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~~Europe's 'first of its kind' 360 Dome Launches £7.6 Million Immersive Technology Hub in Plymouth, England IDG's Insider Pro and Computerworld named Discover to their 2021 Best Places to Work in IT rankings. This award recognized the 100 top organizations that challenge their IT staffs while providing ...~~

~~Insider Pro and Computerworld Name Discover to 2021 List of 100 Best Places to Work in IT The two companies will collaborate to advance fire scene situational awareness, both locally and through the cloud, through the development of enhanced products and services.~~

~~MSA Safety Announces Investment and Collaboration Agreement with Swiss Autonomous Drone Technology Firm to Enhance Fire Service Offerings Today, Tesla makes its cutting edge technology available to all who wish to build on its success and enhance their own opportunities. Collaboration ... From the late 18th Century until 2006, the ...~~

~~Radical Collaboration~~

~~As anyone who has watched the news the last few months can attest, the United States' critical infrastructure continues to be unacceptably vulnerable to cyberattacks. In early May, Colonial Pipeline, ...~~

~~Opinion: To combat cyberattacks, the US government and businesses must work more closely~~

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~~Assessing International Collaboration Opportunities for Science and Technology Innovation: Methods and Approaches FANUC offers industry 4.0 Connected Smart Manufacturing™ Both organizations offer their certification assessments through NOCTI/Nocti Business Solutions (NBS), the leader in industry-developed and ...~~

~~FANUC America and Manufacturing Skill Standards Council (MSSC) Have Aligned to Co-Market the Stackability of Their Industry-Recognized Certifications~~

~~Senior BJP leader Ravi Shankar Prasad said the allegations made by the Opposition party were bereft of political propriety and a new low in political discourse ...~~

~~'Chronology samjhiye': Amit Shah questions timing of Pegasus report; Opposition seeks probe~~

~~IBM (NYSE:IBM) and Canon, Inc. announced that, starting in July, the two companies will start a new collaboration to make high-quality ...~~

~~Canon, Inc. and IBM Launch Collaboration in Entertainment and the Arts in Japan~~

~~Below we will break down what Pray Away is about, when you can watch it, and other key details about the highly-anticipated documentary. Starting Tuesday, August 3, everyone with a Netflix ...~~

~~Pray Away: Release Date And 6 Quick Things We Know About Netflix 's Conversion Therapy Documentary~~

As the next generation sustainable technology conference nears, CleanEquity Monaco announces Dr. Andrew Steer, President & CEO, Bezos Earth Fund, as its keynote speaker. On July 22 and 23, the ...

~~Announcing Dr. Andrew Steer As Keynote Speaker for CleanEquity Monaco 2021, in Person and Streaming Live on EarthxTV~~

BD, Heart to Heart International and the NAFC Announce 2020/2021 Grantees for Multi-Year Diagnostic Testing Initiative to Improve Patient Outcomes Point of Care, Enhancing Clinical Effectiveness ...

~~Free and Charitable Clinics Receive Grant for Point of Care Diagnostics~~

Mayakoba and the PGA TOUR introduced World Wide Technology, a \$13 billion technology solutions provider, as title sponsor for the World Wide Tec ...

~~World Wide Technology Named Mayakoba Title Sponsor Through 2027~~

Fujitsu Limited and Inria, the French national research institute for digital science and technology, today announced the development of a new AI technology that can identify factors contributing to ...

~~Fujitsu and France's Inria Develop New Time-Series AI Technology to Identify Causes of Data Anomalies~~

Facilis Technology, a leading international supplier of cost-effective, high performance shared storage solutions for collaborative media production networks, is pleased to announce the ...

~~Facilis Technology Releases Facilis HUB FLASHPoint 24S~~

The lab will operate via interrelated research teams of undergraduate and graduate students, post-doctoral fellows, community members, alumni, descendants of Bray School students and other partners to ...

~~W&M launches Bray School Lab to research legacy of 18th-century school for free and enslaved children~~

SRI International (SRI) today announced that the company has entered a research collaboration with Sanofi. By leveraging SRIs ...

~~SRI International Enters Drug Discovery and Research Collaboration with Sanofi~~

According to Kandjii-Murangi, Namibia has bilateral and multi-lateral agreements spanning over 20 years in space, science and technology. "The policy will embrace national, regional and international ...

~~Namibia launches first ever space, science and technology policy~~

Through the collaboration ... of Narita International Airport Terminal 3. PARTY also invests its energy in new business development projects such as "The Chain Museum," which uses technology ...

This book constitutes the proceedings of the 18th Collaboration Researchers' International Working Group Conference on Collaboration and Technology, held in Raesfeld, Germany, in September 2012. The 9 revised papers presented together with 12 short papers were carefully reviewed and selected from numerous submissions. They are grouped into five themes that represent collaborative learning, social media analytics, conceptual and design models, formal modeling and technical approaches and collaboration support in emergency scenarios.

This book explores the technological advances and social interactions between interactive spaces, surfaces and devices, aiming to provide new insights into emerging social protocols that arise from the experimentation and long-term usage of interactive surfaces. This edited volume brings together researchers from around the world who investigate interactive surfaces and interaction techniques within large displays, wearable devices, software development, security and emergency management. Providing both theory and practical case studies, the authors look at current developments and challenges into 3D visualization, large surfaces, the interplay of mobile phone devices and large displays, wearable systems and head mounted displays (HMD ' S), remote proxemics and interactive wall displays and how these can be employed throughout the home and work spaces. Collaboration Meets Interactive Spaces is both for researchers and industry practitioners, providing readers with a coherent narrative into the current state-of-the-art within interactive surfaces and pervasive display technology, providing necessary tools and techniques as interactive media increasingly permeates everyday contexts.

