

## Links Not Working On Interactive Adobe Community

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If you're a designer or other creative professional who needs to create digital documents that will be read on multiple devices, you will be thrilled with the powerful tools in Adobe InDesign CC. Now you just need to know what to do with them. *Digital Publishing with Adobe InDesign CC* examines not just the "How" of using the tools, but also the "When" and "Why" of choosing among the various digital format options—ePub, PDF, HTML, tablet app, and so on. Clear explanations and plenty of full-color graphics will guide you through the potentially confusing digital publishing landscape. Written by two longtime publishing experts, the book thoroughly covers the theory and best practices for creating and using buttons, hyperlinks, video, audio, forms, animations, slideshows, and iPad interactivity to enhance and enliven your digital publications. You'll learn to: Select the digital format that best fits the needs of your content and your audience Design both Reflowable and Fixed Layout ePub documents Use Liquid Layout Rules to automatically resize and reflow content to fit different-sized devices Add interactivity to create exciting PDF presentations Configure your ePub files for the best results across various reader "I'm really thrilled to see this second edition of *Digital Publishing with Adobe InDesign*. The InDesign team is always trying to push the possibilities of digital publishing whether via ePub, DPS or PDF. This book captures that excitement and helps the reader be successful in this ever-changing field." Chris Kitchener, Group Product Manager, Design Segment, Adobe Systems

This volume contains the Proceedings of the 5th International Conference on Intelligent Interactive Multimedia Systems and Services (KES-IIMSS-12). The Conference was jointly organised by Nagoya University in Japan and the KES International organisation, and held in the attractive city of Gifu. The KES-IIMSS conference series, (series chairs Prof. Maria Virvou and Prof. George Tsihrintzis), presents novel research in various areas of intelligent multimedia system relevant to the development of a new generation of interactive, user-centric devices and systems. The aim of the conference is to provide an internationally respected forum for scientific research in the technologies and applications of this new and dynamic research area.

"This book is a comprehensive reference on concepts, algorithms, theories, applications, software, and visualization of data mining, text mining, Web mining and computing/supercomputing, covering state-of-the-art of the theory and applications of mining"-- The 1999 International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services (IDMS) in Toulouse is the sixth in a series that started in 1992. The previous workshops were held in Stuttgart in 1992, Hamburg in 1994, Berlin in 1996,

Darmstadt in 1997, and Oslo in 1998. The area of interest of IDMS ranges from basic system technologies, such as networking and operating system support, to all kinds of teleservices and distributed multimedia applications. Technical solutions for telecommunications and distributed multimedia systems are merging and quality-of-service (QoS) will play a key role in both areas. However, the range from basic system technologies to distributed multimedia applications and teleservices is still very broad and we have to understand the implications of multimedia applications and their requirements for middleware and networks. We are challenged to develop new and more fitting solutions for all distributed multimedia systems and telecommunication services to meet the requirements of the future information society. Multimedia information systems is a rapidly growing area of research and development, attracting increasing interest from a variety of application fields including business, entertainment, manufacturing, education, CAD, CAE, medicine, etc. Due to the diverse nature of the information dealt with and the increased functionality (e.g., user interaction), the capabilities and system requirements of multimedia information systems dramatically exceed those of conventional databases and database management systems. This book presents an integrated approach to interactive multimedia documents. After summarizing the prerequisites and background information, the author develops an IMD model taking into account interaction and spatiotemporal composition. Based on this model, the author develops an integrated framework covering most of the steps during the life cycle of an IMD, namely data modeling, authoring, verification and querying, execution and rendering, and indexing.

With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with:

- \*InDesign Animation
- \*Buttons, forms, and other interactive elements
- \*Interactive PDFs
- \*EPUB
- \*App building with DPS
- \*The fundamentals of HTML, CSS, and GREP
- \*A treasure trove of tips and techniques that will forever transform your work with InDesign.

