1. Record Nr. UNINA9910139012103321

Autore	Tannenbaum Lawrence
Titolo	Alternative ecological risk assessment : an innovative approach to understanding ecological assessments for contaminated sites / / Lawrence Tannenbaum
Pubbl/distr/stampa	Chichester, West Sussex, United Kingdom : , : John Wiley & Sons, , [2014] ©2014
ISBN	1-118-74362-8 1-118-74342-3 1-118-74356-3
Descrizione fisica	1 online resource (230 p.)
Disciplina	363.72/872
Soggetti	Ecological risk assessment Hazardous waste sites - Risk assessment
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	An introduction and overview -- Facing the music : understanding what ERA is . . . and is not -- Alternative exposure assessment -- Toxicology and toxicity assessment in ERA revisited -- Risk characterization versus site ecological assessment : old and new -- Case study : problem formulation versus making problems for yourself -- Getting beyond ERA -- A new ecological assessment paradigm for historically contaminated sites : direct health status assessment -- Is RSA the answer to ERA?
Sommario/riassunto	In Alternative Ecological Risk Assessment the author, Lawrence V. Tannenbaum, provides a critical review of current practices in the ecological risk assessment field and proposes alternatives that are supported by established science and keen observation. It is hoped that this approach will pave the way to a greater understanding of what appropriate and useful ecological assessment for contaminated sites should entail. He demonstrates that in most cases current practices do not provide for an assessment of ecological risk, and moreover, that endeavoring to assess ecological ri

2. Record Nr. UNISA996418298403316

Titolo	Computers helping people with special needs . Part 1 : 17th international conference, ICCHP 2020 Lecco, Italy, September 9-11, 2020 : proceedings / / Klaus Miesenberger [and three others] editors
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2020] ©2020
ISBN	3-030-58796-7
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXVII, 539 p. 175 illus., 144 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 12376
Disciplina	362.40480285
Soggetti	Computers and people with disabilities
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	User Centred Design and User Participation in Inclusive R&D -- User Centered Design and User Participation in Inclusive R&D: Introduction to the Special Thematic Session -- My Train Talks to Me: Participatory Design of a Mobile App for Travellers with Visual Impairments -- What do Older People Actually Want from Their Robots? -- Accessibility of Block-based Introductory Programming Languages and a Tangible Programming Tool Prototype -- Consigliere Evaluation: Evaluating Complex Interactive Systems with Users with Disabilities -- IPAR-UCD { Inclusive Participation of Users with Cognitive Disabilities in Software Development -- Artificial Intelligence, Accessible and Assistive Technologies -- Artificial Intelligence, Accessible and Assistive Technologies: Introduction to the Special Thematic Session -- AI and Global AAC Symbol Communication -- Can a Web Accessibility Checker be Enhanced by the Use of AI? -- Towards the Assessment of Easy-to-Read Guidelines Using Artificial Intelligence Techniques -- Research on Book Recommendation System for People with Visual Impairment Based on Fusion of Preference and User Attention -- Karaton: An Example of AI Integration Within a Literacy App -- Can We Unify Perception and Localization in Assisted Navigation? An Indoor Semantic Visual Positioning System for Visually Impaired People -- IBeaconMap: Automated Indoor Space Representation for Beacon-Based Wayfinding