This volume represents the 18th International Conference on Information Technology - New Generations (ITNG), 2021. ITNG is an annual event focusing on state of the art technologies pertaining to digital information and communications. The applications of advanced information technology to such domains as astronomy, biology, education, geosciences, security, and health care are the among topics of relevance to ITNG. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help the information readily flow to the user are of special interest. Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing are examples of related topics. The conference features keynote speakers, a best student award, poster award, service award, a technical open panel, and workshops/exhibits from industry, government and academia. This publication is unique as it captures modern trends in IT with a balance of theoretical and experimental work. Most other work focus either on theoretical or experimental, but not both. Accordingly, we do not know of any competitive literature.

This book constitutes the proceedings of the 17th Collaboration Researchers' International Working Group Conference on Collaboration and Technology, held in Paraty, Brazil, in October 2011. The 12 revised papers presented together with 6 short papers were carefully reviewed and selected from numerous submissions. They are grouped into four themes that represent current areas of interest in groupware research: theoretical foundation, empirical studies, methods and techniques, and tools for communication and cooperation.

This book constitutes the refereed proceedings of the 21st International Conference on Collaboration and Technology, CRIWG 2015, held in Yerevan, Armenia, in September 2015. The 19 revised papers presented together with 1 invited talk were carefully reviewed and selected from 28 submissions. CRIWG has been focused on collaboration technology design, development, and evaluation. The background research is influenced by a number of disciplines, such as computer science, management science, informationsystems, engineering, psychology, cognitive sciences, and social sciences.

Higher education spaces are undergoing radical transformations in an attempt to respond to the needs of 21st-century learners and a renewed interest in collaboration that spans beyond the walls of departments, colleges, and libraries. Cases on Higher Education Spaces: Innovation, Collaboration, and Technology highlights key innovations and collaborative ventures in space design from across campuses and institutions. Including writing and communication centers, studios, libraries, digital media labs, learning commons, and academic learning spaces, this collection is ideally suited for university and professional administrators.

This book develops and assesses a decision-making model for resource management in complex work systems in line with the “ Systems Engineering ” method. It applies the Balanced Scorecard to the development of the criteria system for decision-making, and employs fuzzy linguistics theory to evaluate the alternatives. Further, the book assesses the application of this model in a hospital that has to decide whether or not to outsource its sterile goods. The use of the model opens up a diverse range of fields for decision-making in the area of complex work systems.

Large surface computing devices (wall-mounted or tabletop) with touch interfaces and their application to collaborative data analysis, an increasingly important and prevalent activity, is the primary topic of this book. Our goals are to outline the fundamentals of surface computing (a still maturing technology), review relevant work on collaborative data analysis, describe frameworks for understanding collaborative processes, and provide a better understanding of the opportunities for research and development. We describe surfaces as display technologies with which people can interact directly, and emphasize how interaction design changes when designing for large surfaces. We review efforts to use large displays, surfaces or mixed display environments to enable collaborative analytic activity. Collaborative analysis is important in many domains, but to provide concrete examples and a specific focus, we frequently consider analysis work in the security domain, and in particular the challenges security personnel face in securing networks from attackers, and intelligence analysts encounter when analyzing intelligence data. Both of these activities are becoming increasingly collaborative endeavors, and there are huge opportunities for improving collaboration by leveraging surface computing. This work highlights for interaction designers and software developers the particular challenges and opportunities presented by interaction with surfaces. We have reviewed hundreds of recent research papers, and report on advancements in the fields of surface-enabled collaborative analytic work, interactive techniques for surface technologies, and useful theory that can provide direction to interaction design work. We also offer insight into issues that arise when developing applications for multi-touch surfaces derived from our own experiences creating collaborative applications. We present these insights at a level appropriate for all members of the software design and development team. Table of Contents: List of Figures / Acknowledgments / Figure Credits / Purpose and Direction / Surface Technologies and Collaborative Analysis Systems / Interacting with Surface Technologies / Collaborative Work Enabled by Surfaces / The Theory and the Design of Surface Applications / The Development of Surface Applications / Concluding Comments / Bibliography / Authors' Biographies

This book constitutes the refereed proceedings of the 10th International Conference on Collaboration Technologies, CollabTech 2018, held in Costa de Caparica, in September 2018. The 12 full papers presented in this book together with 4 short papers were carefully reviewed and selected from 36 submissions. The papers focus on topics such as: Communication Enhancement, Inter-Cultural Collaboration, Learning Support System, Entertainment System, Social Studies, and UI and UX.

The two-volume set LNCS 8523-8524 constitutes the refereed proceedings of the First International Conference on Learning and Collaboration Technologies, LCT 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 93 contributions included in the LCT proceedings were carefully reviewed and selected for inclusion in this two-volume set. The 45 papers included in this volume are organized in the following topical sections: virtual and augmented learning environments; mobile and ubiquitous learning; technology@school; collaboration, learning and training.

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