



CASIO DATA BANK 150

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# Casio Databank Manual

**L Cohen**



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computing trends Key Features Provides an introduction to the complex field of ubiquitous computing Describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility tabs pads boards dust skins and clay enable the vision of ubiquitous computing Describes and explores how the three core designs smart devices environments and interaction based upon current technology models can be applied to and can evolve to support a vision of ubiquitous computing and computing for the future Covers the principles of the following current technology models including mobile wireless networks service oriented computing human computer interaction artificial intelligence context awareness autonomous systems micro electromechanical systems sensors embedded controllers and robots Covers a range of interactions between two or more UbiCom devices between devices and people HCI between devices and the physical world Includes an accompanying website with PowerPoint slides problems and solutions exercises bibliography and further reading Graduate students in computer science electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject It will also be of interest to ICT professionals software and network developers and others interested in future trends and models of computing and interaction over the next decades

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