-- XR Accessibility – Learning from the Past, Addressing Real User Needs and the Technical Architecture for Inclusive Immersive Environments -- XR Accessibility - Learning from the Past and Addressing Real User Needs for Inclusive Immersive Environments: Introduction to the Special Thematic Session -- Usability of Virtual Reality Vocational Skills Training System for Students with Intellectual Disabilities -- Virtual and Augmented Reality Platform for Cognitive Tele-Rehabilitation Based System -- An Immersive Virtual Reality Exergame for People with Parkinson's Disease -- Augmented Reality for People with Low Vision: Symbolic and Alphanumeric Representation of Information -- Enhancing Interaction and Accessibility in Museums and Exhibitions with Augmented Reality and Screen Readers -- Suitable Camera and Rotation Navigation for People with Visual Impairment on Guidelines for Inclusive Avatars and Agents: How Persons with Visual Impairments Detect and Recognize Others and their Activities -- Motiv'Handed, a New Gamified Approach for Home-Based Hand Rehabilitation for Post-Stroke Hemiparetic Patients -- Move-IT: A Virtual Reality Game for Upper Limb Stroke Rehabilitation Patients -- Serious and Fun Games -- Serious and Fun Games: Introduction to the Special Thematic Session -- A Study on Gaze Control - Game Accessibility Among Novice Players and Motor Disabled People -- Accessibility of Mobile Card Games -- Developing a Serious Game for Children with Diabetes -- An Augmented Reality Game for Helping Elderly to Perform Physical Exercises at Home -- Large-Scale Web Accessibility Observatories -- Large Scale Web Accessibility Observatories: Introduction to the Special Thematic Session -- Preliminary Results of a Systematic Review: Quality Assessment of Conversational Agents (Chatbots) for People with Disabilities or Special Needs -- Comp4Text Checker: An Automatic and Visual Evaluation Tool to Check the Readability of Spanish Web Pages -- Towards Cross Assessment of Physical and Digital Accessibility -- Requirements for Large Scale Web Accessibility Evaluation -- Accessible and Inclusive Digital Publishing -- STS on Accessible and Inclusive Digital Publishing: Introduction to the Special Thematic Session -- How Web Professionals Perceive Web Accessibility in Practice: Active Roles, Process Phases and Key Disabilities -- Towards More Efficient Screen Reader Web Access with Automatic Summary Generation and Text Tagging -- A Series of Simple Processing Tools for PDF Files for People with Print Disabilities -- Layout Analysis of PDF Documents by Two-Dimensional Grammars for the Production of Accessible Textbooks -- A Multi-site Collaborative Sampling for Web Accessibility Evaluation -- AT and Accessibility for Blind and Low Vision Users -- An Overview of the New 8-Dots Arabic Braille Coding System -- Image-Based Recognition of Braille Using Neural Networks on Mobile Devices -- Developing a Magnification Prototype Based on Head and Eye-Tracking for Persons with Low Vision -- Numeric Key Programming: Programmable Robot Kit for Both Visually Impaired and Sighted Elementary School Students -- Art Karshmer Lectures in Access to Mathematics, Science and Engineering -- AUDiaL: a Natural Language Interface to Make Statistical Charts Accessible to Blind Persons -- EuroMath: A Web-based Platform for Teaching of Accessible Mathematics -- Multidisciplinary Experience Feedback on the Use of the HandiMathKey Keyboard in a Middle School -- Rainbow Math: A Case Study of Using Colors in Math for Students with Moderate to Severe Dyslexia -- On Automatic Conversion from e-Born PDF into Accessible EPUB3 and Audio-Embedded HTML5 -- Tactile Graphics and Models for Blind People and Recognition of Shapes by Touch -- Development of Tactile Globe by Additive Manufacturing -- Touch Explorer: Exploring Digital Maps for Visually Impaired People --

Development of TARS Mobile App with Deep Fingertip Detector for the Visually Impaired -- TouchPen: Rich Interaction Technique for Audio-Tactile Charts by Means of Digital Pens -- Environmental Sensing Technologies for Visual Impairment -- A Multi-Scale Embossed Map Authoring Tool for Indoor Environments -- A Real-Time Indoor Localization Method With Low-Cost Microwave Doppler Radar Sensors and Particle Filter -- An Audio-Based 3D Spatial Guidance AR System for Blind Users -- An Indoor Navigation App Using Computer Vision and Sign Recognition -- Suitable Camera and Rotation Navigation for People with Visual Impairment on Looking for Something Using Object Detection Technique -- Expiry-Date Recognition System Using Combination of Deep Neural Networks for Visually Impaired -- Indoor Query System For The Visually Impaired -- SelfLens: A Personal Assistive Technology to Support the Independence of People with Special Needs in Reading Information on Food Items.

Sommario/riassunto