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**Games and Learning Alliance** - Francesca de Rosa 2021-11-29

This book constitutes the refereed proceedings of the 10th International Conference on Games and Learning Alliance, GALA 2021, held in La Spezia, Italy, in December 2021. The 21 full papers and 10 short papers were carefully reviewed and selected from 50 submissions. The papers cover a broad spectrum of topics: Serious Games Applications; Serious Game to Improve Literacy; Technology used for Serious Games; Serious Game Usage; Serious Games Design. Chapters "Cards and Roles: Co-designing Privacy Serious Games with an Online Role-Playing Boardgame" and "An Authoring Tool to Engage Younger Audiences in the Development of Nature Preservation Games: The G4N Toolkit to Game Design " are available open access under a Creative Commons Attribution 4.0 International License via [link.springer.com](http://link.springer.com).

*Automotive Industries* - 1923

*Design for the Environment* - Dorothy Mackenzie 1991

Nyere udgave med nye casestories

**Documentación de la FAO.** - 1981

*Design and Development of Aircraft Systems* - Ian Moir 2004

Design and Development of Aircraft Systems is for people who want to understand how industry develops the customer requirement into a fully integrated, tested, and qualified product that is safe to fly and fit for purpose.

*Sustainable Retrofitting of Commercial Buildings* - Simon Burton 2014-10-03

Whilst sustainability is already an important driver in the new building sector, this book explores how those involved in refurbishment of commercial building are moving this agenda forward. It includes chapters by developers, surveyors, cost consultants, architects, building physicists and other players, on the role they each can play in enabling refurbishment to be commercially, environmentally and socially sustainable. Case studies from northern climates show real examples of different building types, ages and uses and will demonstrate what action has been taken to create more sustainable buildings. The chapters raise and discuss all the relevant issues that need to be considered in retrofitting decision making. Changing standards, planning, process management, financing, technical issues, site organisation, commissioning and subsequent building management are all considered. The book demonstrates that buildings can be made comfortable to occupy, easy to manage and low in energy demand and environmental impact.

*Practical Guide to Experimental Design* - Normand L. Frigon 1996-11-28

Over the last decade, Design of Experiments (DOE) has become established as a prime analytical and forecasting method with a vital role to play in product and process improvement. Now Practical Guide to Experimental Design lets you put this high-level statistical technique to work in your field, whether you are in the manufacturing or services sector. This accessible book equips you with all of the basic technical and managerial skills you need to develop, execute, and evaluate designed experiments effectively. You will develop a solid grounding in the statistical underpinnings of DOE, including distributions, analysis of variance, and more. You will also gain a firm grasp of full and fractional factorial techniques, the use of DOE in fault isolation and failure analysis, and the application of individual DOE methods within an integrated system. Each procedure is clearly illustrated one step at a time with the help of simplified notation and easy-to-understand spreadsheets. The book's real-world approach is reinforced throughout by case studies, examples, and exercises taken from a broad cross section of business applications. Practical Guide to Experimental Design is a valuable competitive asset for engineers, scientists, and decision-makers in many industries, as well as an important resource for researchers and advanced students. This hands-on guide offers complete, down-to-earth coverage of Design of Experiments (DOE) basics, providing you with the technical and managerial tools you need to put this powerful technique into action to help you achieve your quality improvement objectives. Using a clear, step-by-step approach, Practical Guide to Experimental Design shows you how to develop, perform, and analyze designed experiments. The book features: \* Accessible coverage of statistical concepts, including data acquisition, reporting of results, sampling and other distributions, and more \* A complete range of analytical procedures - analysis of variance, full and fractional factorial DOE, and the role of DOE in fault isolation and failure analysis \* In-depth case studies, examples, and exercises covering a range of different uses of DOE \* Broad applications across manufacturing, service, administrative, and other business sectors No matter what your field, Practical Guide to Experimental Design provides you with the "on-the-ground" assistance necessary to transform DOE theory into practice - the ideal guide for engineers, scientists, researchers, and advanced students.

*A Commodity Systems Assessment Methodology for Problem and Project Identification*  
- Jerry La Gra 1990

Education and Research for Marketing and Quality Management in Libraries / La formation et la recherche sur le marketing et la gestion de la qualité en bibliothèque / La formation et la recherche sur le marketing et la gestion de la qualité en bibliothèque - Réjean Savard 2001-01-01

The International Federation of Library Associations and Institutions (IFLA) is the leading international body representing the interests of library and information services and their users. It is the global voice of the information profession. The series IFLA Publications deals with many of the means through which libraries, information centres, and information professionals worldwide can formulate their goals, exert their influence as a group, protect their interests, and find solutions to global problems.

