

Pc Kinect Installation Guide

This book constitutes the thoroughly refereed proceedings of the Fourth International Conference on Arts and Technology, ArtsIT 2014, held in Istanbul, Turkey, in November 2014. The 17 revised full papers presented were carefully selected and reviewed from numerous submissions. ArtsIT has become a leading scientific forum for the dissemination of cutting-edge research results in the area of arts, design and technology. The papers focus on IT technologies, artists, designers and industrial members and offer content creators tools that expand the means of expression of the traditional design field.

The two-volume set LNCS 7382 and 7383 constitutes the refereed proceedings of the 13th International Conference on Computers Helping People with Special Needs, ICCHP 2012, held in Linz, Austria, in July 2012. The 147 revised full papers and 42 short papers were carefully reviewed and selected from 364 submissions. The papers included in the second volume are organized in the following topical sections: portable and mobile systems in assistive technology; assistive technology, HCI and rehabilitation; sign 2.0: ICT for sign language users: information sharing, interoperability, user-centered design and collaboration; computer-assisted augmentative and alternative communication; easy to Web between science of education, information design and speech technology; smart and assistive environments: ambient assisted living; text entry for accessible computing; tactile graphics and models for blind people and recognition of shapes by touch; mobility for blind and partially sighted people; and human-computer interaction for blind and partially sighted people.

The four LNCS volume set 9175-9178 constitutes the refereed proceedings of the 9th International Conference on Learning and Collaboration Technologies, UAHCI 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers of the four volume set address the following major topics: LNCS 9175, Universal Access in Human-Computer Interaction: Access to today's technologies (Part I), addressing the following major topics: LNCS 9175: Design and evaluation methods and tools for universal access, universal access to the web, universal access to mobile interaction, universal access to information, communication and media. LNCS 9176: Gesture-based interaction, touch-based and haptic Interaction, visual and multisensory experience, sign language technologies and smart and assistive environments LNCS 9177: Universal Access to Education, universal access to health applications and services, games for learning and therapy, and cognitive disabilities and cognitive support and LNCS

9178: Universal access to culture, orientation, navigation and driving, accessible security and voting, universal access to the built environment and ergonomics and universal access.

First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

Creative workers are employed in sectors outside the creative industries often in greater numbers than within the creative field. This is the first book to explore the phenomena of the embedded creative and creative services through a range of sectors,

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows P.

Program Kinect to do awesome things using a unique selection of open source software! The Kinect motion-sensing device for the Xbox 360 and Windows became the world's fastest-selling consumer electronics device when it was released (8 million sold in its first 60 days) and won prestigious awards, such as "Gaming Gadget of the Year." Now Kinect Open Source Programming Secrets lets YOU harness the Kinect's powerful sensing capabilities for gaming, science, multimedia projects, and a mind-boggling array of other applications on platforms running Windows, Mac OS, and Linux. Dr. Andrew Davison, a user interface programming expert, delivers exclusive coverage of how to program the Kinect sensor with the Java wrappers for OpenNI and NITE, which are APIs created by PrimeSense, the primary developers of the Kinect's technology. Beginning with the basics--depth imaging, 3D point clouds, skeletal tracking, and hand gestures--the book examines many other topics, including Kinect gaming, FAAST-style gestures that aren't part of standard NITE, motion detection using OpenCV, how to create gesture-driven GUIs, accessing the Kinect's motor and accelerometer, and other tips and techniques. Inside: Free open source APIs to let you develop amazing Kinect hacks for commercial or private use Full coverage of depth detection, camera, and infrared imaging point clouds; Kinect gaming; 3D programming; gesture-based GUIs, and more Online access to detailed code examples on the author's web site, plus bonus chapters on speech recognition, beamforming, and other exotica From the Author Why Buy This Book? I can suggest four reasons for buying this book: It offers a unique choice of Kinect programming tools. It explains the official Java wrappers for those tools. It covers topics not found elsewhere. It provides depth, but with brevity. Unique

