

<u>Fonds</u>	<u>Svītrkods</u>	<u>Autors, nosaukums</u>	<u>Plaukta indekss</u>
<b>ViA bibliotēka, lasītava</b>	<b>100175789</b>	<p>Eye Tracking : a comprehensive guide to methods and measures / Kenneth Holmqvist ... [et al.]. - Oxford : Oxford University Press ; New York, 2011. - xix, 537 p. : ill. ; 26 cm. - Includes bibliographical references and index.</p> <p>Contents: Eye-tracker hardware and its properties. From vague idea to experimental design. Data recording. Estimating oculomotor events from raw data samples. Areas of interest. Attention maps : scientific tools or fancy visualizations? Scanpaths : theoretical principles and practical application. Auxiliary data : events and representations. Movement measures. Position measures. Numerosity measures. Latency and distance measures. What are eye-movement measures and how can they be harnessed?.</p> <p>ISBN 9780198738596.</p> <p>Eye tracking. Cilvēka-datora saskarne. Datorgrafika. Data collection. Eye movement measures. Skaitliskā analīze. ☐</p>	<b>004</b>
<b>Vidzemes augstskolas bibliotēka</b>	<b>100176328</b>	<p>Eye Tracking in User Experience Design / [edited by] Jennifer Romano Bergstrom, PhD, Andrew Jonathan Schall. - Amsterdam : Elsevier ; Boston, 2014. - xx, 374 lpp. : ilustrācijas ; 24 cm. - Ietver bibliogrāfiju un rādītāju.</p> <p>Contents: 1. Introduction to Eye Tracking / Andrew Schall and Jennifer Romano Bergstrom. 2. Visual Search / Soussan Djamasbi and Adrienne Hall-Phillips. 3. Usability Testing / Erica Olmsted-Hawala, Temika Holland, and Victor Quach. 4. Physiological Response Measurements / Jennifer Romano Bergstrom, Sabrina Duda, David Hawkins, and Mike McGill. 5. Forms and Surveys / Caroline Jarrett and Jennifer Romano Bergstrom. 6. Information Architecture and Web Navigation / by Andrew Schall. 7. Web Content / Ian Everdell. 8.E-Commerce Websites / Wilkey Wong, Mike Bartels, and Nina Chrobot. 9. Social Media / Lorenzo Burr ridge. 10. Mobile / Jibo He, Christina Siu, Barbara Chaparro, and Jonathan Strohl. 11. Gaming / Veronica Zammitto and Karl Steiner. 12. Older Adults / Eugene Loos and Jennifer Romano Bergstrom. 13. Low Literacy Users / Angela Colter and Kathryn Summers. 14. The Future of Eye Tracking and User Experience /</p>	<b>004</b>

		<p>Andrew Schall and Jennifer Romano Bergstrom.  ISBN 9780124081383.  Cilvēka-datora mijiedarbība. Vizuālā uztvere. Acs (medicīna) - Kustības. Lietotāja saskarnes (datorsistēmas). ☐</p>	
<p><b>ViA  bibliotēka,  lasītava</b></p>	<p><b>100174877</b></p>	<p>Handbook of Real-World Applications in Modeling and Simulation / edited by John A. Sokolowski, Catherine M. Banks. - Hoboken, N.J. : Wiley, 2012. - xviii, 331 p. : ill. ; 25 cm. - (Wiley handbooks in operations research and management science). - Includes bibliographical references and index. - "This handbook provides a thorough explanation of modeling and simulation in the most useful, current, and predominant applied areas, such as transportation, homeland security, medicine, operational research, military science, and business modeling. The authors offer a concise look at the key concepts and techniques of modeling and simulation and then discuss how and why the presented domains have become leading applications. The book begins with an introduction of why modeling and simulation is a reliable analysis assessment tool for complex systems problems and then explains why the selected domains are drawn upon to proffer solutions for these problems"--.</p> <p>Machine generated contents note: Contributors: Preface. Introduction. Contemplating a National Strategy for Modeling and Simulation / John A. Sokolowski. Chapter 1. Modeling and Simulation for Research and Analysis / Catherine M. Banks. Chapter 2. Human Behavior Modeling: A Real-World Application / John A. Sokolowsk. Chapter 3. Transportation / R. Michael Robinson. Chapter 4. Homeland Security Risk Modeling / Barry C. Ezell. Chapter 5. Operations Research /Andrew J. Collins and Christine S. M. Currie. Chapter 6. Business Process Modeling / Rafael Diaz, Joshua G. Behr, and Mandur Tupule. Chapter 7. Medical M&amp;S: A Review of Mesh Generation for Medical Simulators / Michele A. Audette, Andrey N. Chernikov, and Nikos Chrisochoides. Chapter 8. Military Interoperability Challenges / Siakou Diallo and Jose Padilla. Appendices. PowerPoint Slides. Index.  ISBN 9781118117774.  Sistēmanalīze. Modelēšanas metodes.  Datormodelēšana. ☐</p>	<p><b>004.9</b></p>

