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Digital Electronics: A Primer - Introductory Logic Circuit Design Digital Electronics Electronics Primer Electronics Laboratory Primer A Primer of Electronics Love and Electronic Affection Intuitive IC Electronics Image Processing And Analysis: A Primer A Primer for Financial Engineering Telecommunications Primer Make: Electronics Make: Electronics Atmospheric Monitoring with Arduino Primer of Electronics and Radiant Energy ... Second Edition Programming: A Primer Basic Electronics Engineering A Primer on Electronic Security for Schools, Universities, & Institutions Second Edition Make: Electronics Primer of Electronics and Radiant Energy A Primer of Electronics Foundations of Analog and Digital Electronic Circuits An Elementary Approach To Design And Analysis Of Algorithms Electrical Circuits: A Primer Electronics Program LED Lighting Consumer Electronics Dealership Small Business Primer E-HRM Practical Electronics for Inventors 2/E DIGITAL LOGIC DESIGN A Type Primer Programming Microcontrollers with Python Visual Space Perception A Primer of Real Analytic Functions Fundamentals of Electric Machines: A Primer with MATLAB Global Electronic Commerce Electronics Engineering Plastic Coatings for Electronics Extreme Fundamentals of Technology: A Primer of Computers, Electronics, and Engineering Technology The CBI Environmental Management Handbook The Arduino Inventor's Guide

Discover the lessons that can help explode your business growth! In clear, easy-to-grasp language, the author covers many of the topics that you will need to know to increase your profits and transform your

business venture. Here are some of the questions that this book aims to answer... * How to gain the unfair advantage? * How to tackle any problem that occurs in my business? * How mentality directly influences outcomes? * What's holding the business back? * How to experience explosive growth in the business? * How to take control over time? * What are two real roles of the business? * What's holding back every business owner? * How to enjoy the process? * What's better than a business plan? * How to best utilize people and resources? * How to easily influence potential clients? Makers around the globe are building low-cost devices to monitor the environment, and with this hands-on guide, so can you. Through succinct tutorials, illustrations, and clear step-by-step instructions, you'll learn how to create gadgets for examining the quality of our atmosphere, using Arduino and several inexpensive sensors. Detect harmful gases, dust particles such as smoke and smog, and upper atmospheric haze—substances and conditions that are often invisible to your senses. You'll also discover how to use the scientific method to help you learn even more from your atmospheric tests. Get up to speed on Arduino with a quick electronics primer Build a tropospheric gas sensor to detect carbon monoxide, LPG, butane, methane, benzene, and many other gases Create an LED Photometer to measure how much of the sun's blue, green, and red light waves are penetrating the atmosphere Build an LED sensitivity detector—and discover which light wavelengths each LED in your Photometer is receptive to Learn how measuring light wavelengths lets you determine the amount of water vapor, ozone, and other substances in the atmosphere Upload your data to Cosm and share

it with others via the Internet "The future will rely on citizen scientists collecting and analyzing their own data. The easy and fun gadgets in this book show everyone from Arduino beginners to experienced Makers how best to do that." --Chris Anderson, Editor in Chief of Wired magazine, author of Makers: The New Industrial Revolution (Crown Business) This textbook guides readers through their first steps into the challenging world of mimicking human vision with computational tools and techniques pertaining to the field of image processing and analysis. While today's theoretical and applied processing and analysis of images meet with challenging and complex problems, this primer is confined to a much simpler, albeit critical, collection of image-to-image transformations, including image normalisation, enhancement, and filtering. It serves as an introduction to beginners, a refresher for undergraduate and graduate students, as well as engineers and computer scientists confronted with a problem to solve in computer vision. The book covers basic image processing/computer vision pipeline techniques, which are widely used in today's computer vision, computer graphics, and image processing, giving the readers enough knowledge to successfully tackle a wide range of applied problems. Electronics Primer: The Products, The Markets, The Players (Electronics Primer) is a new handbook that provides a comprehensive overview of the electronics components that form the building blocks of the global electronics industry. The book is authored by a collaborative student team from Texas A&M University and edited by Texas A&M faculty member M. Laura Kane-Sellers who also holds the office of Education Foundation Director of the NEDA. As an educator and electronics industry executive, I was dismayed to find that there was no quick reference tool on the market that provided a comprehensive and unbiased overview of the many component products that make up the electronics industry shared Kane-Sellers Having challenged my students to research the various product groups, we soon found that their combined efforts could fill a much needed gap in the libraries of students, educators, engineers and electronics industry executives alike. We took the idea to the executive board at NEDA who recognized the value and invested the support for