Programming Tools This is the only book on programming the Kinect using the OpenNI library, NITE, and Java (as of April 2012, when this book went to press). **Official Java Wrappers** This is the only book that explains the official Java wrappers for OpenNI and NITE (again, as of April 2012). By “official,” I mean that these bindings were developed by PrimeSense. Obvious advantages of Java include object-orientation, cross-platform support, availability for free, and many people (including you, probably) knowing how to program with it. Most important, programming in Java gives you access to a massive number of libraries—for graphics, networking, and beyond—that can be linked to the Kinect without much effort. For example, I’ll demonstrate how to use the Java 3D graphics library and the Java binding for the OpenCV computer vision package. The main drawback of using the PrimeSense Java wrappers is their lack of documentation. As I explain in Chapter 1, I had to decompile the libraries’ JAR files, and work out the correspondences between the Java source and the somewhat better documented C++ OpenNI/NITE APIs. (This is why including Secrets in the book’s title isn’t too excessive.) **A Wide Range of Topics** This book covers programming topics not found elsewhere. I start off with the basics, of course, with chapters on depth, infrared, and RGB imaging, point clouds, skeletal user tracking, hand tracking, and gesture support. Moving beyond that, I cover several novel and unusual features, including the following: Kinect gaming based around a version of the classic Breakout video game. Controls for the Kinect motor, LED, and accelerometer, which are not part of the standard OpenNI API. In fact, their absence is often held up as a serious drawback of the API. It’s actually quite easy to add these capabilities using a custom-built USB driver. 3D graphics programming in the point cloud and skeletal tracking examples, using Java 3D. A computer vision example that demonstrates how to link the Kinect to the popular (and powerful) OpenCV library. The creation of new body gestures (inspired by the FFAST system), which are not part of the limited NITE repertoire. A new type of GUI component controlled by hand gesturing, illustrated with three examples: a button, dial, and slider. These components are controlled without the help of mouse or keyboard. **Depth with Brevity** This book describes a lot of complicated code but, unlike some rather hefty programming tomes, you won’t find all the code tediously printed on these pages. Instead, you can download it from the book’s website. In addition, I’ve been adding supplementary chapters to the website, including ones discussing speech recognition and the Kinect microphone array.

Ready to learn Kinect programming? **Start Here!** Learn the fundamentals of programming with the Kinect API—and begin building apps that use motion tracking, voice recognition, and more. If you have experience programming with C#—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here’s where you start learning Kinect **Build an application to display Kinect video on your PC** **Have Kinect take photographs when it detects movement** **Draw on a computer screen by moving your finger in the air** **Track your body**

gestures and use them to control a program Make a program that understands your speech and talks back to you Play a part in your own augmented reality game Create an "air piano" using Kinect with a MIDI device

This book constitutes the refereed proceedings of the 4th International Conference on Serious Games Development and Applications, SGDA 2013, held in Trondheim, Norway, in September 2013. The 32 papers (23 full papers, 9 short papers/posters and 2 invited keynotes) presented were carefully reviewed and selected from various submissions. The papers are organized in topical sections on games for health, games for education and training, games for other purposes, game design and theories, gaming interface, policy matters.

Nearly 40 years after their invention and a decade after exploding onto the mainstream, video games still remain a mystery to many parents, including which titles are appropriate, and their potential side-effects on kids. Now the answers are at your fingertips. Offering unrivaled insight and practical, real-world strategies for making gaming a positive part of family life, *The Modern Parent's Guide to Kids and Video Games* provides a vital resource for today's parent. From picking the right software to promoting online safety, setting limits and enforcing house rules, it offers indispensable hints, tips and how-to guides for fostering healthy play and development. Includes: Complete Guides to PC, Console, Mobile, Online & Social Games - Using Parental Controls and Game Ratings - Picking the Right Games - The Latest on Violence, Addiction, Online Safety - Setting Rules & Time Limits - Best Games for All Ages - Essential Tools & Resources. "An essential guide for parents." Jon Swartz, USA Today

"The Video Games Guide is the world's most comprehensive reference book on computer and video games. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review of the game itself"--Provided by publisher.

