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Sommario/riassunto

Introduces timed arrays and design approaches to meet the new high performance standards The author concentrates on any aspect of an antenna array that must be viewed from a time perspective. The first chapters briefly introduce antenna arrays and explain the difference between phased and timed arrays. Since timed arrays are designed for realistic time-varying signals and scenarios, the book also reviews wideband signals, baseband and passband RF signals, polarization and signal bandwidth. Other topics covered include time domain, mutual coupling, wideband elements, and dispersion. The author also presents a number of analog and digital beamforming networks for creating and manipulating beams. The book concludes with an overview of the methods to integrate time delay into the array design and of several other adaptive arrays that prove useful in many different systems. . Examines RF signal concepts such as polarization and signal bandwidth and their applications to timed antenna arrays. Covers arrays of point source, elements in timed antenna arrays, active electronically scanned array technology, and time delay in corporate fed arrays. Includes complete design examples for placing time delay in arrays Timed Arrays: Wideband and Time Varying Antenna Arrays is written for practicing engineers and scientists in wireless communication, radar, and remote sensing as well as graduate students and professors interested in advanced antenna topics. Randy Haupt, PhD., is Professor and Department Head of EECS at the Colorado School of Mines. He received his PhD from the University of Michigan and retired from the USAF as a LtCol. Dr. Haupt was an RF staff consultant at Ball Aerospace & Technologies, Corp., senior scientist and department head at the Applied Research Laboratory of Penn State, professor and department head of ECE at Utah State, professor and chair of EE at the University of Nevada Reno, and professor of EE at the USAF Academy. Dr. Haupt is a

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Games – A New Mindset for Players and Developers -- EyeMote – Towards Context-Aware Gaming Using Eye Movements Recorded from Wearable Electrooculography -- The Audio Adventurer: Design of a Portable Audio Adventure Game -- Building RFID-Based Augmented Dice with Perfect Recognition Rates -- Aseba-Challenge: An Open-Source Multiplayer Introduction to Mobile Robots Programming -- Test-Bed for Multimodal Games on Mobile Devices -- Affect and Gaming -- Dynamic Game Balancing by Recognizing Affect -- Alone or Together: Exploring the Effect of Physical Co-presence on the Emotional Expressions of Game Playing Children Across Cultures -- Shared Fun Is Doubled Fun: Player Enjoyment as a Function of Social Setting -- The Unlikeability of a Cuddly Toy Interface: An Experimental Study of Preschoolers' Likeability and Usability of a 3D Game Played with a Cuddly Toy Versus a Keyboard -- Think Aloud during fMRI: Neuronal Correlates of Subjective Experience in Video Games -- Engagement and EMG in Serious Gaming: Experimenting with Sound and Dynamics in the Levee Patroller Training Game -- Log Who's Playing: Psychophysiological Game Analysis Made Easy through Event Logging -- Fun n'Games for Young and Old -- Acting Your Age in Second Life -- Developing an Adaptive Memory Game for Seniors -- A Tangible Tabletop Game Supporting Therapy of Children with Cerebral Palsy -- A Music Educational Entertainment Environment for Preschoolers.

Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Conference on Fun and Games, held in Eindhoven, The Netherlands, in October 2008. The 17 revised full papers, presented together with 2 invited talks were carefully reviewed and selected from a total of 36 submissions. The papers encompass the study of computer games, game development and experiences by researchers from social sciences, computing, electrical engineering, design, etc. Main focus is given to topics such as tightly-coupled embodied control of movement-sensitive mobile devices, hypercomputation and cultural computing, emerging gaming paradigms, concepts and platforms to support gaming, affective aspects of gaming, and finally to the notion of serious games to help provide cognitive or physiological training.