*Compte Rendu - Congrès Canadien Du Bâtiment L'énergie Et Les Bâtiments* - 1977

Handbook of Research on Promoting Economic and Social Development Through Serious Games - Bernardes, Oscar 2022-03-18

While gaming has become an increasingly popular leisure activity in society, the success of the videogame market has also contributed to the application of serious games in many different contexts and most importantly for learning purposes. This technological novelty is the basis for an innovative change in myriad environments such as education, commerce, marketing, healthcare, and many more. It is of great import to understand these applications in order to improve organizational development. The Handbook of Research on Promoting Economic and Social Development Through Serious Games provides reflection on the multidisciplinary applications of serious games. This book contextualizes the importance of serious games in organizational and societal improvement. Covering topics such as cultural heritage, mental health, and tourism, this book is a dynamic resource for policymakers, academicians, interdisciplinary researchers, graduate and post-graduate students, technology developers, faculty of K-12 and higher education, and government officials.

*Current Technical Service Contracts and Grants* - United States. Agency for International Development. Office of Contract Management. Support Division 1975-07

**Design for Sustainability** - Tracy Bhamra 2007

In this book, the authors answer the questions: What is sustainable product development and why is it important? What are the main drivers of sustainable product development? They explain how design can help to control human impact on the environment by not only minimising pollution, waste, energy use and use of scarce resources, but also by thinking outside the box to create systems and services that can reduce the number of products manufactured. The aim is to put sustainable development within a commercial context and introduce a new focus for design.

**SCAD Bulletin** - 1999

**LA Record** - 1997

Documentation de la FAO. - 1984

**General catalogue of publications 2001** - European Commission 2001

**Actes de la Neuvième Conférence Internationale de Recherche Opérationnelle, Hambourg, Allemagne, Juillet 20-24, 1981** - Jean-Pierre Brans 1981

**Energy Research Abstracts** - 1994

Semiannual, with semiannual and annual indexes. References to all scientific and technical literature coming from DOE, its laboratories, energy centers, and contractors. Includes all works deriving from DOE, other related government-sponsored information, and foreign nonnuclear information. Arranged under 39 categories, e.g., Biomedical sciences, basic studies; Biomedical sciences, applied studies; Health and safety; and Fusion energy. Entry gives bibliographical information and abstract. Corporate, author, subject, report number indexes.

*Design Science Research* - Aline Dresch 2014-08-19

Consolidating existing knowledge in Design Science, this book proposes a new research method to aid the exploration of design and problem solving within business, science and technology. It seeks to overcome a dichotomy that exists in the field between theory and practice to enable researches to find solutions to problems, rather than focusing on the explanation and exploration of the problems themselves. Currently, researches concentrate on to describing, exploring, explaining and predicting phenomena, and little attention is devoted to prescribing solutions. Herbert Simon proposes the need to develop a Science of the Artificial (Design Science), arguing that our reality is much more artificial than natural. However, the research conducted on the Design Science premises has so far been scattered and erratic in different fields of research, such as management, systems information and engineering. This book aims to address this issue by bringing these fields together and emphasising the need for solutions. This book provides a valuable resource to students and researchers of research methods, information systems, management and management science, and production and operations management.

**Proceedings of the V Workshop on Disruptive Information and Communication Technologies for Innovation and Digital Transformation = Actas del V Taller sobre Tecnologías de la Información y la Comunicación Disruptivas para la Innovación y la Transformación Digital** - Durán Barroso, Ramón J.

Descripción / Resumen (Español / Castellano): El taller sobre Tecnologías Disruptivas de la Información y la Comunicación para la Innovación y la Transformación Digital, organizado en el ámbito del proyecto DISRUPTIVE (disruptive.usal.es) y celebrado el 12 de septiembre de 2022 en Valladolid, tiene como objetivo debatir sobre los problemas, retos y beneficios del uso de tecnologías digitales disruptivas, a saber, Internet de las Cosas, Big data, computación en la nube, sistemas multiagente, aprendizaje automático, realidad virtual y aumentada y robótica colaborativa, para apoyar la transformación digital en curso en la sociedad. El programa del taller incluyó 6 papers técnicos aceptados, 2 charlas de invitados y una sesión de networking. Este volumen contiene 6 de las ponencias presentadas en el taller sobre Tecnologías Disruptivas de la Información y la Comunicación para la Innovación y la Transformación Digital. Este taller fue organizado por ICE (Instituto para la Competitividad Empresarial de Castilla y León), UVa (Universidad de Valladolid) y apoyado principalmente por el Fondo Europeo de Desarrollo Regional (FEDER) a través del Programa Interreg España-Portugal V-A (POCTEP) bajo la subvención 0677\_DISRUPTIVE\_2\_E (Dinamización de los Digital Innovation Hubs dentro de la región PocTep para el impulso de las TIC disruptivas y de última generación a través de la cooperación en la región transfronteriza). Descripción / Resumen (Inglés): The workshop on Disruptive Information and Communication Technologies for Innovation and Digital transformation, organized under the scope of the DISRUPTIVE project (disruptive.usal.es) and held on September 12, 2022 in

