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Manufacturer’s Description Underneath the snazzy new exterior, the Nokia N95 8GB packs in an awesome number of features. It’s a 3G phone with HSDPA high-speed data, quad-band GSM with GPRS and EDGE and WiFi. The N95 8GB also has stereo Bluetooth, infra-red and USB connectivity.

Nokia N95 Sim Free Mobile Phone - Black: Amazon.co.uk ...  
Description The N95 is dual-slider (sliding up and down) revealing numeric keypad or multimedia keys; it has large QVGA display and on the back - 5-megapixel camera with Carl Zeiss lens. It is quad-band GSM with UMTS/HSDPA support and features GPS.

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New Trends in Multimedia and Network Information Systems discusses a very broad scope of subject matters including multimedia systems in their widest sense, web systems and network technologies. This monograph also includes texts devoted to more traditional information systems that draw on the experience of the multimedia and network systems. Each of the discussed research trends is considered from both theoretical and practical viewpoints. Imposing a clear-cut classification for such a diverse research area is not an easy task. The challenge is even greater due to the fact that in this book the focus lies on the most topical research work of scientists from all over the world. The studies are original and were not published anywhere else. The chapters represent the dominant advances in computer information systems and it is worth emphasizing that in most cases the research work relies heavily on the achievements and techniques developed originally in the area of artificial intelligence. As a result, the monograph is divided into four major parts: multimedia information technology; data processing in information systems; information system applications; and web systems and network technologies. Each of these parts covers a couple of chapters on detailed subject fields that comprise the area of its title.

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

MacLife is the ultimate magazine about all things Apple. It ' s authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

The two volume set LNCS 5726 and LNCS 5727 constitutes the refereed proceedings of the 12th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2009, held in Uppsala, Sweden, in August 2009. The 183 revised papers presented together with 7 interactive poster papers, 16 workshops, 11 tutorials, 2 special interest group papers, 6 demonstrations, 3 panels and 12 doctoral consortium papers were carefully reviewed and selected from 723 submissions. The 99 papers included in the first volume are organized in topical sections on accessibility; affectice HCI and emotion; child computer interfaces; ethics and privacy; evaluation; games, fun and aesthetic design; HCI and Web applications; human cognition and mental load; human error and safety; human-work interaction design; interaction with small and large displays; international and cultural aspects of HCI; mobile computing; and model-based design of interactive systems.

The Workgroup Human–Computer Interaction & Usability Engineering (Arbeitskreis HCI&UE) of the Austrian Computer Society (Österreichische Computer Gesellschaft, OCG) has been serving as a platform for interdisciplinary exchange, research and development since February 2005. While human–computer interaction (HCI) tra- tionally brings psychologists and computer scientists together, the inclusion of usab- ility engineering (UE), which is a software engineering discipline and ensures the appropriate implementation of applications, has become indispensable. Our 2009 topic was therefore Human–Computer Interaction & Usability for e- Inclusion (HCI4e-I), culminating in the 5th annual Usability Symposium USAB 2009 held during November 9–10, 2009 in Linz, Austria (http://usab.icchp.org), organized together with the Workgroup Information Technology for People with Special Needs (OCG Arbeitskreis IT für Menschen mit besonderen Bedürfnissen). The term e-inclusion, also known as digital inclusion, is used within the European Union to encompass all activities related to the achievement of an inclusive infor- tion society. New information technologies always bring the risk of a digital divide, and con- quently e-Inclusion wants to put emphasis on a digital cohesion and on enhancing opportunities with IT into all segments of the European population, including dis- vantaged people, e.g., due to lack of education (e-Competences, e-Learning), age (e-Ageing), gender apartheid (equality=e-Quality), disabilities (e-Accessibility), ill health (e-Health) etc. At the European level, e-Inclusion is part of the third pillar of the 2010 policy initiative, managed by the Directorate General for Information Society and Media of the European Commission.

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PES College of Engineering is organizing an International Conference on Emerging Research in Electronics, Computer Science and Technology (ICERECT-12) in Mandya and merging the event with Golden Jubilee of the Institute. The Proceedings of the Conference presents high quality, peer reviewed articles from the field of Electronics, Computer Science and Technology. The book is a compilation of research papers from the cutting-edge technologies and it is targeted towards the scientific community actively involved in research activities.

Consumer electronics (CE) devices, providing multimedia entertainment and enabling communication, have become ubiquitous in daily life. However, consumer interaction with such equipment currently requires the use of devices such as remote controls and keyboards, which are often inconvenient, ambiguous and non-interactive. An important challenge for the modern CE industry is the design of user interfaces for CE products that enable interactions which are natural, intuitive and fun. As many CE products are supplied with microphones and cameras, the exploitation of both audio and visual information for interactive multimedia is a growing field of research. Collecting together contributions from an international selection of experts, including leading researchers in industry, this unique text presents the latest advances in applications of multimedia interaction and user interfaces for consumer electronics. Covering issues of both multimedia content analysis and human-machine interaction, the book examines a wide range of techniques from computer vision, machine learning, audio and speech processing, communications, artificial intelligence and media technology. Topics and features: introduces novel computationally efficient algorithms to extract semantically meaningful audio-visual events; investigates modality allocation in intelligent multimodal presentation systems, taking into account the cognitive impacts of modality on human information processing; provides an overview on gesture control technologies for CE; presents systems for natural human-computer interaction, virtual content insertion, and human action retrieval; examines techniques for 3D face pose estimation, physical activity recognition, and video summary quality evaluation; discusses the features that characterize the new generation of CE and examines how web services can be integrated with CE products for improved user experience. This book is an essential resource for researchers and practitioners from both academia and industry working in areas of multimedia analysis, human-computer interaction and interactive user interfaces. Graduate students studying computer vision, pattern recognition and multimedia will also find this a useful reference.