the creation of this much needed tool. Publication of Electronics Primer was underwritten by a grant from the NEDA Education Foundation, which is affiliated with the National Electronic Distributors Association (NEDA). Readers are saying: This is a book that every distributor sales person should have a copy of. Electronics Primer has the pertinent information that distributors, manufactures, and their customers need to have on hand. This may well become a bible for our industry." Robin Gray Executive Vice President of the NEDA The Electronics Primer is an incredibly comprehensive yet easy to understand introductory guide to the basics of electronics. This valuable tool is a must read for every new inside and outside sales person. It provides an excellent overview of the vast majority of passive and active electronic components. I would recommend this book to anyone entering the electronics industry! Skip Streber, Vice President, Global Semiconductor Supplier Marketing at Arrow Electronics. I've been in this industry now for over 30 years and have yet to see a practical guide to all of the different technologies in the industry as comprehensive and easy to understand as the Electronic Primer. This book should be the core for training any person joining the electronic industry. I recommend it highly! Craig Conrad, Sr. Vice President and Chief Marketing Officer and Strategic Planning Officer for TTI. Electronics Primer is available exclusively for purchase through the National Electronics Distributor Association at www.NEDAssoc.org. Orders placed through this site will be processed by NEDA. A 7% sales tax will apply to deliveries in Georgia. Features and Benefits: A Comprehensive Industry Overview: Electronics Primer is a comprehensive non-technical guide to the electronics industry. It offers product descriptions, features and benefits and the life cycle of a wide variety of components: semiconductors, active discrete and passive electromechanical interconnects. The Primer also provides company names, websites, revenue, and market share information. Semiconductor Components Analog Connectivity* Data Converters* WiFi* Sensors and Encoders * Blue Tooth* Interface* Fiber Optics* Power Management* Radio Frequency * Signal Conditioning* Microwave Logic * Wireless* Field Programmable Optoelectronics* Discrete Logic

IC Processors Memory* Microcontrollers* Volatile* Microprocessors* Nonvolatile* Digital Signal Processors Active Discrete Components* Diodes and Thyristors* Transistors Passive Electromechanical Interconnect Components* Switches* Relays and Circuit Breakers* Cooling Equipment* Potentiometers and Trimmers* Filters* Resistors* Capacitors* Power Supply* Connectors

The Products Defines all products in the specific product group in a non-technical, simplified way. Also, this section answers questions such as how customers use the product and what problems the product solves. Includes the primary features the customer uses to make selections about the specific product type stated in terms of the user benefits and answers the question so what? Life Cycle Stages of a life cycle are explained in each product area and product families are positioned on a life cycle curve. The Market Identify key Manufacturers, Distributors, and Suppliers Worldwide and Regional Total Available Market (TAM) Distributor Total Available Market (DTAM) and Market Segmentation. Market Trends Historical 1998, 2000, 2002, 2004 o Projected 2005, 2007, 2010 End equipment applications for each product group The Players Which manufacturers drive the top 80% of the revenue for these products o Company Names o Company Websites o Authorized Distributors o Revenue in \$Millions o % Market Share

Make: Electronics explores the properties and applications of discrete components that are the fundamental building blocks of circuit design. Understanding resistors, capacitors, transistors, inductors, diodes, and integrated circuit chips is essential even when using microcontrollers. Make: Electronics teaches the fundamentals and also provides advice on the tools and supplies that are necessary. Component kits are available, specifically developed for the third edition. THE BOOK THAT MAKES ELECTRONICS MAKE SENSE This intuitive, applications-driven guide to electronics for hobbyists, engineers, and students doesn't overload readers with technical detail. Instead, it tells you-and shows you-what basic and advanced electronics parts and components do, and how they work. Chock-full of illustrations, Practical Electronics for Inventors offers over 750 hand-drawn images that provide clear, detailed instructions that can help turn theoretical ideas into real-life inventions and gadgets.