With the Adobe Creative Suite 6 release, Adobe has transformed InDesign into a layout program not only just for print, but also for the web and for tablet devices like the iPad. ADOBE INDESIGN CS6 INTERACTIVE: DIGITAL PUBLISHING FOR THE INTERNET AND THE IPAD is a brand new text that goes the full distance to teach readers how to use InDesign's newest interactive features. Filled with in-depth lessons that teach readers how to create real web sites with video, sound, hyperlinks, animation and complex interactivity, this text gives a hands-on lessons approach to demonstrate the process of registering a URL, purchasing hosting, and uploading files to create a web site. In addition to the web, this revolutionary book teaches readers how to create layouts for the iPad, upload to the iPad, and create unique downloadable apps. Using ADOBE INDESIGN CS6 INTERACTIVE, any designer who is proficient with InDesign can create publications for the entire interactive world to see! The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The rich programme of ICIDS 2009, comprising invited talks, technical presentations and posters, demonstrations, and co-located post-conference workshops clearly underscores the event's status as premier international meeting in the domain. It

thereby confirms the decision taken by the Constituting Committee of the conference series to take the step forward: out of the national cocoons of its precursors, ICVS and TIDSE, and towards an itinerant platform reflecting its global constituency. This move reflects the desire and the will to take on the challenge to stay on the lookout, critically reflect upon and integrate views and ideas, findings and experiences, and to promote interdisciplinary exchange, while ensuring overall coherence and maintaining a sense of direction. This is a significant enterprise: The challenges sought are multifarious and must be addressed consistently at all levels. The desire to involve all research communities and stakeholders must be matched by acknowledging the differences in established practices and by providing suitable means of guidance and introduction, exposition and direct interaction at the event itself and of lasting (and increasingly: living) documentation, of which the present proceedings are but an important part.

This work contains the state-of-the-art in Virtual Reality as applied to Medicine. Interactive technology, used in many research and development programs, can be applied to health care by involving: robotics, computer vision, simulation, artificial intelligence, image manipulation and storage, data gloves, man-machine interfaces, etc. The Health Telematics Application Program, for example, is advancing virtual reality and enabling technologies (simulation, visualization and robotics) in health care services for patients, the elderly and persons with disabilities. This book addresses the following items from the end-user's perspective: technology transfer, telerobotics, telemedicine, education and training, and virtual reality. 'the book would (...) be useful for those researching interactive technologies in health care, especially virtual reality (...). It would be also of interest to people who want to keep abreast of the latest developments in techno-medical research.' - Rod Elford, Telemedicine Centre, Memorial University St John's, Newfoundland, Canada *Journal of Telemedicine and Telecare*, volume 2, no. 3, 1996, p. 178 Covered by Current Contents, Life Sciences (ISI), volume 38, no. 34, August 1995, p. 11-13

**Writing Interactive Fiction with Twine: Play Inside a Story** If you've ever dreamed about walking through the pages of a book, fighting dragons, or exploring planets then Twine is for you. This interactive fiction program enables you to create computer games where worlds are constructed out of words and simple scripts can allow the player to pick up or drop objects, use items collected in the game to solve puzzles, or track injury in battle by reducing hit points. If you've clicked your way through *80 Days*, trekked through the underground *Zork* kingdom, or attempted to save an astronaut with *Lifeline*, you're already familiar with interactive fiction. If not, get ready to have your imagination stretched as you learn how to direct a story path. The best part about interactive fiction stories is that they are simple to make and can serve as a gateway into the world of coding for the nonprogrammer or new programmer. You'll find expert advice on everything from creating vivid characters to building settings that come alive. Ford's easy writing prompts help you get started, so you'll never face a blank screen. Her "Try It Out" exercises go way beyond the basics, helping you bring personal creativity and passion to every story you create! · Get familiar with the popular Twine scripting program · Learn how to design puzzles · Build your own role-playing game with stat systems · Maintain an inventory of objects · Learn game design and writing basics ·

Change the look of your story using CSS and HTML · Discover where you can upload your finished games and find players

An increasing recognition of the role of the human-system interface is leading to new extensions and styles of specification. Techniques are being developed that facilitate the expression of user-oriented requirements and the refinement and checking of specifications of interactive systems. This book reflects the state of the art in this important area and also contains a summary of working group discussions about how the various techniques represented might be applied to a common case study.