Technology is playing an increasing role in the lives of the elderly. One of the most prevalent developments for the aging population is the use of technological innovations for intervention and treatment of individuals with mental impairments. *The Handbook of Research on Innovations in the Diagnosis and Treatment of Dementia* offers empirical research and theoretical analyses on the cognitive impairment of the aging. Featuring studies in gerotechnology, this book is an essential resource for researchers, students, and practitioners in the field of geriatrics who are interested in the emerging research, clinical practices, therapy, and technological innovations concerning the development and treatment of dementia.

Over the past decade, the healthcare industry has adopted games as a powerful tool for promoting personal health and wellness. Utilizing principles of gamification to engage patients with positive reinforcement, these games promote stronger attention to clinical and self-care guidelines, and offer exciting possibilities for primary prevention. Targeting an audience of academics, researchers, practitioners, healthcare professionals, and even patients, *The Handbook of Research on Holistic Perspectives in Gamification for Clinical Practices* reviews current studies and empirical evidence, highlights critical principles of gamification, and fosters the increasing application of games at the practical, clinical level.

Cognitive Informatics, Computer Modelling, and Cognitive Science: Volume Two, Application to Neural Engineering, Robotics, and

STEM presents the practical, real-world applications of Cognitive Science to help readers understand how it can help them in their research, engineering and academic pursuits. The book is presented in two volumes, covering Introduction and Theoretical Background, Philosophical and Psychological Theory, and Cognitive Informatics and Computing. Volume Two includes Statistics for Cognitive Science, Cognitive Applications and STEM Case Studies. Other sections cover Cognitive Informatics, Computer Modeling and Cognitive Science: Application to Neural Engineering, Robotics, and STEM. The book's authors discuss the current status of research in the field of Cognitive Science, including cognitive language processing that paves the ways for developing numerous tools for helping physically challenged persons, and more.

This book constitutes the refereed proceedings of the 12th International Conference on Intelligent Virtual Agents, IVA 2012, held in Santa Cruz, CA, USA, in September 2012. The 17 revised full papers presented together with 31 short papers and 18 poster papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on IVAs on learning environments; emotion and personality; evaluation and empirical studies; multimodal perception and expression; narrative and interactive applications; social interaction; authoring and tools; conceptual frameworks.

Games systems used to be simple--plug into TV, put in game cartirage, power on...and occasionally spend several minutes plugging dust out and putting it in at just the right angle! Today game systems are more than game systems--they are multi-media powerhouses. In the case of Xbox 360, it is a full on computer. This guide will help you get the most out of your Xbox 360 and everything that's built into it--from adjusting parental settings to changing the way it looks. GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month.

In The Field Guide to Hacking, the practises and protocols of hacking is defined by notions of peer production, self-organised communities, and the intellectual exercise of exploring anything beyond its intended purpose. Demonstrated by way of Dim Sum Labs hackerspace and its surrounding community, this collection of snapshots is the work generated from an organic nebula, culled from an overarching theme of exploration, curiosity, and output. This book reveals a range of techniques of both physical and digital, documented as project case studies. It also features contributions by researchers, artists, and scientists from prominent institutions to offer their perspectives on what it means to hack. Altogether, a manual to overcome the limitations of traditional methods of production.

Annotation An arsenal of study aids for anyone preparing to take the CompTIA A+ certification exams, this book is the industry standard in terms of measuring a technician's hardware and software knowledge. The topics covered include managing hardware, IT troubleshooting and maintenance, networking, and more.