CRYSTAL CLEAR AND COMPREHENSIVE Covering the entire field of electronics, from basics through analog and digital, AC and DC, integrated circuits (ICs), semiconductors, stepper motors and servos, LCD displays, and various input/output devices, this guide even includes a full chapter on the latest microcontrollers. A favorite memory-jogger for working electronics engineers, Practical Electronics for Inventors is also the ideal manual for those just getting started in circuit design. If you want to succeed in turning your ideas into workable electronic gadgets and inventions, is THE book. Starting with a light review of electronics history, physics, and math, the book provides an easy-to-understand overview of all major electronic elements, including: Basic passive components o Resistors, capacitors, inductors, transformers o Discrete passive circuits o Current-limiting networks, voltage dividers, filter circuits, attenuators o Discrete active devices o Diodes, transistors, thyristors o Microcontrollers o Rectifiers, amplifiers, modulators, mixers, voltage regulators

ENTHUSIASTIC READERS HELPED US MAKE THIS BOOK EVEN BETTER This revised, improved, and completely updated second edition reflects suggestions offered by the loyal hobbyists and inventors who made the first edition a bestseller. Reader-suggested improvements in this guide include: Thoroughly expanded and improved theory chapter New sections covering test equipment, optoelectronics, microcontroller circuits, and more New and revised drawings Answered problems throughout the book Practical Electronics for Inventors takes you through reading schematics, building and testing prototypes, purchasing electronic components, and safe work practices. You'll find all this in a guide that's destined to get your creative-and inventive-juices flowing. This book is designed to meet the needs of students following curricula at various universities. It is intended not only for engineering students, but can also be used by polytechnic and science students. The book has been broadly divided into six major areas. It is well equipped to meet the basic concepts for network and devices lab, basic devices lab, solid-state electronics (with design), integrated circuits lab, digital electronics (with design) lab, and basic communication Circuits lab. Through this book is designed for

electronics and communication students, it also caters to other students such as those belonging to computer engineering, instrumentation and control engineering, information technology, biomedical engineering, chemical engineering, mechanical engineering and marine engineering. "This is teaching at its best!" --Hans Camenzind, inventor of the 555 timer (the world's most successful integrated circuit), and author of *Much Ado About Almost Nothing: Man's Encounter with the Electron* (Booklocker.com) "A fabulous book: well written, well paced, fun, and informative. I also love the sense of humor. It's very good at disarming the fear. And it's gorgeous. I'll be recommending this book highly." --Tom Igoe, author of *Physical Computing and Making Things Talk Want to learn the fundamentals of electronics in a fun, hands-on way? With Make: Electronics*, you'll start working on real projects as soon as you crack open the book. Explore all of the key components and essential principles through a series of fascinating experiments. You'll build the circuits first, then learn the theory behind them! Build working devices, from simple to complex You'll start with the basics and then move on to more complicated projects. Go from switching circuits to integrated circuits, and from simple alarms to programmable microcontrollers. Step-by-step instructions and more than 500 full-color photographs and illustrations will help you use -- and understand -- electronics concepts and techniques. Discover by breaking things: experiment with components and learn from failure Set up a tricked-out project space: make a work area at home, equipped with the tools and parts you'll need Learn about key electronic components and their functions within a circuit Create an intrusion alarm, holiday lights, wearable electronic jewelry, audio processors, a reflex tester, and a combination lock Build an autonomous robot cart that can sense its environment and avoid obstacles Get clear, easy-to-understand explanations of what you're doing and why The subject of real analytic functions is one of the oldest in mathematical analysis. Today it is encountered early in one's mathematical training: the first taste usually comes in calculus. While most working mathematicians use real analytic functions from time to time in their work, the vast lore of real analytic functions remains obscure and buried

