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Proceedings of the First International Conference on Advanced Data and Information Engineering (DaEng-2013)
Digital Methods in the Humanities
ISO/IEC 25010
Software Processes and Life Cycle Models
Human Interface and the Management of Information
Building Maintainable Software, Java Edition
Trustworthy Computing and Services
Computer Science - CACIC 2017
Book Series Increasing Productivity of Software Development, Part 2: Management Model, Cost Estimation and KPI Improvement
Interactivity and the Future of the Human-Computer Interface
Systems, Software and Services Process Improvement
Challenging Boundaries
Theory of User Engineering
Computational Science and Its Applications - ICCSA 2019
Software Product Quality Control
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Research Anthology on Usage and Development of Open Source Software
Intelligent Systems: Concepts, Methodologies, Tools, and Applications
Software Quality
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User Experience Research and Usability of Health Information Technology
Digging into Software Knowledge Generation in Cultural Heritage
Human Aspects of Information Security, Privacy, and Trust
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Software Architecture Fundamentals
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Software Quality Assurance
Balancing Agile and Disciplined Engineering and Management Approaches for IT Services and Software Products
Systems and Software Quality

Software Quality Assurance
Pragmatic Evaluation of Software Architectures

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ISABEL BAUTISTA

**Proceedings of the
First International
Conference on
Advanced Data and
Information
Engineering
(DaEng-2013)** CRC Press

This compendium introduces game theory and gamification to a number of different domains and describes their professional application in information systems. It explains how playful functions can be implemented in various contexts and highlights a range of concrete scenarios planned and developed for several large corporations. In its first part the book presents the fundamentals, concepts and theories of gamification. This is followed by separate application-oriented sections – each containing several cases – that focus on the use of gamification in customer management, innovation management, teaching and learning, mobile applications and as an element of virtual worlds. The book offers a

valuable resource for readers looking for inspiration and guidance in finding a practical approach to gamification.

**Digital Methods in the
Humanities** John Wiley & Sons

The quick growth of computer technology and development of software caused it to be in a constant state of change and advancement. This advancement in software development meant that there would be many types of software developed in order to excel in usability and efficiency. Among these different types of software was open source software, one that grants permission for users to use, study, change, and distribute it freely. Due to its availability, open source software has quickly become a valuable asset to the world of computer technology and across various disciplines including education, business, and library science. The Research Anthology on Usage and Development of Open Source Software presents comprehensive research on the design and development of open

source software as well as the ways in which it is used. The text discusses in depth the way in which this computer software has been made into a collaborative effort for the advancement of software technology. Discussing topics such as ISO standards, big data, fault prediction, open collaboration, and software development, this anthology is essential for computer engineers, software developers, IT specialists and consultants, instructors, librarians, managers, executives, professionals, academicians, researchers, and students.

ISO/IEC 25010 IGI Global Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and

constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture - Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (iSAQB). Software Processes and Life Cycle Models Springer In a changing and

complex environment currently facing the main challenges of sustainable development, effective management of knowledge, intellectual assets, organizational learning, and talent management are the basis for social innovation and new ways of competition. In this sense, management and business practice are incorporating social and environmental demands made by all types of stakeholders to improve business decisions and strategies. Knowledge Management for Corporate Social Responsibility provides research exploring the theoretical and practical aspects of linking firm profitability, social development, and natural environment in respect to business management practices. Featuring coverage on a broad range of topics such as employer branding, intellectual capital, and organizational performance, this book is ideally designed for business professionals, small business owners, entrepreneurs, academicians, researchers, and business students. *Human Interface and the Management of*

Information Springer Health information technology (HIT) is a critical component of the modern healthcare system. Yet to be effective and safely implemented in healthcare organizations and physicians and patients' lives, it must be usable and useful. User Experience (UX) research is required throughout the full system design lifecycle of HIT products, which involve a user-centered and human-centered approach. This book discusses UX research frameworks, study designs, methods, data-analysis techniques, and a variety of data collection instruments and tools that can be used to conduct UX research in the healthcare space, all of which involve HIT and digital health. This book is for academics and scholars to be used to design studies for graduate dissertation work, in independent research, or as a textbook for UX/usability courses in health informatics or related health information and communication courses. This book is also useful for UX practitioners because it provides guidance on how to design a user research or usability study and

focuses on leveraging a mixed- methods approach, including step-by-step by instructions and best practices for conducting: Field studies Interviews Focus groups Diary studies Surveys Heuristic evaluation Cognitive walkthrough Think aloud A plethora of standardized surveys and retrospective questionnaires (SUS, Post-study System Usability Questionnaire (PSSUQ)) are also included. UX researchers and healthcare professionals will gain an understanding of how to design a rigorous, yet feasible study that generates useful insights to inform the design of usable HIT. Everything from consent forms to how many participants to include in a usability study has been covered in this book. The author encourages user-centered design (UCD), mixed-methods, and collaboration amongst interdisciplinary teams. Knowledge from many inter-related disciplines, like psychology, technical communication (TC), and human-computer interaction (HCI), together with experiential knowledge from experts is offered throughout the text.