This book constitutes the refereed proceedings of the Third International Conference on Digital Human Modeling, ICDHM 2011, held in Orlando, FL, USA in July 2011. The 58 revised papers presented were carefully reviewed and selected

from numerous submissions. The papers accepted for presentation thoroughly cover the thematic area of anthropometry applications, posture and motion modeling, digital human modeling and design, cognitive modeling, and driver modeling. The four-volume set LNCS 8117-8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2013, held in Cape Town, South Africa, in September 2013. The fourth volume includes 38 regular papers organized in topical sections on supporting physical activity, supporting shared activities, sustainability, tabletop computing, text comprehensibility, tracking eyes and head, usability evaluation and technology acceptance, user preferences and behaviour, user requirements capture and analysis, UX in work / educational context, voice / sound-based computing, 31 interactive posters, 2 industrial papers, 4 panels, 1 contribution on special interest groups, 1 tutorial, and 9 workshop papers.

This book highlights how to integrate your makerspace within the wider community. Discover how you can connect your makerspace with service learning to support different groups, take makerspace tools to various points of need through community partnerships, and build relationships with faculty, students, and patrons through makerspace projects.

If you've done some Arduino tinkering and wondered how you could incorporate the Kinect—or the other way around—then this book is for you. The authors of *Arduino and Kinect Projects* will show you how to create 10 amazing, creative projects, from simple to complex. You'll also find out how to incorporate Processing in your project design—a language very similar to the Arduino language. The ten projects are carefully designed to build on your skills at every step. Starting with the Arduino and Kinect equivalent of "Hello, World," the authors will take you through a diverse range of projects that showcase the huge range of possibilities that open up when Kinect and Arduino are combined. Gesture-based Remote Control. Control devices and home appliances with hand gestures. Kinect-networked Puppet. Play with a physical puppet remotely using your whole body. Mood Lamps. Build your own set of responsive, gesture controllable LED lamps. Drawing Robot. Control a drawing robot using a Kinect-based tangible table. Remote-controlled Vehicle. Use your body gestures to control a smart vehicle. Biometric Station. Use the Kinect for biometric recognition and checking Body Mass Indexes. 3D Modeling Interface. Learn how to use the Arduino LilyPad to build a wearable 3D modelling interface. 360o Scanner. Build a turntable scanner and scan any object 360o using only one Kinect. Delta Robot. Build and control your own fast and accurate parallel robot.

The bottom of the ballonet is attached to the bottom of the aerostat hull, making the ballonet semi-hemispherical in shape when fully inflated. In order to find the volume of the ballonet, we are using a Microsoft Kinect system to track the real time changes in the shape of the ballonet. In this work, the Kinect sensor captures a depth image and an RGB image simultaneously in one frame. We are able to connect the Kinect sensor directly to the computer interface using external

power source and connecting cable, which allows us to construct three dimensional mapping of the environment using depth data capture from the Kinect.

The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The volumes constituting the full 27-volume set of the conference proceedings.

Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. With the success of my hundreds of other written guides and strategies I have written another advanced professional guide for new and veteran players. This gives specific strategies and tips on how to progress in the game, beat your opponents, plus much more! Here is what you will be getting when you purchase this professional advanced and detailed game guide. - Professional Tips and Strategies. - Cheats and Hacks. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - Supports PC, Xbox, & Playstation. - Overview & Basic Information. - Advanced Strategies. - A Detailed Overview of All Plant and Zombie Types. - Detailed Step by Step Instructions! - Facebook and Wiki Strategies Online.

A guide to creating computer applications using Microsoft Kinect features instructions on using the device with different operating systems, using 3D scanning technology, and building robot arms, all using open source programming language.

This is the first of a two-volume set (CCIS 434 and CCIS 435) that constitutes the extended abstracts of the posters presented during the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, and consisting of 14 thematic conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The extended abstracts were carefully reviewed and selected for inclusion in this two-volume set. This volume contains posters' extended abstracts addressing the following major topics: design methods, techniques and knowledge; the design of everyday things; interacting with information and knowledge; cognitive, perceptual and emotional issues in HCI; multimodal and natural interaction; algorithms and machine learning methods in HCI; virtual and augmented environments.

