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Building Applications with IBeacon Software Engineering and Algorithms in Intelligent Systems **Bluetooth Low Energy in iOS Swift** *Software Engineering Methods in Intelligent Algorithms* **Make: Bluetooth Bluetooth Low Energy in Android Java Business Process Management Workshops** *Wireless Communication and Sensor Network MIS* **Raspberry Pi IoT Projects Proceedings of the 8th International Conference on Computational Science and Technology** *Proceedings of SAI Intelligent Systems Conference (IntelliSys) 2016* **Emerging Technologies for Education Broadband Communications, Networks, and Systems** The Impact of Artificial Intelligence on Governance, Economics and Finance, Volume 2 **Developing IoT Projects with ESP32** *Intelligent Environments 2017* Algorithms and Architectures for Parallel Processing **Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing** *Advanced MIS and Digital Transformation for Increased Creativity and Innovation in Business* *Ambient Assisted Living Transactions on Edutainment XIII* **AsiaSim 2012** Ubiquitous Computing and Ambient Intelligence **China Satellite Navigation Conference (CSNC) 2017 Proceedings: Volume I** **Mobile Technologies and Applications for the Internet of Things** **Intelligent Computing in Engineering Advances on Broad-Band Wireless Computing, Communication and Applications** Mobile Internet Security **Advances in Networked-based Information Systems** **Electronic Engineering and Information Science** *Emerging Trends in IoT and Integration with Data Science, Cloud Computing, and Big Data Analytics* **Blended Learning. Enhancing Learning Success** *Modeling and Using Context* **Big Data and**

Computational Intelligence in Networking Intelligent Systems and Applications Advances in Network-Based Information Systems *Frontier Computing Learning iBeacon Advances in Usability, User Experience, Wearable and Assistive Technology*

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This book gathers the proceedings of the Seventh International Conference on Computational Science and Technology (ICCST 2021), held in Labuan, Malaysia, on 28–29 August 2021. The respective contributions offer practitioners and researchers a range of new computational techniques and solutions, identify emerging issues, and outline future research directions, while also showing them how to apply the latest large-scale, high-performance computational methods. As businesses undergo digital transformation, technologies will lead to greater efficiencies and change how we interact in traditional relationships among suppliers, producers, and customers, as well as between human and machine. One such technology is the introduction of management information systems (MIS) that provide a company with the coordination, control, analysis, and visualization of information by collecting from

various digital environments. In today's digital age, information needs to be managed, and MIS have the ability to transfer the information obtained by computer systems to the business operations within the business models, business processes, and management functions. *Advanced MIS and Digital Transformation for Increased Creativity and Innovation in Business* is an essential reference source that discusses the impact of digital technologies in enterprises and their competitive environment on management information systems and examines the application of new technologies to support strategic decisions and realize exciting visions. Featuring research on topics such as machine learning, resource planning, and e-commerce, this book is ideally designed for managers, executives, IT specialists, analysts, business professionals, training officers, software engineers, business administrators, scholars, researchers, and practitioners seeking coverage on future trends, issues, and challenges in relation to management information systems. This book presents software engineering methods in the context of the intelligent systems. It discusses real-world problems and exploratory research describing novel approaches and applications of software engineering, software design and algorithms. The book constitutes the refereed proceedings of the Software Engineering Methods in Intelligent Algorithms Section of the 8th Computer Science On-line Conference 2019 (CSOC 2019), held on-line in April 2019. This book constitutes the refereed post-conference proceedings of the 10th International Conference on Broadband Communications, Networks, and Systems, Broadnets 2019, which took place in Xi'an, China, in October 2019. The 19 full papers presented were carefully reviewed and selected from 61 submissions. The papers are thematically grouped as follows: Wireless Networks and Applications, Communication and Sensor Networks, Internet of Things, Pervasive Computing, Security and Privacy. This book constitutes the refereed proceedings of the 11th International Conference on Blended Learning, ICBL 2018, held in Osaka, Japan, in July/ August 2018. The 35 papers presented were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections named: Experiences in Blended Learning, Content Development for Blended Learning, Assessment for Blended Learning, Computer-Support Collaborative Learning, Improved Flexibility of Learning Processes, Open Educational Resources, and Pedagogical and Psychological Issues. This book is intended for iOS developers who are curious to learn about iBeacon and want to start building applications for iOS. You will gain everything you need to know to master indoor location functionality using Bluetooth beacon technology. No

