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Predictive policing is the use of analytical techniques to identify targets for police intervention with the goal of preventing crime, solving past crimes, or identifying potential offenders and victims. These tools are not a substitute for integrated approaches to policing, nor are they a crystal ball. This guide assesses some of the most promising technical tools and tactical approaches for acting on predictions in an effective way.

While not all natural disasters can be avoided, their impact on a population can be mitigated through effective planning and preparedness. These are the lessons to be learned from Japan's own megadisaster: the Great East Japan Earthquake of 2011, the fi rst disaster ever recorded that included an earthquake, a tsunami, a nuclear power plant accident, a power supply failure, and a large-scale disruption of supply chains. It is a sad fact that poor communities are often hardest hit and take the longest to recover from disaster. Disaster risk management (DRM) should therefore be taken into account as a major development challenge, and countries must shift from a tradition of response to a culture of prevention and resilience. Learning from Megadisasters: Lessons from the Great East Japan Earthquake consolidates a set of 36 Knowledge Notes, research results of a joint study undertaken by the Government of Japan and the World Bank. These notes highlight key lessons learned in seven DRM thematic clusters—structural measures; nonstructural measures; emergency response; reconstruction planning; hazard and risk information and decision making; the economics of disaster risk, risk management, and risk fi nancing; and recovery and relocation. Aimed at sharing Japanese cutting-edge knowledge with practitioners and decision makers, this book provides valuable guidance to other disaster-prone countries for mainstreaming DRM in their development policies and weathering their own natural disasters.

Using Scalable Vector Graphics (SVG) for illustrations only scratches the surface of this format's potential on the web. With this practical guide, you'll learn how to use SVG not only for illustrations but also as graphical documents that you can integrate into complex HTML5 web pages, and style with custom CSS. Web developers will discover ways to adapt

designs by adding data based graphics, dynamic styles, interaction, or animation. Divided into five parts, this book includes: SVG on the web: Understand how SVG works with HTML, CSS, and JavaScript to define graphics Drawing with markup: Learn the vector language of x and y coordinates that let SVG create basic and custom shapes Putting graphics in their place: Use the coordinate system to draw SVG shapes and text at different scales and positions Artistic touches: Explore how color is used, how strokes are created and manipulated, and how graphical effects like filters, clipping, and masking are applied SVG as an application: Make your graphic more accessible to humans and computers, and learn how to make it interactive or animated

Explores Jung's psychological concepts regarding the nature, function and importance of man's symbols as they appear on both the conscious and subconscious level

An overview of emerging topics, theories, methods, and practices in sonic interactive design, with a focus on the multisensory aspects of sonic experience. Sound is an integral part of every user experience but a neglected medium in design disciplines. Design of an artifact's sonic qualities is often limited to the shaping of functional, representational, and signaling roles of sound. The interdisciplinary field of sonic interaction design (SID) challenges these prevalent approaches by considering sound as an active medium that can enable novel sensory and social experiences through interactive technologies. This book offers an overview of the emerging SID research, discussing theories, methods, and practices, with a focus on the multisensory aspects of sonic experience. Sonic Interaction Design gathers contributions from scholars, artists, and designers working at the intersections of fields ranging from electronic music to cognitive science. They offer both theoretical considerations of key themes and case studies of products and systems created for such contexts as mobile music, sensorimotor learning, rehabilitation, and gaming. The goal is not only to extend the existing research and pedagogical approaches to SID but also to foster domains of practice for sound designers, architects, interaction designers, media artists, product designers, and urban planners. Taken together, the chapters provide a foundation for a still-emerging field, affording a new generation of designers a fresh perspective on interactive sound as a situated and multisensory experience. Contributors Federico Avanzini, Gerold Baier, Stephen Barrass, Olivier Bau, Karin Bijsterveld, Roberto Bresin, Stephen Brewster, Jeremy Coopersotck, Amalia De Gotzen, Stefano Delle Monache, Cumhur Erkut, George Essl, Karmen Franinović, Bruno L. Giordano, Antti Jylhä, Thomas Hermann, Daniel Hug, Johan Kildal, Stefan Krebs, Anatole Lecuyer, Wendy Mackay, David Merrill, Roderick Murray-Smith, Sile O'Modhrain, Pietro Polotti, Hayes Raffle, Michal Rinott, Davide Rocchesso, Antonio Rodà, Christopher Salter, Zack Settel, Stefania Serafin, Simone Spagnol, Jean Sreng, Patrick Susini, Atau Tanaka, Yon Visell, Mike Wezniewski, John Williamson

Insect pests are becoming a problem of ever-more biblical proportions. This new textbook collates a series of selected papers that attempt to address various fundamental components of area-wide insect pest control. Of special interest are the numerous papers on pilot and operational programs that pay special attention to practical problems encountered during program implementation. It's a compilation of more than 60 papers authored by experts from more than 30 countries.