Multimedia Interactive Protocols and Systems (MIPS) is the brand new name of a workshop that has been successfully held for the first time in 2002 in Coimbra, as the first joint edition of two well established series of workshops: Interactive Distributed Multimedia Systems (IDMS) and Protocols for Multimedia Systems (PROMS). The area covered by Multimedia Interactive Protocols and Systems is indeed broad, since it includes technical and practical issues related to distributed multimedia technologies, applications and services, with emphasis on their deployment over next generation networks. The topics set for MIPS 2003 were: mobile and wireless multimedia systems; multimedia middleware and communication protocols; Quality of Service issues; resource management for multimedia services; active and programmable networking for multimedia applications; mobile agents for multimedia; multimedia distribution and transport; traffic engineering and service engineering; ubiquitous computing; networked audio-video devices; development tools for distributed multimedia applications; multimedia applications such as video-on-demand, digital video libraries, video games, virtual community, teleworking, teleteaching, e-commerce, virtual reality simulations; performance of protocols and applications; content management; service access; security, authentication, privacy, watermarking; accounting and tariff policing for multimedia teleservices; multimedia encoding and compression. The Call for Papers attracted more than 130 submissions from Europe, Asia and the Americas, covering most of the proposed topics. With the help of a very dedicated Program Committee and of a number of associate reviewers, submissions were carefully evaluated, with an average of three reviewers for each paper.

These Proceedings report the scientific results of an International Workshop on Methodology and Software for Interactive Decision Support organized jointly by the System and Decision Sciences Program of the International Institute for Applied Systems Analysis (nASA, located in Laxenburg, Austria) and The National Committee for Applied Systems Analysis and Management in Bulgaria. Several other Bulgarian institutions sponsored the Workshop - The Committee for Science to the Council of Ministers, The State Committee for Research and Technology and The Bulgarian Industrial Association. The workshop was held in Albena, on the Black Sea coast. More than 80 scientists from 15 countries attended the workshop; 50 lectures were presented and 17 computer demonstration sessions took place. This Workshop is one of a series of meetings organized by nASA with the collaboration of scientific institutions from the National Member Organization countries. The previous meetings took place in Austria (1983), Hungary (1984) and the German Democratic Republic (1985). All proceedings of these meetings have been published by Springer Verlag in the series Lecture Notes in Economics and Mathematical Systems.

Interactive Dramaturgies New Approaches in Multimedia Content and Design Springer

This book aims at exploring and illustrating the different ways in which hypermedia systems and tools are designed according to those aspects. The design and visualization schemes included in any system will be related to the variety of social and technical complexities confronted by researchers in social, communication, humanities, art and design.

Using numerous illustrations and case studies, the author maps out the creative process involved in producing interactive media, such as CD-ROM productions and network applications. Looking at concrete outstanding examples, various contributions by international multimedia authors, designers, and artists shed light on the role and function of interactive media in the context of exhibitions, museums, cultural learning, entertainment, film, and television. The publication explores methods and strategies of interactive dramaturgy that go beyond interactive storytelling. The emphasis is on new modes of dramaturgy, where the user is actively involved, cooperation among users is supported, and repeated visits are motivated.