knowledge of iBeacon is assumed. This book constitutes the refereed proceedings of the First International Symposium on Mobile Internet Security, MobiSec 2017, held in Jeju Island, Republic of Korea, in October 2017. The 13 revised full papers along with a short paper presented were carefully reviewed and selected from 44 submissions. They are closely related to various theories and practical applications in mobility management to highlight the state-of-the-art research. This book constitutes the refereed conference proceedings of the 11th International Conference on Ubiquitous Computing and Ambient Intelligence, UCAmI 2017, held in Philadelphia, PA, USA in November 2017. The 60 revised full papers and 22 short papers presented were carefully reviewed and selected from 100 submissions. The papers are presented in six tracks and two special sessions. These are Ambient Assisted Living, Human-Computer Interaction, Ambient Intelligence for Health, Internet of Things and Smart Cities, Ad-hoc and Sensor Networks, Sustainability, Socio-Cognitive and Affective Computing, AmI-Systems and Machine Learning. This book is where your adventures with Bluetooth LE begin. You'll start your journey by getting familiar with your hardware options: Arduino, BLE modules, computers (including Raspberry Pi!), and mobile phones. From there, you'll write code and wire circuits to connect off-the-shelf sensors, and even go all the way to writing your own Bluetooth Services. Along the way you'll look at lightbulbs, locks, and Apple's iBeacon technology, as well as get an understanding of Bluetooth security-- both how to beat other people's security, and how to make your hardware secure. This book constitutes the proceedings of the 9th International and Interdisciplinary Conference on Modeling and Using Context, CONTEXT 2015, held in Larnaca, Cyprus, in November 2015. The 33 full papers and 13 short papers presented were carefully reviewed and selected from 91 submissions. The main theme of CONTEXT 2015 was "Back to the roots", focusing on the importance of interdisciplinary cooperations and studies of the phenomenon. Context, context modeling and context comprehension are central topics in linguistics, philosophy, sociology, artificial intelligence, computer science, art, law, organizational sciences, cognitive science, psychology, etc. and are also essential for the effectiveness of modern, complex and distributed software systems. CONTEXT 2015 embedded also a Doctoral Symposium, and three workshops; Smart University 3.0; CATI: Context Awareness and Tactile Design for Mobile Interaction; and SHAPES 3.0: The Shape of Things. This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical

investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others. These proceedings of the SAI Intelligent Systems Conference 2016 (IntelliSys 2016) offer a remarkable collection of chapters on a wide range of topics in intelligent systems, artificial intelligence and their applications to the real world. Authors hailing from 56 countries on 5 continents submitted 404 papers to the conference, attesting to the global importance of the conference's themes. After being reviewed, 222 papers were accepted for presentation, and 168 were ultimately selected for these proceedings. Each has been reviewed on the basis of its originality, novelty and rigorousness. The papers not only present state-of-the-art methods and valuable experience from researchers in the related research areas; they also outline the field's future development. This book constitutes the thoroughly refereed post-workshop proceedings of the First International Symposium, SETE 2016, held in conjunction with ICWL 2016, Rome, Italy, in October 2016. The 81 revised papers, 59 full and 22 short ones, were carefully reviewed and selected from 139 submission. They cover latest findings in various areas, such as emerging technologies for open access to education and learning; emerging technologies supported personalized and adaptive learning; emerging technologies support for intelligent tutoring; emerging technologies support for game-based and joyful learning; emerging technologies of pedagogical issues; emerging technologies for affective learning and emerging technologies for tangible learning. This book presents new software engineering approaches and methods, discussing real-world problems and exploratory research that describes novel approaches, modern design techniques, hybrid algorithms and empirical methods. This book constitutes part of the refereed proceedings of the Software Engineering and Algorithms in Intelligent Systems Section of the 7th Computer Science On-line Conference 2018 (CSOC 2018), held in April 2018. The term Intelligent Environments (IEs) refers to the physical spaces in which IT and other pervasive computing technologies are integrated and used to achieve specific goals for the user, the environment or both. The ultimate objectives of IEs are enriching user experience, enabling better