Valladolid, aims to discuss problems, challenges and benefits of using disruptive digital technologies, namely Internet of Things, Big data, cloud computing, multi-agent systems, machine learning, virtual and augmented reality, and collaborative robotics, to support the on-going digital transformation in society. The main topics included: Intelligent Manufacturing Systems; Industry 4.0 and digital transformation; Internet of Things; Cyber-security; Collaborative and intelligent robotics; Multi-Agent Systems; Industrial Cyber-Physical Systems; Virtualization and digital twins; Predictive maintenance; Virtual and augmented reality, Big Data and advanced data analytics; Edge and cloud Computing; Digital Transformation. The workshop program included 6 accepted technical papers, 2 invited talk and a networking session. This volume contains 6 of the papers presented at the Workshop on Disruptive Information and Communication Technologies for Innovation and Digital Transformation. This workshop was organized by ICE (Institute for Business Competitiveness of Castilla y León), UVa (University of Valladolid) and mainly supported by the European Regional Development Fund (ERDF) through the Interreg Spain-Portugal V-A Program (POCTEP) under grant 0677\_DISRUPTIVE\_2\_E (Intensifying the activity of Digital Innovation Hubs within the PocTep region to boost the development of disruptive and last generation ICTs through cross-border cooperation).

**Scientific and Technical Aerospace Reports** - 1994

Current Index to Journals in Education - 1996-10

**Value Proposition Design** - Alexander Osterwalder 2015-01-28

The authors of the international bestseller Business Model Generation explain how to create value propositions customers can't resist Value Proposition Design helps you tackle the core challenge of every business – creating compelling products and services customers want to buy. This highly practical book, paired with its online companion, will teach you the processes and tools you need to create products that sell. Using the same stunning visual format as the authors' global bestseller, Business Model Generation, this sequel explains how to use the "Value Proposition Canvas" to design, test, create, and manage products and services customers actually want. Value Proposition Design is for anyone who has been frustrated by new product meetings based on hunches and intuitions; it's for anyone who has watched an expensive new product launch fail in the market. The book will help you understand the patterns of great value propositions, get closer to customers, and avoid wasting time with ideas that won't work. You'll learn the simple process of designing and testing value propositions, that perfectly match customers' needs and desires. In addition the book gives you exclusive access to an online companion on Strategyzer.com. You will be able to assess your work, learn from peers, and download pdfs, checklists, and more. Value Proposition Design is an essential companion to the "Business Model Canvas" from Business Model Generation, a tool embraced globally by startups and large corporations such as MasterCard, 3M, Coca Cola, GE, Fujitsu, LEGO, Colgate-Palmolive, and many more. Value Proposition Design gives you a proven methodology for success, with value propositions that sell, embedded in profitable business models."

**Design and Development of Efficient Energy Systems** - Suman Lata Tripathi 2021-03-16

There is not a single industry which will not be transformed by machine learning and Internet of Things (IoT). IoT and machine learning have altogether changed the technological scenario by letting the user monitor and control things based on the

prediction made by machine learning algorithms. There has been substantial progress in the usage of platforms, technologies and applications that are based on these technologies. These breakthrough technologies affect not just the software perspective of the industry, but they cut across areas like smart cities, smart healthcare, smart retail, smart monitoring, control, and others. Because of these "game changers," governments, along with top companies around the world, are investing heavily in its research and development. Keeping pace with the latest trends, endless research, and new developments is paramount to innovate systems that are not only user-friendly but also speak to the growing needs and demands of society. This volume is focused on saving energy at different levels of design and automation including the concept of machine learning automation and prediction modeling. It also deals with the design and analysis for IoT-enabled systems including energy saving aspects at different level of operation. The editors and contributors also cover the fundamental concepts of IoT and machine learning, including the latest research, technological developments, and practical applications. Valuable as a learning tool for beginners in this area as well as a daily reference for engineers and scientists working in the area of IoT and machine technology, this is a must-have for any library.