INTERACTIVE MEDIA DESIGN AND DEVELOPMENT WITH ADOBE CS6 is a must-have learning resource for today's generation of digital content creators! Its hands-on approach to interactive media design, development, and process implementation puts you in charge of an actual interactive media project from start to finish, following a one-person workflow to create rich digital content with the latest principles and processes. Chapter readings support your effort with coverage on text, visuals, animation, audio, and video. Expanded learning opportunities throughout the book include How We Did It examples, It's Your Turn exercises, and More to Explore feature sections. If you are familiar with Adobe content creation tools and programs (Photoshop, Dreamweaver, Illustrator, Flash, Audition, and Premiere) and want to master the complete interactive project, INTERACTIVE MEDIA DESIGN AND DEVELOPMENT WITH ADOBE CS6 is the right book for you. The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. This book constitutes the proceedings of the 5th International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2013. The 23 full papers presented were carefully selected from numerous submissions. The conference aims at enhancing the understanding of recent and anticipated advances in interactive technologies, and their applications to entertainment, education, culture, and the arts. The papers are grouped in topical sections on linked media, gaming technologies, and technologies for live entertainment. The book is concerned with narrative in digital media that changes according to user input—Interactive Digital Narrative (IDN). It provides a broad overview of current issues and future directions in this multi-disciplinary field that includes humanities-based and computational perspectives. It assembles the voices of leading researchers and practitioners like Janet Murray, Marie-Laure Ryan, Scott Rettberg and Martin Rieser. In three sections, it covers history, theoretical perspectives and varieties of practice including narrative game design, with a special focus on changes in the power relationship between audience and author enabled by interactivity. After discussing the historical development of diverse forms, the book presents theoretical standpoints including a semiotic perspective, a proposal for a specific theoretical framework and an inquiry into the role of artificial intelligence. Finally, it analyses varieties of current practice from digital poetry to location-based applications, artistic experiments and expanded remakes of older narrative game titles.

"This book introduces a new professional in the context of the information science, technology, and management called an 'heuristic assessor of qualitative communicability in interactive systems'"--Provided by publisher.

This book constitutes the refereed post-proceedings of the 12th International Workshop on Design, Specification, and Verification of Interactive Systems, DSV-IS 2005. The 20 revised full papers, 1 keynote paper, and 4 summaries of group discussions are organized in topical sections on teams and groups, sketches and templates, away from the desktop, migration and mobility, analysis tools, model-based design processes and tools, and group discussions. It has taken a long time to make this book. Many initial drafts of the chapters published in this book were presented in November 2000 during a two-day conference on Interactive governance: towards a post-parliamentary democracy held in Enschede (The Netherlands). The Netherlands Institute of Governance (NIG) sponsored the . conference. After this conference the organisers discussed the possibility of making a book on the basis of papers presented at this event. In the end it was agreed that such a publication would indeed be worthwhile provided the initial papers were fundamentally revised. Moreover it was agreed that also supplementary chapters should be included, in order to strengthen the international comparative perspective. On this basis authors of the conference papers chapters and envisioned new chapters were invited to (re)submit drafts. The completion of the book, however, was unexpectedly halted by the tragic sudden death of our co-editor and dear friend Oscar van Heffen. In his lifetime he was the driving force behind this project. Without his efforts, insightful comments and helpful suggestions this book, in its present form, would never have been published. As such we dedicate this volume to his memory, the completion of the book being an honorary debt to our friend and his wife Mirjan.

Build Dynamic Websites with PHP and MySQL—and Extend Those Sites with Web Services PHP and MySQL are great tools for building database-driven websites. There's nothing new about that. What is new is the environment in which your site operates—a world rich (and growing richer) in web services that can add value and functionality in many different ways. Creating Interactive Web Sites with PHP and Web Services walks you through every step of a major web project—a content-management system—teaching you both the basic techniques and little-known tricks you need to build successful web sites. And you can use those skills to develop dynamic applications that will meet your special requirements. Here's some of what you'll find covered inside: Adding, deleting, and displaying data with a custom content-management system Building a template system with PHP Interacting with web services using PHP and MySQL Creating and managing a user system and a shopping cart Processing credit card payments using merchant accounts and third-party payment solutions Tracking site statistics using PHP and MySQL Enhancing your site with third-party scripts Tons of examples, complete with explanations and supported by online source code, will speed your progress, whether you're a true beginner or already have PHP experience. This book is platform-agnostic, so it doesn't matter if you're deploying your site on Linux or Windows. You also get PHP and MySQL references, so you can quickly resolve questions about syntax and similar issues.