management and increasing user awareness of that environment. This book presents the proceedings of the 13th International Conference on Intelligent Environments, held in Seoul, Korea, in August 2017. The conference provides a multidisciplinary collaborative forum for researchers and practitioners from computer science, electronic engineering, building architecture, art and design, sociology, government and education to present theoretical and practical results related to the development and applications of Intelligent Environments. IE'17 focuses on the development of advanced Intelligent Environments, as well as other newly emerging and rapidly evolving topics. The book also includes the proceedings of the following associated workshops, held during the first 2 days of the conference, which emphasize the multi-disciplinary and transversal aspects of IEs: the 6th International Workshop on the Reliability of Intelligent Environments (WoRIE'17); the 1st International Workshop on Intelligent Systems for Agricultural Production and Environmental Protection (ISAPEP'17); the 1st Workshop on Citizen Centric Smart Cities Solutions (CCSCS'17); and the 1st International Workshop on Advanced Multiple Access in Mobile Telecommunications (AMAMT'17). Providing a state-of-the-art overview of the discipline, this book will be of interest to professionals from a diversity of fields whose work involves the development or application of Intelligent Environments. This edited book presents the scientific outcomes of the 19th IEEE/ACIS International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing (SNPD 2018), which was held in Busan, Korea on June 27–29, 2018. The aim of this conference was to bring together researchers and scientists, businessmen and entrepreneurs, teachers, engineers, computer users and students to discuss the numerous fields of computer science and to share their experiences and exchange new ideas and information in a meaningful way. The book includes research findings on all aspects (theory, applications and tools) of computer and information science and discusses the practical challenges encountered along the way and the solutions adopted to respond to them. The book includes 13 of the conference's most promising papers. This book constitutes the refereed proceedings of ten international workshops held in Innsbruck, Austria, in conjunction with the 13th International Conference on Business Process Management, BPM 2015, in September 2015. The seven workshops comprised Adaptive Case Management and other Non-workflow Approaches to BPM (AdaptiveCM 2015), Business Process Intelligence (BPI 2015), Social and Human Aspects of Business Process Management (BPMS2 2015), Data- and

Artifact-centric BPM (DAB 2015), Decision Mining and Modeling for Business Processes (DeMiMoP 2015), Process Engineering (IWPE 2015), and Theory and Applications of Process Visualization (TaProViz 2015). The 42 revised papers presented were carefully reviewed and selected from 104 submissions. In addition, four short papers and one keynote (from TAProViz) are also included in this book. The internet of things (IoT) has emerged to address the need for connectivity and seamless integration with other devices as well as big data platforms for analytics. However, there are challenges that IoT-based applications face including design and implementation issues; connectivity problems; data gathering, storing, and analyzing in cloud-based environments; and IoT security and privacy issues. Emerging Trends in IoT and Integration with Data Science, Cloud Computing, and Big Data Analytics is a critical reference source that provides theoretical frameworks and research findings on IoT and big data integration. Highlighting topics that include wearable sensors, machine learning, machine intelligence, and mobile computing, this book serves professionals who want to improve their understanding of the strategic role of trust at different levels of the information and knowledge society. It is therefore of most value to data scientists, computer scientists, data analysts, IT specialists, academicians, professionals, researchers, and students working in the field of information and knowledge management in various disciplines that include but are not limited to information and communication sciences, administrative sciences and management, education, sociology, computer science, etc. Moreover, the book provides insights and supports executives concerned with the management of expertise, knowledge, information, and organizational development in different types of work communities and environments. This book addresses emerging issues in usability, interface design, human–computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interactions with products, services and systems and focuses on finding effective approaches for improving the user experience. It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment, offering them support with mobility, communication, positioning, environmental control and daily living. The book covers modeling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Further topics include virtual reality, digital environments, gaming, heuristic evaluation and forms of device interface feedback (e.g. visual and haptic). Based on