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

This book presents recent advances in the field of intelligent systems. Composed of fourteen selected chapters, it covers a wide range of research that varies from applications in industrial data science to those in applied science. Today the word INNOVATION is more and more connected with the words INTELLIGENT and SECURITY, as such the book discusses the theory and applications of hot topics such as big data, education applications of robots with different levels of autonomy, knowledge-based modeling and control of complex dynamical systems, sign-based synthesis of behavior, security issues with intelligent systems, innovative intelligent control design, neuromorphic computation, data-driven classification, intelligent modeling and measurement innovations, multisensor data association, personal education assistants, a modern production architecture, study of peer review and scientometrics, intelligent research on bug report data, and clustering non-Gaussian data. The broad and varied research discussed represents the mainstream of contemporary intelligent innovations that are slowly but surely changing the world.

A Complete Toolbox of Theories and Techniques The second edition of a bestseller, *Handbook of Virtual Environments: Design, Implementation, and Applications* presents systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles that address the principles required to define system requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given areas of expertise to provide extensive scope and detail on VE technology and its applications. **What's New in the Second Edition:** Updated glossary of terms to promote common language throughout the community New chapters on olfactory perception, avatar control, motion sickness, and display design, as well as a whole host of new application areas Updated information to reflect the tremendous progress made over the last decade in applying VE technology to a growing number of domains This second edition includes nine new, as well as forty-one updated chapters that reflect the progress made in basic and applied research related to the creation, application, and evaluation of virtual environments. Contributions from leading researchers and practitioners from multidisciplinary domains provide a wealth of theoretical and practical information, resulting in a complete toolbox of theories and techniques that you can rely on to develop more captivating and effective virtual worlds. The handbook supplies a valuable resource for advancing VE applications as you take them from the laboratory to the real-world lives of people everywhere.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at <http://gamesalad.com/manuals> and <http://cookbook.gamesalad.com>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Learn to capture videos, manipulate images, and track objects with Python using the OpenCV Library Overview Set up OpenCV, its Python bindings, and optional Kinect drivers on Windows, Mac or Ubuntu Create an application that tracks and manipulates faces Identify face regions using normal color images and depth images In Detail Computer Vision can reach consumers in various contexts via webcams,

camera phones and gaming sensors like Kinect. OpenCV's Python bindings can help developers meet these consumer demands for applications that capture images, change their appearance and extract information from them, in a high-level language and in a standardized data format that is interoperable with scientific libraries such as NumPy and SciPy. "OpenCV Computer Vision with Python" is a practical, hands-on guide that covers the fundamental tasks of computer vision-capturing, filtering and analyzing images-with step-by-step instructions for writing both an application and reusable library classes. "OpenCV Computer Vision with Python" shows you how to use the Python bindings for OpenCV. By following clear and concise examples you will develop a computer vision application that tracks faces in live video and applies special effects to them. If you have always wanted to learn which version of these bindings to use, how to integrate with cross-platform Kinect drivers and how to efficiently process image data with NumPy and SciPy then this book is for you. What you will learn from this book Install OpenCV and related software such as Python, NumPy, SciPy, OpenNI, and SensorKinect-all on Windows, Mac or Ubuntu Capture, display, and save photos and real-time videos Handle window events and input events using OpenCV's HighGui module or Pygame Understand OpenCV's image format and how to perform efficient operations on OpenCV images with NumPy and SciPy Apply "curves" and other color transformations to simulate the look of old photos, movies or video games Apply an effect only to edges in an image Copy and resize segments of an image Apply an effect only to certain depths in an image by using data from a depth sensor such as Kinect Track faces, eyes, noses and mouths by using prebuilt datasets Track arbitrary objects by creating original datasets Approach A practical, project-based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python. Who this book is written for OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials. Some understanding of image data (for example, pixels and color channels) would be beneficial. At a minimum you will need access to at least one webcam. Certain exercises require additional hardware like a second webcam, a Microsoft Kinect or an OpenNI-compliant depth sensor such as the Asus Xtion PRO.