in the literature. It is remarkable that the most accessible treatment of Puiseux's theorem is in Lefschetz's quite old *Algebraic Geometry*, that the clearest discussion of resolution of singularities for real analytic manifolds is in a book review by Michael Atiyah, that there is no comprehensive discussion in print of the embedding problem for real analytic manifolds. We have had occasion in our collaborative research to become acquainted with both the history and the scope of the theory of real analytic functions. It seems both appropriate and timely for us to gather together this information in a single volume. The material presented here is of three kinds. The elementary topics, covered in Chapter 1, are presented in great detail. Even results like a real analytic inverse function theorem are difficult to find in the literature, and we take pains here to present such topics carefully. Topics of middling difficulty, such as separate real analyticity, Puiseux series, the FBI transform, and related ideas (Chapters 2-4), are covered thoroughly but rather more briskly. An electric machine is a device that converts mechanical energy into electrical energy or vice versa. It can take the form of an electric generator, electric motor, or transformer. Electric generators produce virtually all electric power we use all over the world. Electric machine blends the three major areas of electrical engineering: power, control and power electronics. This book presents the relation of power quantities for the machine as the current, voltage power flow, power losses, and efficiency. This book will provide a good understanding of the behavior and its drive, beginning with the study of salient features of electrical dc and ac machines. This book is primarily designed to serve as a textbook for undergraduate students of electrical, electronics, and computer engineering, but can also be used for primer courses across other disciplines of engineering and related sciences. The book covers all the basic aspects of electronics engineering, from electronic materials to devices, and then to basic electronic circuits. The book can be used for freshman (first year) and sophomore (second year) courses in undergraduate engineering. It can also be used as a supplement or primer for more advanced courses in electronic circuit design. The book uses a simple narrative style, thus simplifying both

classroom use and self study. Numerical values of dimensions of the devices, as well as of data in figures and graphs have been provided to give a real world feel to the device parameters. It includes a large number of numerical problems and solved examples, to enable students to practice. A laboratory manual is included as a supplement with the textbook material for practicals related to the coursework. The contents of this book will be useful also for students and enthusiasts interested in learning about basic electronics without the benefit of formal coursework. 'The book under review is an interesting elaboration that fills the gaps in libraries for concisely written and student-friendly books about essentials in computer science ... I recommend this book for anyone who would like to study algorithms, learn a lot about computer science or simply would like to deepen their knowledge ... The book is written in very simple English and can be understood even by those with limited knowledge of the English language. It should be emphasized that, despite the fact that the book consists of many examples, mathematical formulas and theorems, it is very hard to find any mistakes, errors or typos.'

MATHIn computer science, an algorithm is an unambiguous specification of how to solve a class of problems. Algorithms can perform calculation, data processing and automated reasoning tasks. As an effective method, an algorithm can be expressed within a finite amount of space and time and in a well-defined formal language for calculating a function. Starting from an initial state and initial input (perhaps empty), the instructions describe a computation that, when executed, proceeds through a finite number of well-defined successive states, eventually producing 'output' and terminating at a final ending state. The transition from one state to the next is not necessarily deterministic; some algorithms, known as randomized algorithms, incorporate random input. This book introduces a set of concepts in solving problems computationally such as Growth of Functions; Backtracking; Divide and Conquer; Greedy Algorithms; Dynamic Programming; Elementary Graph Algorithms; Minimal Spanning Tree; Single-Source Shortest Paths; All Pairs Shortest Paths; Flow Networks; Polynomial Multiplication, to ways of solving NP-Complete Problems, supported with comprehensive, and