the AHFE 2021 Conferences on Usability and User Experience, Human Factors and Wearable Technologies, Human Factors in Virtual Environments and Game Design, and Human Factors and Assistive Technology, held virtually on 25–29 July, 2021, from USA, this book provides academics and professionals with an extensive source of information and a timely guide to tools, applications and future challenges in these fields. These proceedings present selected research papers from CSNC2017, held during 23th-25th May in Shanghai, China. The theme of CSNC2017 is Positioning, Connecting All. These papers discuss the technologies and applications of the Global Navigation Satellite System (GNSS), and the latest progress made in the China BeiDou System (BDS) especially. They are divided into 12 topics to match the corresponding sessions in CSNC2017, which broadly covered key topics in GNSS. Readers can learn about the BDS and keep abreast of the latest advances in GNSS techniques and applications. This book highlights the latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to the emerging areas of information networking and their applications. It includes the Proceedings of the 20th International Conference on Network-Based Information Systems (NBiS-2017), held on August 24–26, 2017 in Toronto, Canada. Today's networks and information systems are evolving rapidly. Further, there are dynamic new trends and applications in information networking such as wireless sensor networks, ad hoc networks, peer-to-peer systems, vehicular networks, opportunistic networks, grid and cloud computing, pervasive and ubiquitous computing, multimedia systems, security, multi-agent systems, high-speed networks, and web-based systems. These networks are expected to manage the increasing number of users, provide support for a range of services, guarantee the quality of service (QoS), and optimize their network resources. In turn, these demands are the source of various research issues and challenges that have to be overcome – and which these Proceedings address. Build your own Internet of Things (IoT) projects for prototyping and proof-of-concept purposes. This book contains the tools needed to build a prototype of your design, sense the environment, communicate with the Internet (over the Internet and Machine to Machine communications) and display the results. Raspberry Pi IoT Projects provides several IoT projects and designs are shown from the start to the finish including an IoT Heartbeat Monitor, an IoT Swarm, IoT Solar Powered Weather Station, an IoT iBeacon Application and a RFID (Radio Frequency Identification) IoT Inventory Tracking System.

The software is presented as reusable libraries, primarily in Python and C with full source code available. Raspberry Pi IoT Projects: Prototyping Experiments for Makers is also a valuable learning resource for classrooms and learning labs. What You'll Learn build IOT projects with the Raspberry Pi Talk to sensors with the Raspberry Pi Use iBeacons with the IOT Raspberry Pi Communicate your IOT data to the Internet Build security into your IOT device Who This Book Is For Primary audience are those with some technical background, but not necessarily engineers. It will also appeal to technical people wanting to learn about the Raspberry Pi in a project-oriented method. This book documents the state of the art in the field of ambient assisted living (AAL), highlighting the impressive potential of novel methodologies and technologies to enhance well-being and promote active ageing. The coverage is wide ranging, with sections on care models and algorithms, enabling technologies and assistive solutions, elderly people monitoring, home rehabilitation, ICT solutions for AAL, living with chronic conditions, robotic assistance for the elderly, sensing technologies for AAL, and smart housing. The book comprises a selection of the best papers presented at the 9th Italian Forum on Ambient Assisted Living (ForitAAL 2018), which was held in Lecce, Italy, in July 2018 and brought together end users, technology teams, and policy makers to develop a consensus on how to improve provision for elderly and impaired people. Readers will find that the expert contributions offer clear insights into the ways in which the most recent exciting advances may be expected to assist in addressing the needs of the elderly and those with chronic conditions. This book addresses a wide range of topics in areas of intelligent systems and artificial intelligence and their real-world applications. The 22 chapters have been selected from the 168 papers published in the proceedings of the SAI Intelligent Systems Conference 2016 (IntelliSys 2016), which received highly positive feedback in peer reviews. The IntelliSys 2016 conference was held in London on 21–22 September 2016. This fascinating book offers readers state-of-the-art intelligent methods and techniques for solving real-world problems along with a vision of future research. This book comprises select papers from the international conference on Research in Intelligent and Computing in Engineering (RICE 2019) held at Hanoi University of Industry, Hanoi, Vietnam. The volume focuses on current research on various computing models such as centralized, distributed, cluster, grid and cloud. The contents cover recent advances in wireless sensor networks, mobile ad hoc networks, internet of things, machine learning, grid and cloud computing, and their various applications. The book will help

