiarity with relational database and GIS concepts is helpful but not required. What's Inside

An introduction to spatial databases
Geometry, geography, raster, and topology
Spatial types, functions, and queries
Applying PostGIS to real-world problems
Extending PostGIS to web and desktop applications
Updated for PostGIS 2.x and PostgreSQL 9.x

About the Authors
Regina Obe and Leo Hsu are database consultants and authors. Regina is a member of the PostGIS core development team and the Project Steering Committee.

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PART 3 USING POSTGIS WITH OTHER TOOLS
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Aluminum is increasingly replacing steel in automotive applications due to its superior strength-to-weight ratio, equal or better stiffness and toughness properties, durability, and manufacturability considerations. *Primer on Automotive Lightweighting Technologies* introduces basic ideas and principles of designing and engineering automotive components with aluminum. Topics include application of the knowledge to understand how

automotive body and structures are designed, as well as other major and smaller automotive components, such as engine blocks and their components, chassis systems, and wheels. Features Discusses material considerations in engineering design Describes mechanical and physical properties of aluminum Covers manufacturing methods and automotive and industrial applications of aluminum products Offers information on design for functional performance and cost optimization Includes coverage of extruded and rolled products and car body structure This practical book is aimed at professionals in the fields of materials and mechanical engineering, automotive engineering, and metals and alloys, as well as advanced students and researchers. Wikipedia Reader's Guide: The Missing Manual gives you the essential tools for getting the most out of Wikipedia. As a supplement to Wikipedia: The Missing Manual, this handbook provides a basic road map to the largest online collaborative encyclopedia. You'll learn the best ways to search Wikipedia for the information you need, how to navigate the encyclopedia by category, and what to do if you spot an error in an article. Request a FREE 30-day online trial to this title at www.sagepub.com/freetrial This two-volume encyclopedia provides a thorough introduction to the wide-ranging, fast-developing field of social networking, a much-needed resource at a time when new social networks or "communities" seem to spring up on the internet every day. Social networks, or groupings of individuals tied by one or more specific types of interests or interdependencies ranging from likes and dislikes, or disease transmission to the "old boy" network or overlapping circles of friends, have been in existence for longer than services such as Facebook or YouTube; analysis of these networks emphasizes the relationships within the network . This reference resource offers comprehensive coverage of the theory and research within the social sciences that has sprung from the analysis of such groupings, with accompanying definitions, measures, and research. Featuring approximately 350 signed entries, along with approximately 40 media clips, organized alphabetically and offering cross-references and suggestions for further readings, this encyclopedia opens with a

thematic Reader's Guide in the front that groups related entries by topics. A Chronology offers the reader historical perspective on the study of social networks. This two-volume reference work is a must-have resource for libraries serving researchers interested in the various fields related to social networks. "Wikipedia may be the biggest group writing project ever, but the one thing you won't find in this amazingly comprehensive encyclopedia is easy-to-follow guidance on how to contribute. This Missing Manual helps you avoid beginners' blunders and get you so Want to be part of the largest group-writing project in human history? Learn how to contribute to Wikipedia, the user-generated online reference for the 21st century. Considered more popular than eBay, Microsoft.com, and Amazon.com, Wikipedia servers respond to approximately 30,000 requests per second, or about 2.5 billion per day. It's become the first point of reference for people the world over who need a fact fast. If you want to jump on board and add to the content, Wikipedia: The Missing Manual is your first-class ticket. Wikipedia has more than 9 million entries in 250 languages, over 2 million articles in the English language alone. Each one is written and edited by an ever-changing cast of volunteer editors. You can be one of them. With the tips in this book, you'll quickly learn how to get more out of -- and put more into -- this valuable online resource. Wikipedia: The Missing Manual gives you practical advice on creating articles and collaborating with fellow editors, improving existing articles, and working with the Wikipedia community to review new articles, mediate disputes, and maintain the site. Up to the challenge? This one-of-a-kind book includes: Basic editing techniques, including the right and wrong ways to edit Pinpoint advice about which types of articles do and do not belong on Wikipedia Ways to learn from other editors and communicate with them via the site's talk pages Tricks for using templates and timesaving automated editing tools Recommended procedures for fighting spam and vandalism Guidance on adding citations, links, and images to your articles Wikipedia depends on people just like you to help the site grow and maintain the highest quality. With Wikipedia: The Missing Manual, you get all the tools you need to be part

of the crew. The European Conference on Technology-Enhanced Learning (EC-TEL 2008) was the third event of a series that started in 2006. The two first editions were organized by Pro-Learn (<http://www.prolearn-project.org/>), a European Network of Excellence. In 2008, several members of Kaleidoscope, the other European Network of Excellence (<http://www.no-kaleidoscope.org/pub/>), joined as co-chair, committee members, reviewers and authors. These two networks are no longer funded, but our aim was to turn EC-TEL into a sustainable series of high-quality events and thereby to contribute to the scientific landscape of technology-enhanced learning. A new network, named STELLAR, will be launched in 2009, with members from both existing networks as well as new members and will support the future editions of this conference. The scope of EC-TEL 2008 covered the different fields of learning technologies: education, psychology, computer science. The contributions in this volume address the - sign of innovative environments, computational models and architectures, results of empirical studies on socio-cognitive processes, field studies regarding the use of technologies in context, collaborative processes, pedagogical scenarios, reusable learning objects and emerging objects, groups and communities, learning networks, interaction analysis, metadata, personalization, collaboration scripts, learning adaptation, collaborative environments, resources, tangible tools, as well as learning management systems. Socially excluded youth with mental health problems and co-occurring difficulties (e.g. conduct disorder, family breakdown, homelessness, substance use, exploitation, educational failure) attract the involvement of multiple agencies. Poorly coordinated interventions often multiply in the face of such problems, so that a young person or family is approached by multiple workers from different agencies working towards different goals and using different treatment models; these are often overwhelming and may actually be experienced as aversive by the young person or their family. Failure to provide effective help is costly throughout life. This is the first book to describe Adaptive Mentalization-Based Integrative Treatment (AMBIT). This is an