Building Maintainable

Software, Java Edition
Springer

The effects of recent economic and financial crises have reached an international scale. A number of different nations have experienced the fallout of these events, calling into question issues of accountability and reform in public management. The Handbook of Research on Modernization and Accountability in Public Sector Management is an essential scholarly publication that focuses on responsibility within public sector institutions and the importance of these institutions being ethical, transparent, and rigorous. Featuring coverage on a broad range of topics, such as corporate social responsibility, e-government, and financial accountability, this publication is geared toward regulatory authorities, researchers, managers, and professionals working in the public domain.

Trustworthy Computing and Services IGI Global Book Series: "Increasing Productivity of Software Development": In software development, productivity is a measure of how much functionality

can be developed in a given time and in compliance with specified quality criteria. If an increase in productivity succeeds, this increases the scope of the developed functionality and reduces the required time. Both features are desirable because software is the stuff innovations are made of. IT has changed almost all areas of life thanks to fundamental innovations. Our future will be dominated by virtualization and smart helpers, that is, devices equipped with intelligence. This makes software development a key competence. Today, for companies that develop software, productivity as well as time and quality, are critical success factors. By introducing standards and automation, productivity in software development has been demonstrably increased by a factor of 20. The reutilization of functional and technical components has already enabled measurements of a factor of 100. Such performance differences are only reproducible by measurements and the consistent use of measurement results within a management model designed for

continuous optimization. Part 2: Management Model, Cost Estimation and KPI Improvement: This book describes a model based on three key performance indicators: productivity (measured using the measurement methods described in the first book), cost and quality. It explains their cyclical collection, analytical evaluation and indicators that lead to improvement measures in important areas of influence. In order to be able to assess the benefits of the measures in advance, it provides empirical values as well as a method for calculating their effectiveness. The model described above serves as a navigation tool for the management, enabling them to constantly view both direction and speed of its key performance indicators.

Computer Science - CACIC 2017 Springer Software Quality Assurance in Large Scale and Complex Software-intensive Systems presents novel and high-quality research related approaches that relate the quality of software architecture to system requirements, system architecture and enterprise-architecture, or

software testing. Modern software has become complex and adaptable due to the emergence of globalization and new software technologies, devices and networks. These changes challenge both traditional software quality assurance techniques and software engineers to ensure software quality when building today (and tomorrow's) adaptive, context-sensitive, and highly diverse applications. This edited volume presents state of the art techniques, methodologies, tools, best practices and guidelines for software quality assurance and offers guidance for future software engineering research and practice. Each contributed chapter considers the practical application of the topic through case studies, experiments, empirical validation, or systematic comparisons with other approaches already in practice. Topics of interest include, but are not limited, to: quality attributes of system/software architectures; aligning enterprise, system, and software architecture from the point of view of total quality; design decisions and their

influence on the quality of system/software architecture; methods and processes for evaluating architecture quality; quality assessment of legacy systems and third party applications; lessons learned and empirical validation of theories and frameworks on architectural quality; empirical validation and testing for assessing architecture quality. Focused on quality assurance at all levels of software design and development Covers domain-specific software quality assurance issues e.g. for cloud, mobile, security, context-sensitive, mash-up and autonomic systems Explains likely trade-offs from design decisions in the context of complex software system engineering and quality assurance Includes practical case studies of software quality assurance for complex, adaptive and context-critical systems Book Series Increasing Productivity of Software Development, Part 2: Management Model, Cost Estimation and KPI Improvement IGI Global This book constitutes the proceedings of the 4th International Conference on Human Aspects of

Information Security, Privacy, and Trust, HAS 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCI 2016, held in Toronto, ON, Canada, in July 2016 and received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. 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 25 papers presented in the HAS 2016 proceedings are organized in topical sections as follows: human factors of authentication; security, privacy, and human behavior; and security technologies.

Interactivity and the Future of the Human-Computer Interface CRC Press

Digital Humanities is a transformational endeavor that not only changes the perception,

storage, and interpretation of information but also of research processes and questions. It also prompts new ways of interdisciplinary communication between humanities scholars and computer scientists. This volume offers a unique perspective on digital methods for and in the humanities. It comprises case studies from various fields to illustrate the challenge of matching existing textual research practices and digital tools. Problems and solutions with and for training tools as well as the adjustment of research practices are presented and discussed with an interdisciplinary focus.