researchers as well as professionals to gain insight into the rapidly evolving fields of internet computing and data mining. This proceedings volume collects the most up-to-date, comprehensive and state-of-the-art knowledge on wireless communication, sensor network, network technologies, services and application. Written by world renowned researchers, each chapter is original in content, featuring high-impact presentations and late-breaking contributions. Researchers and practitioners will find this edition a useful resource material and an inspirational read.

Contents: Wireless Communications Network Technologies Services and Application Readership: Researchers, academics, professionals and graduate students in neural networks/networking, electrical & electronic engineering, and condensed matter physics. This proceedings book presents the latest research findings, innovative research results, methods and development techniques related to the emerging areas of broadband and wireless computing, from both theoretical and practical perspectives. Today's information networks are going through a rapid evolution. Different kinds of networks with different characteristics are emerging, and are being integrated into heterogeneous networks. As a result, there are numerous interconnection problems that can occur at different levels of the hardware and software design of communicating entities and communication networks. Such networks need to manage an increasing usage demand, provide support for a significant number of services, guarantee their QoS, and optimize the network resources. The success of all-IP networking and wireless technology has changed the way of living for people around the globe. Advances in electronic integration and wireless communications will pave the way to offering access to wireless networks on the fly, which in turn will allow electronic devices to share information with each other wherever and whenever necessary. The four-volume set LNCS 11334-11337 constitutes the proceedings of the 18th International Conference on Algorithms and Architectures for Parallel Processing, ICA3PP 2018, held in Guangzhou, China, in November 2018. The 141 full and 50 short papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on Distributed and Parallel Computing; High Performance Computing; Big Data and Information Processing; Internet of Things and Cloud Computing; and Security and Privacy in Computing. This book is a practical guide to programming Bluetooth Low Energy for Android phones and Tablets In this book, you will learn the basics of how to program an Android device to communicate with any Central or Peripheral device over Bluetooth Low Energy. Each chapter of the book builds

on the previous one, culminating in three projects: - A Beacon and Scanner - An Echo Server and Client - A Remote Controlled Device Through the course of the book you will learn important concepts that relate to: - How Bluetooth Low Energy works - How data is sent and received - Common paradigms for handling data Skill Level This book is excellent for anyone who has basic or advanced knowledge of Java programming on Android. This book is a practical guide to programming Bluetooth Low Energy in iPhones and iPads. In this book, you will learn the basics of how to program an iOS device to communicate with any Central or Peripheral device over Bluetooth Low Energy. Each chapter of the book builds on the previous one, culminating in three projects: - A Beacon and Scanner - A Echo Server and Client - A Remote Controlled Device Through the course of the book you will learn important concepts that relate to: - How Bluetooth Low Energy works - How data is sent and received - Common paradigms for handling data This book is excellent for anyone who has basic or advanced knowledge of iOS programming in SWIFT. Master the technique of using ESP32 as an edge device in any IoT application where wireless communication can make life easier Key FeaturesGain practical experience in working with ESP32Learn to interface various electronic devices such as sensors, integrated circuits (ICs), and displaysApply your knowledge to build real-world automation projectsBook Description Developing IoT Projects with ESP32 provides end-to-end coverage of secure data communication techniques from sensors to cloud platforms that will help you to develop production-grade IoT solutions by using the ESP32 SoC. You'll learn how to employ ESP32 in your IoT projects by interfacing with different sensors and actuators using different types of serial protocols. This book will show you how some projects require immediate output for end-users, and cover different display technologies as well as examples of driving different types of displays. The book features a dedicated chapter on cybersecurity packed with hands-on examples. As you progress, you'll get to grips with BLE technologies and BLE mesh networking and work on a complete smart home project where all nodes communicate over a BLE mesh. Later chapters will show you how IoT requires cloud connectivity most of the time and remote access to smart devices. You'll also see how cloud platforms and third-party integrations enable endless possibilities for your end-users, such as insights with big data analytics and predictive maintenance to minimize costs. By the end of this book, you'll have developed the skills you need to start using ESP32 in your next wireless IoT project and meet the project's requirements by building