approach to working with people - particularly young people and young adults - whose lives are often chaotic and risky, and whose problems are not limited to one domain. In addition to mental health problems, they may have problems with care arrangements, education or employment, exploitation, substance misuse, offending behaviours, and gang affiliations; if these problems are all occurring simultaneously, any progress in one area is easily undermined by harms still occurring in another. AMBIT has been designed by and for community teams from Mental Health, Social Care, Youth work, or that may be purposefully multi-disciplinary/multi-agency. It emphasises the need to strengthen integration in the complex networks that tend to gather around such clients, minimising the likelihood of an experience of care that is aversive. AMBIT uses well evidenced 'Mentalization-based' approaches, that are at their core integrative - drawing on recent advances in neuroscience, psycho-analytic, social cognitive, and systemic "treatment models". Toxicogenomics was established as a merger of toxicology with genomics approaches and methodologies more than 15 years ago, and considered of major value for studying toxic mechanisms-of-action in greater depth and for classification of toxic agents for predicting adverse human health risks. While the original focus was on technological validation of in particular microarray-based whole genome expression analysis (transcriptomics), mainly through cross-comparing different platforms for data generation (MAQC-I), it was soon appreciated that actually the wide variety of data analysis approaches represents the major source of inter-study variation. This led to early attempts towards harmonizing data analysis protocols focusing on microarray-based models for predicting toxicological and clinical endpoints and on different methods for GWAS data (MAQC-II). Simultaneously, further technological developments, geared by increasing insights into the complexity of cellular regulation, enabled analyzing molecular perturbations across multiple genomics scales (epigenomics and microRNAs, metabolomics). While these were initially still based on microarray technology, this is currently being phased out and replaced by a variety of next generation sequencing-based

methods enabling exploration of genomic responses to toxicants at even greater depth (SEQC-I). This raises the demand for reliable and robust data analysis approaches, ranging from harmonized bioinformatics concepts for preprocessing raw data to non-supervised and supervised methods for capturing and integrating the dynamic perturbations of cell function across dose and time, and thus retrieving mechanistic insights across multiple regulation scales. Traditional toxicology focused on dose-dependently determining apical endpoints of toxicity. With the advent of toxicogenomics, efforts towards better understanding underlying molecular mechanisms has led to the development of the concept of Adverse Outcome Pathways, which are basically presented as a structural network of linearly related gene-gene interactions regulating key events for inducing apical toxic endpoints of interest. Impulse challenges from exposure of biological systems to toxic agents will however induce a cascade-type of events, presenting both adverse and adaptive processes, thus requiring bioinformatics approaches and methods for complex dynamic data, generated not only across dose, but clearly also across time. Currently, time-resolved toxicogenomics data sets are increasingly being assembled in the course of large-scaled research projects, for instance devoted towards developing toxicogenomics-based predictive assays for evaluating chemical safety which are no longer animal-based. Cataloging Collaborations and Partnerships provides the reader with many examples of successful methods in which libraries have collaborated with each other to achieve common goals. Addressing a variety of cataloging and managerial challenges in national, public, academic, and international libraries and other organizations, it will be enlightening to readers who are investigating new ways of meeting their patrons' needs. The collaborative efforts described in this book fall into a number of broad categories: cooperative cataloging and authority initiatives, cataloging partnerships, merging and migrating online catalogs, development of training and documentation, and collaborative approaches to special projects. Included are four chapters that address collaborative projects in Europe, the

West Indies, the Galapagos Islands, and South Sudan. Catalogers, managers and administrators will find inspiration in these important, and in some cases, historic collaborations. They will understand how collaborations and partnerships in cataloging will help them achieve more by sharing resources and expertise, sharing the burden of new projects and initiatives, and fostering innovation and new ways of thinking. This book was published as a triple special issue of Cataloging and Classification Quarterly. In this book, Paul A. Thomas—a seasoned Wikipedia contributor who has accrued almost 60,000 edits since he started editing in 2007—breaks down the history of the free encyclopedia and explains the process of becoming an editor. An indispensable and engaging guide to using wikis in the classroom This book provides a concise yet comprehensive guide to Wikipedia for researchers and students of linguistics, discourse and communication studies, redressing the gap in research on Wikipedia in these fields and encouraging scholars to explore Wikipedia further as a platform and a medium. Drawing on Herring's situational and medium factors, as well as related developments in (critical) discourse studies, the author studies the online encyclopaedia both theoretically and empirically, examining its origins, production and consumption before turning to a discussion of its societal significance and function(s). This book will be of interest to Wikipedia scholars from a range of disciplines, as well as those with a broader interest in linguistics, discourse studies and the digital humanities.

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