**Design Theory** - Pascal Le Masson 2017-04-06

This textbook presents the core of recent advances in design theory and its implications for design methods and design organization. Providing a unified perspective on different design methods and approaches, from the most classic (systematic design) to the most advanced (C-K theory), it offers a unique and integrated presentation of traditional and contemporary theories in the field. Examining the principles of each theory, this guide utilizes numerous real life industrial applications, with clear links to engineering design, industrial design, management, economics, psychology and creativity. Containing a section of exams with detailed answers, it is useful for courses in design theory, engineering design and advanced innovation management. "Students and professors, practitioners and researchers in diverse disciplines, interested in design, will find in this book a rich and vital source for studying fundamental design methods and tools as well as the most advanced design theories that work in practice". Professor Yoram Reich, Tel Aviv University, Editor-in-Chief, Research In Engineering Design. "Twenty years of research in design theory and engineering have shown that training in creative design is indeed possible and offers remarkably operational methods - this book is indispensable for all leaders and practitioners who wish to strengthen the innovation capacity of their company." Pascal Daloz, Executive Vice President, Dassault Systèmes

*Research in Education* - 1974

*Geopolymer, Green Chemistry and Sustainable Development Solutions* - Joseph Davidovits 2005

*A Practical Handbook for Software Development* - N. D. Birrell 1985-05-16

The designer of a software system, like the architect of a building, needs to be aware of the construction techniques available and to choose the ones that are the most appropriate. This book provides the implementer of software systems with a guide to 25 different techniques for the complete development processes, from system definition through design and into production. The techniques are described against a common background of the traditional development path, its activities and deliverable items. In addition the concepts of metrics and indicators are

introduced as tools for both technical and managerial monitoring and control of progress and quality. The book is intended to widen the mental toolkit of system developers and their managers, and will also introduce students of computer science to the practical side of software development. With its wide-ranging treatment of the techniques available and the practical guidance it offers, it will prove an important and valuable work.

**ICEL 2018 13th International Conference on e-Learning** - Professor Eunice Ivala 2018-07-05

**L'Énergie Et Les Bâtiments** - National Research Council of Canada. Canadian Committee on Building Research 1977

*Fusion Energy Update* - 1979

**Children Philosophize Worldwide** - Eva Marsal 2009

Philosophizing for, with, and by children in a community of inquiry has proven to be an internationally successful learning strategy that enhances both the cognitive and emotional growth of children. Pioneering democratic programs for philosophizing with children now exist throughout the world. The work described in this book represents the latest research on theoretical concepts and applied projects within this field and brings together contributions from twenty-nine countries, representing all continents. The authors address questions on the theoretical foundation of Philosophy for Children, the application of philosophical methods, the community of inquiry, international and national didactical concepts as well as the evaluation of those concepts. A primary goal of this book is to enhance intercultural academic exchange and to encourage further research and practical work in this field.

**Development and Design of Survey Questionnaires** - Richard Platek 1985

"The main purpose of this handbook is to discuss and illustrate basic principles in the development and design of questionnaires. It is primarily intended for survey designers and managers of surveys in government statistical organizations"-Introduction, pages 7

AGARD Advisory Report - 1991

**A.I.D. Research and Development Abstracts** - 1979

Sustainable Development of Urban and Rural Areas - Ya Fang Yu 2014-01-16

Collection of selected, peer reviewed papers from the 2013 International Conference on Civil Engineering and Transportation (ICCET 2013). December 14-15, 2013, Kunming, China. Volume is indexed by Thomson Reuters CPCI-S (WoS). The 175 papers are grouped as follows: Chapter 1: Architectural Design and its Theory; Chapter 2: Building Science and Technology; Chapter 3: Traditional Construction Materials; Chapter 4: Advanced Construction Materials; Chapter 5: Renewable Energy and Building Energy Saving; Chapter 6: Urban and Rural Planning and Design; Chapter 7: Water Purification and Waste Treatment; Chapter 8: Environmental Engineering and Environmental Protection

**Resources in Education** - 1997

Architecture & Sustainable Development (vol.2) - Magali Bodart 2011-07

This book of Proceedings presents the latest thinking and research in the rapidly evolving world of architecture and sustainable development through 255 selected papers by authors coming from over 60 countries.

**World in Transition 4** - German Advisory Council On Global Change (Wbgu) 2013-09-13

At the start of the 21st century, fighting poverty and protecting the environment are two of the most urgent challenges facing the international community. Environmental changes will jeopardize people's survival to an even greater extent in the future, and will hit the poor hardest. To meet these challenges, it will be essential to breathe new life into the partnership between industrialized and developing countries. It will be equally essential to combine poverty reduction with environmental protection in an integrated policy structure spanning all levels from local to global. In this report, the German Advisory Council on Global Change (WBGU) shows that global environmental policy is a prerequisite for global poverty reduction. WBGU analyses the relevant policy processes and delivers recommendations charting the way forward. 'With its interdisciplinary approach, providing a complex and systematic analysis of the poverty-environment nexus, WBGU's latest report breaks new ground. Indira Gandhi's old, convenient maxim was 'Poverty is the biggest polluter'. Put forward at the 1972 UN Conference on the Human Environment in Stockholm, it has been sorely misused ever since to override environmental precaution and prioritize economic development strategies instead. The new WBGU report maps out a way to shape a coherent environment and development policy. This report revitalizes the Rio spirit and gives it a robust scientific base'. Prof Dr Ernst Ulrich von Weizsacker, Member of the German Bundestag (MdB)