effective, efficient, and secure solutions. What you will learn

- Explore advanced use cases like UART communication, sound and camera features, low-energy scenarios, and scheduling with an RTOS
- Add different types of displays in your projects where immediate output to users is required
- Connect to Wi-Fi and Bluetooth for local network communication
- Connect cloud platforms through different IoT messaging protocols
- Integrate ESP32 with third-party services such as voice assistants and IFTTT
- Discover best practices for implementing IoT security features in a production-grade solution

Who this book is for

If you are an embedded software developer, an IoT software architect or developer, a technologist, or anyone who wants to learn how to use ESP32 and its applications, this book is for you. A basic understanding of embedded systems, programming, networking, and cloud computing concepts is necessary to get started with the book.

The Three-Volume-Set CCIS 323, 324, 325 (AsiaSim 2012) together with the Two-Volume-Set CCIS 326, 327 (ICSC 2012) constitutes the refereed proceedings of the Asia Simulation Conference, AsiaSim 2012, and the International Conference on System Simulation, ICSC 2012, held in Shanghai, China, in October 2012. The 267 revised full papers presented were carefully reviewed and selected from 906 submissions. The papers are organized in topical sections on modeling theory and technology; modeling and simulation technology on synthesized environment and virtual reality environment; pervasive computing and simulation technology; embedded computing and simulation technology; verification, validation and accreditation technology; networked modeling and simulation technology; modeling and simulation technology of continuous system, discrete system, hybrid system, and intelligent system; high performance computing and simulation technology; cloud simulation technology; modeling and simulation technology of complex system and open, complex, huge system; simulation based acquisition and virtual prototyping engineering technology; simulator; simulation language and intelligent simulation system; parallel and distributed software; CAD, CAE, CAM, CIMS, VP, VM, and VR; visualization; computing and simulation applications in science and engineering; computing and simulation applications in management, society and economics; computing and simulation applications in life and biomedical engineering; computing and simulation applications in energy and environment; computing and simulation applications in education; computing and simulation applications in military field; computing and simulation applications in medical field. The International Conference of Electronic Engineering and Information

Science 2015 (ICEEIS 2015) was held on January 17-18, 2015, Harbin, China. This proceedings volume assembles papers from various researchers, engineers and educators engaged in the fields of electronic engineering and information science. The papers in this proceedings This book presents state-of-the-art solutions to the theoretical and practical challenges stemming from the leverage of big data and its computational intelligence in supporting smart network operation, management, and optimization. In particular, the technical focus covers the comprehensive understanding of network big data, efficient collection and management of network big data, distributed and scalable online analytics for network big data, and emerging applications of network big data for computational intelligence. High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm's reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you're enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you'll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they're looking for This book discusses and assesses the latest trends in the interactive mobile field, and presents the outcomes of the 12th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2018), which was held in Hamilton, Canada on October 11 and 12, 2018. Today, interactive mobile technologies are at the core of many – if not all – fields of society. Not only does the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions coming out practically every day are further strengthening this trend. Since its inception in 2006, the conference has been devoted to highlighting new approaches in interactive mobile technologies with a focus on learning. The IMCL conferences have since established themselves as a valuable forum

