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Titolo	Getting into medical school for dummies [[electronic resource] /] / by Carleen Eaton
Pubbl/distr/stampa	Hoboken, N.J., : John Wiley & Sons, c2013
ISBN	1-118-46008-1
Descrizione fisica	1 online resource (363 p.)
Collana	For Dummies
Disciplina	610.71173
Soggetti	Medical colleges - United States - Admission Premedical education - United States Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	About the Author; Contents at a Glance; Table of Contents; Introduction; About This Book; Conventions Used in This Book; What You're Not to Read; Foolish Assumptions; How This Book Is Organized; Icons Used in This Book; Where to Go from Here; Part I: Planning the Premedical Years; Chapter 1: Turning Your Dream of Going to Medical School into a Reality; So You Want to Be a Doctor: Thinking about Medicine as a Career; Mapping Out College and Participating in Extracurricular Activities; Assessing the Medical School Application Process; Considering All Your Options Taking Care of Special Situations Heading to Medical School; Chapter 2: Considering a Medical Career; Understanding the Pros and Cons of Entering Medicine; Becoming a Physician in a Few Not-So-Easy Steps; Becoming Licensed to Practice Medicine; Surveying Practice Types; Assessing Your Chances of Acceptance to Medical School; Deciding Whether Medicine Is Right for You; Chapter 3: Mapping Out Your College Years; Understanding the Role of the Premedical Years; Choosing an Undergraduate School; Selecting a Major; Planning Your Premedical Course Work; Studying Abroad Perusing Premedical Post-Baccalaureate Programs Chapter 4: Making the Most of Extracurricular Activities; Understanding the Role of Extracurricular Activities in Admissions; Gaining Clinical Experience; Delving into Research; Giving Back: Taking Part in Community Service;

Joining Clubs and Organizations; Having Paid Employment as a Premedical Student; Fitting It All In; Part II: Applying to Medical School; Chapter 5: Surveying the Application Process; Getting Familiar with the Three Major Steps of the Admissions Process; Timing Your Application; Understanding Rolling Admissions
Being Conscious of the Application Timeline Considering Early Decision Programs; Getting Help from a Premedical Advisor; Chapter 6: Tackling the MCAT; Beginning with a Few MCAT Basics; Understanding the Importance of the MCAT in Admissions; Checking Out What's on the MCAT; Preparing for the MCAT; Surviving Test Day; Retaking the MCAT; Applying to Medical School Before You Receive Your MCAT Score; Looking to 2015: Major Changes Are Coming to the MCAT; Chapter 7: Choosing Medical Schools; Researching Schools; Determining How Many Schools to Include on Your List
Creating a Balanced List: A Mix of Dreams and Practicality Chapter 8: Putting Together Primary Applications; Beginning with the Basics of Primary Applications; Crafting a Strong Personal Statement; Sifting through Personal Statement Examples; Completing the Work and Activities Section; Entering Course Work and Understanding GPA's; Chapter 9: Looking at Letters of Recommendation and Secondary Applications; Using a Premedical Committee Letter versus Seeking Individual Letters; Choosing Evaluators and Requesting Letters; Discovering the Characteristics of Strong Letters of Recommendation
Submitting Your Letters of Recommendation

Sommario/riassunto

Your plain-English guide to getting into the medical school of your dreams Getting accepted to medical school is a long and rigorous process and many students find they need help. If you're one of these students, Getting into Medical School For Dummies is the perfect tool to help you through the process and realize your dream. By providing you with concise information about preparing for and applying to medical school, Getting into Medical School For Dummies prepares you for the application process. Written by an industry expert, it gives you a distinct advantage in

2. Record Nr.	UNINA9910447239303321
Titolo	Human-Computer Interaction : 6th Iberomarian Workshop, HCI-Collab 2020, Arequipa, Peru, September 16–18, 2020, Proceedings // edited by Vanessa Agredo-Delgado, Pablo H. Ruiz, Klinge Orlando Villalba-Condori
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-66919-X
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XIV, 316 p. 128 illus., 110 illus. in color.)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1334
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Social sciences - Data processing Computer engineering Computer networks Education - Data processing Artificial intelligence User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Application in Social and Behavioral Sciences Computer Engineering and Networks Computers and Education Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	A Physiotherapist's Matter: Validating a Physical Rehabilitation Exergame to Enable Safe Evaluation with Patients -- An Architectural Model for Virtual Learning Environments Using Multicultural Learning Objects -- An experimental activity to develop usability and UX heuristics -- Autonomous Driving: Obtaining direction commands by

classifying images within a simulation platform -- Breaking the Gap: Collaborative Environment as a Meeting Point to Provide and Receive Help to Overcome the Digital Gap -- Challenges in Integrating SCRUM and the User-Centered Design Framework: A Systematic Review -- Clustering Analysis of Usability in Web Sites of Higher Technological Institutes of Ecuador -- Collaborative learning group formation based on personality traits: An empirical study in initial Programming courses -- Communication preferences of first-year university students from Mexico and Spain -- CovidEmoVis - An Interactive Visual Analytic Tool for Exploring Emotions from Twitter Data of Covid-19 -- Cyber Exposed at Preparatory: Classmates and Teachers Using Social Networks and Life Satisfaction -- Design and implementation of a voice-based conversational agent for the continuous training and learning of pharmaceutical sales representatives -- Evaluating the Socioenactive Experience with a Tangible Tabletop Installation: A Case Study -- Habitar: A Collaborative Tool to Visualize, Distribute, Organize and Share Domestic Tasks Towards Reducing the Gender Gap in Household Labor -- Human Body AR: a mobile application for teaching anatomy for elementary students using augmented reality -- Mixed Reality Infotainment Simulator, Work in Progress -- Mobile application to improve reading habits using Virtual Reality -- Model for Pervasive Social Play Experiences -- Model-Driven Multidisciplinary Production of Virtual Reality Environments for elementary school with ADHD -- Recommendations and Challenges for Developing English Vocabulary Learning Games -- Reference framework for measuring the level of technological acceptance by the elderly: a virtual assistants case study -- Relaxing and Familiar, Guidelines to Develop Interactive Applications for Dementia Patients -- Rivit: A Digital Game to Cognitively Train and Entertain Heart Failure Patients -- Smartphones, Suitable Tool for Driver Behavior Recognition. A Systematic Review -- State of the art of business simulation games modeling supported by brain-computer interfaces -- Tales of Etrya: English Vocabulary Game -- Towards a process definition for the shared understanding construction in Computer-Supported Collaborative Work -- Towards to usability guidelines construction for the design of interactive mobile applications for learning mathematics -- Usability Evaluation over Multiplayer Games on Display Wall Systems -- Voluminis: Mobile application for learning mathematics in geometry with augmented reality and gamification -- Wireless Haptic Glove for Interpretation and Communication of Deafblind People.

Sommario/riassunto

This book constitutes the thoroughly refereed proceedings of the 6th Iberoamerican Workshop on Human-Computer Interaction, HCI-Collab 2020, held in Arequipa, Peru, in September 2020.* The 28 full and 3 short papers presented in this volume were carefully reviewed and selected from 128 submissions. The papers deal with topics such as emotional interfaces, usability, video games, computational thinking, collaborative systems, IoT, software engineering, ICT in education, augmented and mixed virtual reality for education, gamification, emotional Interfaces, adaptive instruction systems, accessibility, use of video games in education, artificial Intelligence in HCI, among others. *The workshop was held virtually due to the COVID-19 pandemic.
