1. Record Nr. UNINA9910462408803321

Titolo	War trauma and its wake : expanding the circle of healing / / edited by Raymond Monsour Scurfield and Katherine Theresa Platoni
Pubbl/distr/stampa	New York, N.Y. : , : Routledge, , 2013
ISBN	1-283-60615-1 9786613918604 1-136-45789-5 0-203-12670-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (369 p.)
Collana	Routledge psychosocial stress series
Altri autori (Persone)	PlatoniKatherine Theresa ScurfieldRaymond M
Disciplina	616.85/21
Soggetti	War - Psychological aspects Post-traumatic stress disorder Soldiers - Mental health Soldiers - Wounds and injuries Soldiers - Health and hygiene Electronic books.
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	Cover; Title; Copyright; Contents; Foreword; Preface; Acknowledgments; 1 An expanding circle of healing: Warriors and civilians impacted by war; 2 Myths and realities about war, its impact, and healing; PART 1 Warriors impacted by war; 3 Citizen/warriors: Challenges facing U.S. Army Reserve soldiers and their families; 4 Army National Guard warriors: A part-time job becomes a full-time life; 5 Women warriors: From making milestones in the military to community reintegration; 6 The Canadian military and veteran experience; PART 2 Special populations of wounded warriors 7 Traumatic brain injury and post-traumatic stress: The "signature wounds" of the Iraq and Afghanistan wars8 Physically wounded and injured warriors and their families: The long journey home; 9 Military suicidality and principles to consider in prevention; 10 Military sexual trauma; 11 Veterans involved with the criminal justice system: Clinical

issues, strategies, and interventions; PART 3 Civilian populations impacted by war; 12 Iraqi civilians and the recycling of trauma; 13 Afghan civilians: Surviving trauma in a failed state; PART 4 Military and resiliency initiatives
14 U.S. Army combat and operational stress control: From battlemind to resiliency, debriefings, and traumatic event management15 Enhancing resiliency through creative outdoor/adventure and community-based programs; 16 ArtReach: Project America and other innovative models in civilian-military partnering; 17 Military chaplains' roles in healing: "Being here and there"; 18 Afterword: A surviving spouse speaks; Epilogue; Index

Sommario/riassunto

Decades after Charles Figley's landmark Trauma and Its Wake was published, our understanding of trauma has grown and deepened, but we still face considerable challenges when treating trauma survivors. This is especially the case for professionals who work with veterans and active-duty military personnel. War Trauma and Its Wake, then, is a vital book. The editors-one a Vietnam veteran who wrote the overview chapter on treatment for Trauma and Its Wake, the other an Army Reserve psychologist with four deployments-have produced a book that addresses both the

2. Record Nr. UNINA9910298993303321

Titolo	Computer Vision in Sports / / edited by Thomas B. Moeslund, Graham Thomas, Adrian Hilton
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	9783319093963 3319093967
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (322 p.)
Collana	Advances in Computer Vision and Pattern Recognition, , 2191-6586
Disciplina	004 006.3 006.37 006.6
Soggetti	Optical data processing Artificial intelligence Application software Image Processing and Computer Vision Artificial Intelligence Computer Appl. in Social and Behavioral Sciences
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	Introduction to the Use of Computer Vision in Sports -- Part I: Where is the Ball? -- Ball Tracking for Tennis Video Annotation -- Plane Approximation-Based Approach for 3D Reconstruction of Ball Trajectory for Performance Analysis in Table Tennis -- On-Field Testing and Evaluation of a Goal-Line Technology System -- Part II: Where Are the Players? -- Occlusion Detection via Structured Sparse Learning for Robust Object Tracking -- Detecting and Tracking Sports Players with Random Forests and Context-Conditioned Motion Models -- Geometry Reconstruction of Players for Novel-View Synthesis of Sports Broadcasts -- Estimating Athlete Pose from Monocular TV Sports Footage -- Part III: What Are They Playing? -- Action Recognition in Realistic Sports Videos -- Classication of Sports Types Using Thermal Imagery -- Event-Based Sports Videos Classication Using HMM

Framework -- Part IV: What's Going On? -- Representing Team Behaviours from Noisy Data Using Player Role -- Recognizing Team Formation in American Football -- Real-Time Event Detection in Field Sport Videos.

Sommario/riassunto

The first book of its kind devoted to this topic, this comprehensive text/reference presents state-of-the-art research and reviews current challenges in the application of computer vision to problems in sports. Opening with a detailed introduction to the use of computer vision across the entire life-cycle of a sports event, the text then progresses to examine cutting-edge techniques for tracking the ball, obtaining the whereabouts and pose of the players, and identifying the sport being played from video footage. The work concludes by investigating a selection of systems for the automatic analysis and classification of sports play. Topics and features: Describes the latest research into ball tracking, addressing the challenges posed by the presence of occlusions and the use of only a small number of cameras Reviews various systems for player tracking and pose estimation Presents approaches for the improved generation of statistics and synthesis of virtual views Explores the “higher level” analysis of sports, from identifying types of sports to recognizing particular team behaviors based on multiple event or motion detections Discusses the detection of specific kinds of events for automatic highlights generation or searching of video archives The insights provided by this pioneering collection will be of great interest to researchers and practitioners involved in computer vision, sports analysis and media production. Prof. Thomas B. Moeslund is Head of Media Technology, Aalborg, and Head of the Visual Analysis of People Lab at Aalborg University, Denmark. Dr. Graham Thomas leads the Immersive and Interactive Content team at BBC Research & Development, London, UK. Prof. Adrian Hilton is Director of the Centre for Vision, Speech and Signal Processing at the University of Surrey, Guildford, UK.