Systems, Software and Services Process Improvement "O'Reilly Media, Inc."

We are currently witnessing the launch and development of many new learning management system (LMS) innovations whose main objective is to meet society's requirements and the knowledge economy, which is fully emerging. Understanding new LMS innovations is essential for the improvement of the training and learning processes. To effectively

implement these new LMSs in the classroom, teachers and trainers need access to real-life cases in which these methods were successfully used. New smart LMSs should be easy to use and to administer online educational content to ensure better adaptation to course teaching and learning styles. Therefore, it is necessary to find a method of modeling for all types of LMS. By combining learning theories that have long inspired the design of computer applications and putting them into perspective with emerging education features, a new smart LMS can be developed and studied. Modeling and Prototyping New Smart Learning Management Systems is a critical scholarly resource that examines current advances in educational innovation and presents cases that allow for the improvement of personalized and active learning. It examines diverse issues of social, organizational, economic, cultural, and technological context related to internal and external management of learning and teaching and their technological improvements. The

chapters cover issues, methods, models, constructs, solution applications, or specific architectures and theories in LMS and feature a wide range of topics such as higher education, teacher education, and learning strategies. This book is ideal for graduate-level students, researchers and industry practitioners, engineers, research scientists/academicians, educational administrators, educational professionals, teachers and professors, and researchers involved in practical applications of engineering-pedagogical and didactic aspects in learning management systems.

Challenging

Boundaries John Wiley & Sons

Nuclear Power Plant Design and Analysis Codes: Development, Validation, and Application presents the latest research on the most widely used nuclear codes and the wealth of successful accomplishments which have been achieved over the past decades by experts in the field. Editors Wang, Li, Allison, and Hohorst and their team of authors provide readers with a comprehensive

understanding of nuclear code development and how to apply it to their work and research to make their energy production more flexible, economical, reliable and safe. Written in an accessible and practical way, each chapter considers strengths and limitations, data availability needs, verification and validation methodologies and quality assurance guidelines to develop thorough and robust models and simulation tools both inside and outside a nuclear setting. This book benefits those working in nuclear reactor physics and thermal-hydraulics, as well as those involved in nuclear reactor licensing. It also provides early career researchers with a solid understanding of fundamental knowledge of mainstream nuclear modelling codes, as well as the more experienced engineers seeking advanced information on the best solutions to suit their needs. Captures important research conducted over last few decades by experts and allows new researchers and professionals to learn from the work of their predecessors Presents the most recent updates and

developments, including the capabilities, limitations, and future development needs of all codes Includes applications for each code to ensure readers have complete knowledge to apply to their own setting
Theory of User Engineering Springer
This book outlines the new concept of user engineering and covers the diversity of users, along with the business process that includes the design and the user's experience processes. Although the concept of user experience (UX) has become popular, the definition and the methodology are still ambiguous. User engineering is similar to the user-centered design, but differs in that its scope is not limited to the design process but concerns the whole manufacturing process and the whole usage process, i.e., the whole lifecycle of an artifact. User's perspective is strongly emphasized in this book, hence, its stance is far from that of the marketing approach that usually fails to notice the life and experiences of users after the purchase of an artifact as consumers. Theory of User Engineering

differentiates between the quality in design and the quality in use, and the objective quality characteristics and the subjective quality characteristics. In addition to the user research using ethnographic methods, the author introduces a new approach based on the artifact evolution theory that can be adopted in the planning stage.

Computational Science and Its Applications - ICCSA 2019 Woodhead Publishing

Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition

are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems *Software Product Quality Control* Springer Quality is not a fixed or universal property of software; it depends on the context and goals of its stakeholders. Hence, when you want to develop a high-quality software system, the first step must be a clear and precise specification of quality. Yet even if you get it right and complete, you can be sure that it will become invalid over time. So the only solution is

continuous quality control: the steady and explicit evaluation of a product's properties with respect to its updated quality goals. This book guides you in setting up and running continuous quality control in your environment. Starting with a general introduction on the notion of quality, it elaborates what the differences between process and product quality are and provides definitions for quality-related terms often used without the required level of precision. On this basis, the work then discusses quality models as the foundation of quality control, explaining how to plan desired product qualities and how to ensure they are delivered throughout the entire lifecycle. Next it presents the main concepts and techniques of continuous quality control, discussing the quality control loop and its main techniques such as reviews or testing. In addition to sample scenarios in all chapters, the book is rounded out by a dedicated chapter highlighting several applications of different subsets of the presented quality control techniques in an industrial setting.