detailed problems and solutions, making it an ideal resource to those studying computer science, computer engineering and information technology. This new resource provides a comprehensive and concise introduction of the underpinnings and fundamentals of electrical circuits. Models, the limitations of models, and examples are clearly explained. The book examines circuits with static sources and explains how to reduce any circuit to a system of linear equations. Moreover, the book presents dynamic sources that exhibit transient phenomena that require the solution of linear differential equations. MATLAB code is used throughout the book to help solve key problems and assist engineers in the field. Additionally, this hands-on volume explores circuits with sinusoidal sources also known as the AC paradigm. The book provides another key mathematical tool known as a phasor which are mathematical objects based on complex number theory. The book emphasizes solutions for computing power, interpreting power and energy, and compensating electrical systems if the power factor is too low. Professionals are offered design guidance throughout the book with many real-world examples. This practical introduction explains exactly how digital circuits are designed, from the basic circuit to the advanced system. It covers combinational logic circuits, which collect logic signals, to sequential logic circuits, which embody time and memory to progress through sequences of states. The primer also highlights digital arithmetic and the integrated circuits that implement the logic functions. Based on the author's extensive experience in teaching digital electronics to undergraduates, the book translates theory directly into practice and presents the essential information in a compact, digestible style. Worked problems and examples are accompanied by abbreviated solutions, with demonstrations to ensure that the design material and the circuits' operation are fully understood. This is essential reading for any electronic or electrical engineering student new to digital electronics and requiring a succinct yet comprehensive introduction. Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary world of digital systems. It will

introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of "abstraction," the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems.

- +Balances circuits theory with practical digital electronics applications.
- +Illustrates concepts with real devices.
- +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach.
- +Written by two educators well known for their innovative teaching and research and their collaboration with industry.
- +Focuses on contemporary MOS technology.

Have you ever wanted to learn how to program but never found quite the right book to get you started? Programming: A Primer gets you going straight away with the fundamentals of what programming is, basic programming with Python and the fundamental aspects of practical web development. In this book, you'll learn about: What programming is and how it can benefit you. Variables and operations as the building blocks of a program. If statements, For loops and Methods in Python. Classes, Objects and Inheritance in Python. Web development using HTML, CSS, JavaScript, PHP and SQL. A basic introduction to some of the most important algorithms in programming. The programming languages and frameworks that are available to developers. The future of technology and opportunities for developers and entrepreneurs. Where you can take programming further to learn and create more amazing applications. Programming: A Primer offers an easy way into coding for anyone with an interest in using technology to solve problems, whether a school or new undergraduate computer science student or a working professional. It gives everyone, regardless of background, the ideal foundations and motivation needed to get to grips with programming. A companion website can be found here: <http://www.codingforbeginners.co.uk/>. This book is primarily

designed to serve as a textbook for undergraduate students of electrical, electronics, and computer engineering, but can also be used for primer courses across other disciplines of engineering and related sciences. The first edition of this book was published in 2015. The book has been completely revised and a chapter on PSPICE has also been included. The book covers all the fundamental aspects of electronics engineering, from electronic materials to devices, and then to basic electronic circuits. The topics covered are the basics of electronics, semiconductor diodes, bipolar junction transistors, field-effect transistors, operational amplifiers, switching theory and logic design, electronic instruments, and Pspice. The book is written in a simple narrative style that makes it easy to understand for the first year students. It includes a lot of illustrative diagrams and examples, to enable students to practice. Each chapter contains a summary followed by questions asked during the University examinations to enable students to practice before the final examination. The contents of this book will be useful also for students and enthusiasts interested in learning about basic electronics without the benefit of formal coursework. e-HRM is one of the first textbooks on the impact of technology on the delivery of HR services. It includes perspectives from leading scholars and practitioners from across the world, and comes with a companion website to support learning. "A hands-on primer for the new electronics enthusiast"--Cover. With this practical guide, you will go behind the scenes to see how and why manufacturers are now designing LED devices to light everything from homes and offices to streets and warehouses. You will be shown the working parts of a simple LED bulb and explains the challenges electronics companies face as they push LED lighting into the mainstream -- A guide to all aspects of environmental management for businesses. The volume offers information on state-of-the-art techniques, trends and developments taking a user's perspective, capturing key viewpoints and drawing together best practice through the use of case studies. These display the practical implications of the topics under discussion and are set out to enable users to relate their information to their own experience. For the first time microcontrollers are powerful enough to be programmed in Python. The landscape of