<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100175477</b></p>	<p>Interface Criticism : aesthetics beyond buttons / edited by Christian Ulrik Andersen &amp; Soren Bro Pold. - Aarhus [Denmark] : Aarhus University Press, 2011. - 295 p. : ill. (chiefly col.) ; 24 cm. - (Acta Jutlandica. Humanities series ; 2011/1). - Includes bibliographical references. - Covers a range of aesthetic expressions - including urban screens, wearable interfaces, performances, games, net-art, software art, and sound art, and discusses how new cultures evolve around, for example, open source or live coding. This book develops interface aesthetics as an appropriate paradigm for a critical discussion of the computer.</p> <p>Contents: Displays and History. Monumental Attractions: Toward An Archaeology of Public Media Interfaces / Erkki Huhtamo. The Haptic Interface: On Signal Transmissions and Events / Bodil Marie Stavning Thomsen. The Interface at the Skin / Lone Koefoed Hansen. Interface Perception: The Cybernetic Mentality and Its Critics: Ubermorgen.com / Soren Bro Pold. What is Interface Aesthetics, or What Could It Be (Not)? / Florian Cramer. The Computation of Space / Dragana Antic and Matthew Fuller. Means-end of Software / Geoff Cox. Poesis of Human-Computer Interaction: Music, Materiality and Live Coding / Morten Breinbjerg. Writerly Gaming: Political Gaming / Christian Ulrik Andersen. The Net Interface and the Public Sphere / Henrik Kaare Nielsen. Is There Really Only World For It? Software Vocabularies in the Expanded Field of Interface Aesthetics / Jacob Lillemose. Transparent World: Minoritarian Tactics in the Age of Transparency / Inke Arns. Collective Hallucination and Capitalism 2.0 Scale-free Elections in France / Christophe Bruno.</p> <p>ISBN 9788779345041.</p> <p>Tehnoloģija un mākslas. Lietotāja saskarnes (datorsistēmas). Cilvēka-datora saskarne. Vizuālā komunikācija. ☐</p>	<p><b>004.5</b></p>
<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100133755</b></p>	<p>Meeting the Challenge of Social Problems via Agent-Based Simulation : post-proceedings of the second international workshop on agent-based approaches in economic and social complex systems : with 76 figures / editors T.Terano, H.Deguchi, K.Takadama. - reprinted. - New York : Springer, c2003. - x, 200 p. : tab. - Includes bibliographical references and index. -</p>	<p><b>004.9</b></p>