for exchanging and discussing new research results and relevant trends, as well as practical experience and best-practice examples. This book contains papers in the fields of: Interactive Collaborative Mobile Learning Environments Mobile Health Care Training Game-based Learning Design of Internet of Things (IoT) Devices and Applications Assessment and Quality in Mobile Learning. Its potential readership includes policymakers, educators and researchers in pedagogy and learning theory, schoolteachers, the learning industry, further education lecturers, etc. This book continues the discussion of the effects of artificial intelligence in terms of economics and finance. In particular, the book focuses on the effects of the change in the structure of financial markets, institutions and central banks, along with digitalization analyzed based on fintech ecosystems. In addition to finance sectors, other sectors, such as health, logistics, and industry 4.0, all of which are undergoing an artificial intelligence induced rapid transformation, are addressed in this book. Readers will receive an understanding of an integrated approach towards the use of artificial intelligence across various industries and disciplines with a vision to address the strategic issues and priorities in the dynamic business environment in order to facilitate decision-making processes. Economists, board members of central banks, bankers, financial analysts, regulatory authorities, accounting and finance professionals, chief executive officers, chief audit officers and chief financial officers, chief financial officers, as well as business and management academic researchers, will benefit from reading this book. 4LTR Press solutions give students the option to choose the format that best suits their learning preferences. This option is perfect for those students who focus on the textbook as their main course resource. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. This volume contains the proceedings of the 5th International Conference on Frontier Computing (FC 2016), Tokyo, Japan, July 13-15, 2016. This international meeting provided a forum for researchers to share current understanding of recent advances and emergence in information technology, science, and engineering, with themes in the scope of Communication Networks, Business Intelligence and Knowledge Management, Web Intelligence, and any related fields that further the development of information technology. The articles presented cover a wide spectrum of topics: database and data mining, networking and communications, web and internet of things, embedded system, soft computing, social network analysis, security and privacy, optics communication, and ubiquitous/pervasive computing. Many papers

report results of great academic potential and value, and in addition, indicate promising directions of research in the focused realm of this conference series. Readers, including students, academic researchers, and professionals, will benefit from the results presented in this book. It also provides an overview of current research and can be used as a guidebook for those new to the field. This book focuses on the emerging areas of information networking and its applications, presenting the latest innovative research and development techniques from both theoretical and practical perspectives. Today's networks and information systems are evolving rapidly, and there are new trends and applications in information networking, such as wireless sensor networks, ad hoc networks, peer-to-peer systems, vehicular networks, opportunistic networks, grid and cloud computing, pervasive and ubiquitous computing, multimedia systems, security, multi-agent systems, high-speed networks, and web-based systems. However, since these networks need to be capable of managing the increasing number of users, provide support for different services, guarantee the QoS, and optimize the network resources, a number of research issues and challenges have to be considered in order to provide solutions.

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- [Software Engineering Methods In Intelligent Algorithms](#)
- [Make Bluetooth](#)
- [Bluetooth Low Energy In Android Java](#)
- [Business Process Management Workshops](#)
- [Wireless Communication And Sensor Network](#)
- [MIS](#)
- [Raspberry Pi IoT Projects](#)
- [Proceedings Of The 8th International Conference On Computational Science And Technology](#)

- [Proceedings Of SAI Intelligent Systems Conference IntelliSys 2016](#)
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- [Broadband Communications Networks And Systems](#)
- [The Impact Of Artificial Intelligence On Governance Economics And Finance Volume](#)
- [Developing IoT Projects With ESP3](#)
- [Intelligent Environments 2017](#)
- [Algorithms And Architectures For Parallel Processing](#)
- [Software Engineering Artificial Intelligence Networking And Parallel Distributed Computing](#)
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- [Transactions On Edutainment XIII](#)
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- [Intelligent Computing In Engineering](#)
- [Advances On Broad Band Wireless Computing Communication And Applications](#)
- [Mobile Internet Security](#)
- [Advances In Networked based Information Systems](#)
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