This book constitutes the proceedings of the 5th International Conference on Interactive Collaborative Robotics, ICR 2020, held in St. Petersburg, Russia, in October 2020. The 31 papers presented were carefully reviewed and selected from 62 submissions. Challenges of human-robot interaction, robot control and behavior in social robotics and collaborative robotics, as well as applied robotic and cyber-physical systems are mainly discussed in the papers.

This book constitutes the refereed proceedings of the 4th International Conference on Interactive Digital Storytelling, ICIDS 2011, held in Vancouver, Canada, in November/December 2011. The 17 full papers, 14 short papers and 16 poster papers were carefully reviewed and selected from 72 paper and poster submissions. In addition, the volume includes 6 workshops descriptions. The full and short papers have been organized into the following topical sections: interactive storytelling theory, new authoring modes, virtual

characters and agents, story generation and drama management, narratives in digital games, evaluation and user experience reports, tools for interactive storytelling.

Adaptive Multimodal Interactive Systems introduces a general framework for adapting multimodal interactive systems and comprises a detailed discussion of each of the steps required for adaptation. This book also investigates how interactive systems may be improved in terms of usability and user friendliness while describing the exhaustive user tests employed to evaluate the presented approaches. After introducing general theory, a generic approach for user modeling in interactive systems is presented, ranging from an observation of basic events to a description of higher-level user behavior. Adaptations are presented as a set of patterns similar to those known from software or usability engineering. These patterns describe recurring problems and present proven solutions. The authors include a discussion on when and how to employ patterns and provide guidance to the system designer who wants to add adaptivity to interactive systems. In addition to these patterns, the book introduces an adaptation framework, which exhibits an abstraction layer using Semantic Web technology. Adaptations are implemented on top of this abstraction layer by creating a semantic representation of the adaptation patterns. The patterns cover both graphical interfaces as well as speech-based and multimodal interactive systems.

This book was written for students and practitioners of engineering and social sciences, including computer, information, communication, library, business, management, and cognitive science. The topic is the relationship between people and interactive media. The book describes individuals, groups, and organizations. An understanding of people is critical to an understanding of the technology which can help people. This book was written with the help of a special computer system for authoring called the Many Using and Creating Hypertext (MUCH) system. Students and researchers from the University of Liverpool contributed to the book through the MUCH system. Classes at the University of Liverpool, both undergraduate classes and master's degree classes, have used various drafts of this book as required reading. The book has been available to the students online via the MUCH system, and the students have provided helpful feedback for the contents of the book. The author is particularly grateful for the contributions of Antonios Michailidis and Alex Birchall. Antonios's influence is most prominent in the chapters on groups, and Alex's, in the latter chapters on organizations. Claude Ghaoui coordinated the book authoring and production team, and Anthony Deakin provided finishing touches.

This well-written and engaging volume, intended for undergraduates, introduces knot theory, an area of growing interest in contemporary mathematics. The hands-on approach features many exercises to be completed by readers. Prerequisites are only a basic familiarity with linear algebra and a willingness to explore the subject in a hands-on manner. The opening chapter offers activities that explore the world of knots and links — including games with knots — and invites the reader to generate their own questions in knot theory. Subsequent chapters guide the reader to discover the formal definition of a knot, families of knots and links, and various knot notations. Additional topics include combinatorial knot invariants, knot polynomials, unknotting operations, and virtual knots.

Content Description #Includes bibliographical references and index.

While there have been dramatic increases in the use of digital technologies for information storage, processing and delivery over the last twenty years, the affordances of paper have ensured its retention as a key information medium. In this book we review a wide variety of projects and technological developments for bridging the paper-digital divide. We present our information-centric approach for a tight integration of paper and digital information that is based on a general cross-media information platform. Different innovative augmented paper applications that have been developed based on our interactive paper platform and Anoto Digital Pen and Paper technology are introduced. For example, these applications include a

mobile interactive paper-based tourist information system (EdFest) and a paper-digital presentation tool (PaperPoint). Challenges and solutions for new forms of interactive paper and cross-media publishing are discussed. The book is targeted at developers and researchers in information systems, hypermedia and human computer interaction, professionals from the printing and publishing industry as well as readers with a general interest in the future of paper.