Over 98% of sprayed insecticides and 95% of herbicides reach a destination other than their target species, including non-target species, air, water and soil. The extensive reliance on insecticide use reduces biodiversity, contributes to pollinator decline, destroys habitat, and threatens endangered species. This book offers a more effective application of the Integrated Pest Management (IPM) approach, on an area-wide (AW) or population-wide (AW-IPM) basis, which aims at the management of the total population of a pest, involving a coordinated effort over often larger areas. For major livestock pests, vectors of human diseases and pests of high-value crops with low pest tolerance, there are compelling economic reasons for participating in AW-IPM. This new textbook attempts to address various fundamental components of AW-IPM, e.g. the importance of relevant problem-solving research, the need for planning and essential baseline data collection, the significance of integrating adequate tools for appropriate control strategies, and the value of pilot trials, etc. With chapters authored by 184 experts from more than 31 countries, the book includes many technical advances in the areas of genetics, molecular biology, microbiology, resistance management, and social sciences that facilitate the planning and implementing of area-wide strategies. The book is essential reading for the academic and applied research community as well as national and regional government plant and human/animal health authorities with responsibility for protecting plant and human/animal health.

Recently vilified as the prime dynamic driving home the breach between poor and rich nations, here the branding process is rehabilitated as a potential saviour of the economically underprivileged. Brand New Justice, now in a revised paperback edition, systematically analyses the success stories of the Top Thirteen nations, demonstrating that their wealth is based on the 'last mile' of the commercial process: buying raw materials and manufacturing cheaply in third world countries, these countries realise their lucrative profits by adding value through finishing, packaging and marketing and then selling the branded product on to the end-user at a hugely inflated price. The use of sophisticated global media techniques alongside a range of creative marketing activities are the lynchpins of this process. Applying his observations on economic history and the development and impact of global marketing, Anholt presents a cogent plan for developing nations to benefit from globalization. So long the helpless victim of capitalist trading systems, he shows that they can cross the divide and graduate from supplier nation to producer nation. Branding native produce on a global scale, making a commercial virtue out of perceived authenticity and otherness and fully capitalising on the 'last mile' benefits are key to this graduation and fundamental to forging a new global economic balance. Anholt argues with a forceful logic, but also backs his hypothesis with enticing glimpses of this process actually beginning to take place. Examining activities in India, Thailand, Russia and Africa among others, he shows the risks, challenges and pressures inherent in 'turning the tide', but above all he demonstrates the very real possibility of enlightened capitalism working as a force for good in global terms.

Magnetoencephalography (MEG) is an exciting brain imaging technology that allows real-time tracking of neural activity, making it an invaluable tool for advancing our understanding of brain function. In this comprehensive introduction to MEG, Peter Hansen, Morten Kringelbach, and Riitta Salmelin have brought together the leading researchers to provide the basic tools for planning and executing MEG experiments, as well as analyzing and interpreting the resulting data. Chapters on the basics describe the fundamentals of MEG and its instrumentation, and provide guidelines for designing experiments and performing successful measurements. Chapters on data analysis present it in detail, from general concepts and assumptions to analysis of evoked responses and oscillatory background activity. Chapters on solutions propose potential solutions to the inverse problem using techniques such as minimum norm estimates, spatial filters and beamformers. Chapters on combinations elucidate how MEG can be used to complement other neuroimaging techniques. Chapters on applications provide practical examples of how to use MEG to study sensory processing and cognitive tasks, and how MEG can be used in a clinical setting. These chapters form a complete basic reference source for those interested in exploring or already using MEG that will hopefully inspire them to try to develop new, exciting approaches to designing and analyzing their own studies. This book will be a valuable resource for researchers from diverse fields, including neuroimaging, cognitive neuroscience, medical imaging, computer modelling, as well as for clinical practitioners.

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