The book is primarily intended for practitioners working in software engineering or quality assurance, who will benefit by learning how to improve their current processes, how to plan for quality, and how to apply state-of-the-art quality control techniques. Students and lecturers in computer science and specializing in software engineering will also profit from this book, which they can use in practice-oriented courses on software quality, software maintenance and quality assurance.

Reusability for Intelligent Realtime Interactive Systems

PASS IT-Consulting Dipl.-Inf. G. Rienecker GmbH & Company KG
Software and systems quality is playing an increasingly important role in the growth of almost all – profit and non-profit – organisations. Quality is vital to the success of enterprises in their markets. Most small trade and repair businesses use software systems in their administration and marketing processes. Every doctor's surgery is managing its patients using software. Banking is no longer conceivable without software. Aircraft,

trucks and cars use more and more software to handle their increasingly complex technical systems. Innovation, competition and cost pressure are always present in on-going business decisions. The question facing all these organisations is how to achieve the right quality of their software-based systems and products; how to get the required level of quality, a level that the market will reward, a level that mitigates the organisation's risks and a level that the organisation is willing to pay for. Although a number of good practices are in place, there is still room for huge improvements. Thus, let us take a look into the two worlds of "Embedded systems" and "ICT systems" and let us learn from both worlds, from overlaps and individual solutions. The next step for industrialisation in the software industry is required now. Hence, three pillars will be focused in this book: (1) a fundamental notion of right software and systems quality (RiSSQ); (2) portfolio management, quality governance, quality management, and quality engineering as

holistic approach over the three layers of an enterprise, i.e. strategic, tactical, and operational layer; and (3) an industrialisation framework for implementing our approach.

Building Maintainable Software, C# Edition

Morgan Kaufmann
Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and

constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems

Proceedings of the International Conference on Enterprise and Industrial Systems (ICOEINS 2023) Springer Science & Business Media

This book focuses on innovative strategies to manage and build software systems for generating new knowledge from large archaeological data sets The book also reports on two case studies carried out in real-world scenarios within the Cultural Heritage setting. The book presents an original conceptual framework for developing software solutions to assist the knowledge generation process in connection with

large archaeological data sets and related cultural heritage information— a context in which the inputs are mainly textual sources written in freestyle, i.e. without a predetermined, standard structure. Following an in-depth exploration of recent works on the knowledge generation process in the above-mentioned context and IT-based options for facilitating it, the book proposes specific new techniques capable of capturing the structure and semantics implicit in such textual sources, and argues for using this information in the knowledge generation process. The main result is the development of a conceptual framework that can accommodate textual sources and integrate the information included in them into a software engineering framework. The said framework is meant to assist cultural heritage professionals in general, and archaeologists in particular, in both knowledge extraction and the subsequent decision-making process.

Computational Science and Its Applications - ICCSA 2016 Springer Nature

The usability and design

in technological systems is imperative due to their abundance in numerous professional industries. Computer interfaces have seen significant advancement in their design and development as they have become an integral part of today's society. As humans continue to interact with technology on a regular basis, it is essential for professionals, professors, and students to keep pace with innovative research on interface design and the various applications interfaces have in professional fields. Interactivity and the Future of the Human-Computer Interface is a collection of innovative research on the development and application of interfaces in today's modern society and the generational implications for design of human and technology interaction. While highlighting topics including digital gaming, augmented reality, and e-learning, this book is ideally designed for educators, developers, web designers, researchers, technology specialists, scientists, and students seeking current research on modern advancements and applications in human-

computer interaction.
Research Anthology on Usage and Development of Open Source Software
 BoD – Books on Demand
 This book constitutes the refereed proceedings of the International Standard Conference on Trustworthy Distributed Computing and Services, ISCTCS 2012, held in Beijing, China, in May/June 2012. The 92 revised full papers presented were

carefully reviewed and selected from 278 papers. The topics covered are architecture for trusted computing systems, trusted computing platform, trusted systems build, network and protocol security, mobile network security, network survivability and other critical theories and standard systems, credible assessment, credible measurement

and metrics, trusted systems, trusted networks, trusted mobile network, trusted routing, trusted software, trusted operating systems, trusted storage, fault-tolerant computing and other key technologies, trusted e-commerce and e-government, trusted logistics, trusted internet of things, trusted cloud and other trusted services and applications.

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- [The Mountain Is You: Transforming Self-sabotage Into Self-mastery](#)
- [The Very Hungry Caterpillar](#)
- [The Body Keeps The Score: Brain, Mind, And Body In The Healing Of Trauma By Bessel Van Der Kolk M.d.](#)
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- [The Subtle Art Of Not Giving A F*ck: A Counterintuitive Approach To Living A Good Life By Mark Manson](#)