Using a project-based approach, you will be able to learn the coolest aspects of working with Processing. Each project contains step-by-step explanations, diagrams, screenshots, and downloadable material to make learning Processing even easier. This book targets Processing developers, visual artists, creative professionals, and students who want to move to the next level of learning Processing for gaining inspiration, work, or just for fun. The book assumes a basic understanding of programming. However, this book is also recommended to non-artistic readers, looking to expand their graphics and develop their creativity.

Gain the Sybex advantage with this complete guide to A+ certification The CompTIA A+ Complete Study Guide is your complete solution for A+ exam preparation. Covering 100% of Exam 220-901 and Exam 220-902 objectives, this book gives you everything you need to ensure that you not only understand the basics of IT, but that you can demonstrate your understanding effectively. Now in its third edition, this guide has been updated to reflect the exam's new focus. Coverage includes the latest best practices, Windows 8/8.1 and mobile OSes, and an emphasis on the practical skills required on the job. Clear and concise, this book helps you solidify your understanding of crucial hardware and operating system

maintenance and troubleshooting topics covered on the exam. You also gain access to the Sybex exclusive online interactive learning environment and test bank, featuring bonus practice exams, electronic flashcards, and a searchable PDF glossary of the most important terms you need to understand. The CompTIA A+ certification is the essential computer technician credential, and is required by over 100 leading employers. This book helps you prepare and practice so you can approach the exam with confidence, and pass with flying colors. Review the components of personal computers, laptops, and portable devices Understand operating systems, networks, and security Get up to speed on safety and environmental issues Practice effective communication and the "soft skills" of professionalism More than just a review of computer parts, this book covers everything you'll see on the exam. Why go in unprepared when you can have the Sybex advantage?

The new edition of this popular book has been transformed into a hands-on textbook, focusing on the principles of wireless sensor networks (WSNs), their applications, their protocols and standards, and their analysis and test tools; a meticulous care has been accorded to the definitions and terminology. To make WSNs felt and seen, the adopted technologies as well as their manufacturers are presented in detail. In introductory computer networking books, chapters sequencing follows the bottom up or top down architecture of the seven layers protocol. This book starts some steps later, with chapters ordered based on a topic's significance to the elaboration of wireless sensor networks (WSNs) concepts and issues. With such a depth, this book is intended for a wide audience, it is meant to be a helper and motivator, for both the senior undergraduates, postgraduates, researchers, and practitioners; concepts and WSNs related applications are laid out, research and practical issues are backed by appropriate literature, and new trends are put under focus. For senior undergraduate students, it familiarizes readers with conceptual foundations, applications, and practical project implementations. For graduate students and researchers, transport layer protocols and cross-layering protocols are presented and testbeds and simulators provide a must follow emphasis on the analysis methods and tools for WSNs. For practitioners, besides applications and deployment, the manufacturers and components of WSNs at several platforms and testbeds are fully explored.

This book reports on the latest technological and clinical advances in the field of neurorehabilitation. It is, however, much more than a conventional survey of the state-of-the-art in neurorehabilitation technologies and therapies. It was formed on the basis of a week of lively discussions between curious PhD students and leading research experts during the summer school on neurorehabilitation (SSNR2012), September 16-21 in Nuévalos, Zaragoza (Spain). Its unconventional format makes it a perfect guide for all PhD students, researchers and professionals interested in gaining a multidisciplinary perspective on current and future neurorehabilitation scenarios. The book covers various aspects of

The Kinect set new records for the fastest-selling gadget of all time. It has been adopted worldwide by hobbyists, robotics enthusiasts, artists, and even some entrepreneurs hoping to build business around the technology. Hacking the Kinect introduces you to programming for the Kinect. You'll learn to set up a software environment, stream data from the Kinect, and write code to interpret that data. The progression of hands-on projects in the book leads you even deeper into an understanding of how the device functions and how you can apply it to create fun and educational projects. Who knows? You might even come up with a business idea. Provides an excellent source of fun and educational projects for a tech-savvy parent to pursue with a son or daughter Leads you progressively from making your very first connection to the Kinect through mastery of its full feature set Shows how to interpret the Kinect data stream in order to drive your own software and hardware applications, including robotics applications

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