embedded systems development is changing, microcontrollers are becoming more powerful, and the rise of the internet of things is leading more developers to get into hardware. This book provides the solid foundation to start your journey of embedded systems development and microcontroller programming with Python. You'll quickly realize the value of using Python. The theme of the book is simplicity and the cleanness and elegance of Python makes that possible. Featuring a step-by-step approach, this single source guide balances complexity and clarity with insightful explanations that you'll easily grasp. Python is quickly becoming the language of choice for applications such as machine learning and computer vision on embedded devices. What would previously be daunting and exceedingly difficult to do in C or C++ is now possible with Python because of its level of abstraction. Programming Microcontrollers with Python is your path to bringing your existing skills to the embedded space. What You'll Learn Review microcontroller basics and the hardware and software requirements Understand an embedded system's general architecture Follow the steps needed to carry a product to market Take a crash course in Python programming Program a microcontroller Interface with a microcontroller using LCD and Circuit Python Use and control sensors Who This Book Is For Those getting started with microcontrollers, those new to C, C++, and Arduino programming, web developers looking to get into IoT, or Python programmers who wish to control hardware devices. A guide full of practical hints to help build the confidence of graphics and typography students. Its aim is to bring the reader to the point where they understand the basic principles of typography and to strengthen the designer's 'eye' through informed, direct observation.

"Telecommunications Primer is a book for 'knowledge workers' - part business persons, part computer scientists, and part engineers - who want an up-to-date understanding of the spectrum of technology that allows information to be created and used everywhere, without delay."-- Back cover. Covers the major electrical and electronic concepts involved in integrated circuits and explains how semiconductors work This book bridges the fields of finance, mathematical finance and engineering, and

is suitable for engineers and computer scientists who are looking to apply engineering principles to financial markets. The book builds from the fundamentals, with the help of simple examples, clearly explaining the concepts to the level needed by an engineer, while showing their practical significance. Topics covered include an in depth examination of market microstructure and trading, a detailed explanation of High Frequency Trading and the 2010 Flash Crash, risk analysis and management, popular trading strategies and their characteristics, and High Performance DSP and Financial Computing. The book has many examples to explain financial concepts, and the presentation is enhanced with the visual representation of relevant market data. It provides relevant MATLAB codes for readers to further their study. Please visit the companion website on <http://booksite.elsevier.com/9780128015612/> Provides engineering perspective to financial problems In depth coverage of market microstructure Detailed explanation of High Frequency Trading and 2010 Flash Crash Explores risk analysis and management Covers high performance DSP & financial computing Description: The book is an attempt to make Digital Logic Design easy and simple to understand. The book covers various features of Logic Design using lots of examples and relevant diagrams. The complete text is reviewed for its correctness. This book is an outcome of sincere effort and hard work to bring concepts of Digital Logic Design close to the audience of this book. The salient features of the book:--Easy explanation of Digital System and Binary Numbers with lots of solved examples- Detailed covering of Boolean Algebra and Gate-Level Minimization with proper examples and diagrammatic representation.-Detailed analysis of different Combinational Logic Circuits-Complete Synchronous sequential Logic understanding-Deep understanding of Memory and Programmable Logic-Detailed analysis of different Asynchronous Sequential Logic Table Of Contents: Unit 1 : Digital System and Binary Numbers; Part 1: Digital System and Binary Numbers Part 2 : Boolean Algebra and Gate Level Minimization Unit 2 : Combinational Logic Unit 3: Sequential Circuits Unit 4 : Memory, Programmable Logic and Design Unit 5 : Asynchronous Sequential Logic With Arduino, you can build any hardware project you

can imagine. This open-source platform is designed to help total beginners explore electronics, and with its easy-to-learn programming language, you can collect data about the world around you to make something truly interactive. The Arduino Inventor's Guide opens with an electronics primer filled with essential background knowledge for your DIY journey. From there, you'll learn your way around the Arduino through a classic hardware entry point—blinking LEDs. Over the course of the book, 11 hands-on projects will teach you how to:

- Build a stop light with LEDs
- Display the volume in a room on a warning dial
- Design and build a desktop fan
- Create a robot that draws with a motor and pens
- Create a servo-controlled balance beam
- Build your own playable mini piano
- Make a drag race timer to race toy cars against your friends