Integrate interactive whiteboard technology into your instruction and engage your students with fun activities that are designed using Promethean ActivInspire software and perfect for touch-screen technology! Designed to support existing content-area lessons with standards-based, interactive activities, this resource is teacher-friendly, based on research, and easy to use. The 128-page book includes 30 easy-to-follow activities and a ZIP file with templates and examples. This resource is correlated to the Common Core State Standards, is aligned to the interdisciplinary themes from the Partnership for 21st Century Skills, and supports core concepts of STEM instruction. 128pp.

Describes how to evaluate interactive learning systems, both in their initial development and later in regard to effectiveness and efficiency. These include web-based systems, computer-aided learning, etc.

Would you like to join the HEROES of the Special Forces? Would you like to be an ELITE WARRIOR, but don't know which branch of the service you should join? This is a quick and fun and informative INTERACTIVE book where you can CHOOSE your own ending - the right special forces for YOU. Get your results fast! Scroll up and grab a copy today P.S. Although this book is optimized for full color tablets with touch screens like the Kindle FIRE HD and iPads, it works equally well with older Kindles.

In the era of technological ubiquity and online interaction, the importance of proper computer training cannot be understated. Following established standards and practices boosts the value of communication in digital environments for all users. The Handbook of Research on Interactive Information Quality in Expanding Social Network Communications examines the strategic elements involved in ICT training within the context of online networks. Combining scientific, theoretical, and practical perspectives on the importance of communicability in such networks, this book is an essential reference source for researchers, students, teachers, designers, ICT specialists, engineers, and computer programmers interested in social networking technologies.

Offers information, tips, and advice for librarians about RSS feeds, Wikis, blogs, and podcasts.

This book is a groundbreaking resource that covers both algorithms and technologies of interactive videos. It presents recent research and application work for building and browsing interactive digital videos. The book deals mainly with low-level semi-automatic and full-automatic processing of the video content for intelligent human computer interaction. There is a special focus on eye tracking methods.

This book is the formal proceedings of the Eurographics Workshop on Design, Specification and Verification of Interactive Systems, DSV-IS'99, which was held at the University of Minho, Braga, Portugal from June 2 to June 4, 1999. The previous events of this series were held at Pisa, Toulouse, Namur, Granada, and Abingdon; the theme this year was "Engaging the Mind by Enriching the Senses", emphasising the importance of the interface in making interaction both effective and enjoyable. Presentations and discussions covered topics that included

specification methods and their use in design, model-based tool support, task and dialogue models, distributed col laboration, and models for VR input. As in previous years, there was a strong emphasis on formal representations and modelling techniques, and their use in understanding in teraction and informing the design of artefacts. However, the aim of the workshop is to encourage an exchange of views within a broad community, and other approaches, in particular tool support for model-based design, were also represented. This book includes the papers of the two invited speakers (one as an abstract only), the fourteen full papers accepted for publication, two shorter position papers, and the reports from the working group discussions. The format of the workshop aimed to mix formal paper presentations with informal discussion sessions, with the two invited talks setting the tone for the meeting.

This book is a printed edition of the Special Issue "Scalable Interactive Visualization" that was published in Informatics

This book constitutes the refereed proceedings of the Third International Conference on Interactive Digital Storytelling, ICIDS 2010, held in Edinburgh, UK, in November 2010. The book includes 3 keynotes, 25 full and short papers, 11 posters, 4 demonstration papers, 6 workshop papers, and 1 tutorial. The full and short papers have been organized into the following topical sections: characters and decision making; story evaluation and analysis; story generation; arts and humanities; narrative theories and modelling; systems; and applications.

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