Each project focuses on a new set of skills, including breadboarding circuits; reading digital and analog inputs; reading magnetic, temperature, and other sensors; controlling servos and motors; and talking to your computer and the Web with an Arduino. At the end of every project, you'll also find tips on how to use it and how to mod it with additional hardware or code. What are you waiting for? Start making, and learn the skills you need to own your technology! Uses the Arduino Uno board or SparkFun RedBoard

Economist Mann and scholars of international studies and electronic commerce offer both general analysis and specific examples of government policies to promote international electronic commerce for the greatest gain. They consider telecommunications, finance, domestic distribution, taxation, privacy, and international trade. Annotation copyrighted by Book News, Inc., Portland, OR

This primer provides an overview of the principles of space perception in a handbook format that will appeal to researchers as well as students. A renewed interest in the study of vision has attracted scholars from such diverse fields as neuroscience, computer science, mathematics, physics, and philosophy. At the same time, the development of imaging devices and popularization of stereoscopic effects has increased student interest in vision. Both groups require more depth than is available in undergraduate texts and more breadth than is usually available in handbooks. This primer provides an overview

of the principles of space perception in a handbook format that will appeal to researchers as well as students. Topics covered include geometrical and distal-proximal relationships, spatial localization, stereopsis, cyclopean perception, stimulus inadequacy, pictorial cues, perceived size and shape, Gibsonian psychophysics, lateral motion, motion in depth, perceived object motion, and motion detection. This book is an introductory guide to basic science and engineering concepts. It's not a textbook, but covers the same material that might be presented in an introductory general engineering course for college students. Since nontraditional students may have been away from science and math for many years, it ramps-up and builds on previous chapters without talking over the reader's head. A few math problems are showcased at the beginning of the book, but the fundamental concepts are explained in an easy to understand intuitive way.

Love and Electronic Affection: A Design Primer brings together thought leadership in romance and affection games to explain the past, present, and possible future of affection play in games. The authors apply a combination of game analysis and design experience in affection play for both digital and analog games. The research and recommendations are intersectional in nature, considering how love and affection in games is a product of both player and designer age, race, class, gender, and more. The book combines game studies with game design to offer a foundation for incorporating affection into playable experiences. The text is organized into two sections. The first section covers the patterns and practice of love and affection in games, explaining the patterns and practice. The second section offers case studies from which designers can learn through example.

Love and Electronic Affection: A Design Primer is a resource for exploring how digital relationships are offered and how to convey emotion and depth in a variety of virtual worlds. This book provides:

- A catalog of existing digital and analog games for which love and affection are a primary or secondary focus.
- A catalog of the uses of affection in games, to add depth and investment in both human-computer and player-to-player engagement.
- Perspective on affection game analyses and design, using case studies that consider the relationship of culture and affection as

portrayed in games from large scale studios to single author independent games. • Analysis and design recommendations for incorporating affection in games beyond romance, toward parental love, affection between friends, and other relationships. • Analysis of the moral and philosophical considerations for historical and planned development of love and affection in human-computer interaction. • An intersectionality informed set of scholarly perspectives from the Americas, Eurasia, and Oceania. Editor Bio: Lindsay D. Grace is Knight Chair of Interactive Media and an Associate Professor at the University of Miami School of Communication. He is Vice President for the Higher Education Video Game Alliance and the 2019 recipient of the Games for Change Vanguard award. Lindsay is author of *Doing Things with Games*, *Social Impact through Design* and more than fifty peer-reviewed papers on games and related research. He has given talks at the Game Developers Conference, SXSW, Games for Change Festival, the Online News Association, the Society for News Design, and many other industry events. He was the founding director of the American University Game Lab and Studio and the designer-developer behind several award winning games, including two affection games. He served as Vice President and on the board of directors for the Global Game Jam™ non-profit between 2014 and 2019. From 2009 to 2013 he was the Armstrong Professor at Miami University's School of Art. Lindsay also served on the board for the Digital Games Research Association (DiGRA) between 2013 and 2015.

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