		<p>Promoting multidisciplinary work in computational economics, organizational science, social dynamics, and complex systems, AESCS '02 brought together researchers from diverse fields. This book contains the papers by Robert Axtell, Shu-Heng Chen, and Takao Terano, along with selected papers in three major sections.</p> <p>Contents: Economics as Distributed Computation / R.L.Axtell. Dynamic Resource Allocation of Investment and Competitive Growth: R&amp;D Investment and Capital Investment / H.Lee, H.Deguchi. Wealth Distribution on Scale-Free Networks / W.Souma, Y.Fujiwara, H.Aoyama. U-Mart: An Artificial Market Testbed for Economics and Multiagent Systems / T.Terano, Y. Shiozawa. I: Economic Systems.- Economics as Distributed Computation.- Dynamic Resource Allocation of Investment and Competitive Growth: R&amp;D Investment and Capital Investment.- Wealth Distribution on Scale-Free Networks.- II: Marketing and Management.- U-Mart: An Artificial Market Testbed for Economics and Multiagent Systems.- The Statistical Properties of Price Fluctuation by Computer Agent in U-Mart Virtual Futures Market Simulator.- Study on a Dynamic Resource Allocation for a Communication Network Based on a Market-based Model.- Human-Agent Participation in a Business Simulator.- A Role of Micro-macro Loop for Knowledge Creation by Heterogeneous Agents.- How to Share Knowledge Effectively?.- III: Social Systems and Methodology.- Agent-Based Computational Macro-economics: A Survey.- The X-MAS SYSTEM: Toward Simulation Systems for Cross-model-validation in Multiagent-Based Simulations.- A Study on Pedestrian Flow by Using an Agent Model — A Simulation Analysis on the Asagiri Overpass Accident, 2001.</p> <p>ISBN 9784431679820.</p> <p>Matemātiskā modelēšana. Modelēšanas metodes. ☐</p>	
<b>ViA bibliotēka, lasītava</b>	<b>100175720</b>	<p>Principles of Modeling and Simulation : a multidisciplinary approach / edited by John A. Sokolowski, Catherine M. Banks. - Hoboken, N.J. : John Wiley, 2009. - xiii, 259 p. : ill. ; 24 cm. - Includes bibliographical references and index.</p> <p>Contents: What is Modeling and Simulation? /</p>	<b>004.94</b>

		<p>Catherine M.Banks. The Role of Modeling and Simulation / Paul F.Reynolds. Simulation: Models That Vary over Time / John A.Sokolowski. Queue Modeling and Simulation / Paul A.Fishwick and Hyungwook Park. Human Interaction with Simulations / Michael P.Bailey and Ahmed K.Noor. Verification and Validation / Mikel D.Petty. Uses of Simulation / Tuncer I.Oren. Modeling and Simulation: Real-World Examples / Michael D.Fontaine. David P.Cook, C.Donald Combs, John A. Sokolowski, and Catherine M.Banks. The Future of Simulation / R.Bowen Loftin.</p> <p>ISBN 9780470289433 (cloth). . - ISBN 0470289430 (cloth).</p> <p>Matemātiskā modelēšana. Modelēšanas metodes. Starpnozaru pētniecība. ☐</p>	
<p><b>ViA bibliotēka, mācību literatūras krājums</b></p>	<p><b>100171094</b></p>	<p>Sistēmu imitācijas modelēšanas tehnoloģija / Jurijs Merkurjevs Gaļina Merkurjeva, Jeļena Pečerska, Jurijs Tolujevs ; Rīgas Tehniskā universitāte. Datorzinātnes un informācijas tehnoloģijas fakultāte. Informācijas tehnoloģijas institūts ; rec. Egīls Ginters. - Rīga : Rīgas Tehniskā universitāte, 2008. - 120 lpp. : il. - Bibliogr.: 91.-94. lpp.</p> <p>ISBN 9789984798530.</p> <p>Modelēšanas metodes - Mācīšana un mācīšanās (augstskola). Datormodelēšana - Mācīšana un mācīšanās (augstskola).</p>	<p><b>004.9</b></p>
<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100174150</b></p>	<p>Virtual Reality : concepts and technologies / editors Philippe Fuchs, Guillaume Moreau, Pascal Guitton. - Boca Raton, FL : CRC Press, 2011. - xx, 409 p. : ill. ; 26 cm. - Includes bibliographical references and index. - A manual for both designers and users, comprehensively presenting the current state of experts' knowledge on virtual reality (VR) in computer science, mechanics, optics, acoustics, physiology, psychology, ergonomics, ethics, and related area. Designed as a reference design guide to help the reader develop a VR project, it presents the importance of the users needs and various aspects of the human computer interface (HCI). It further treats technical aspects of VR, hardware and software implementations, and details on the sensory and psycho-sensory interfaces. Providing various concepts and technologies, including mathematics and modelling techniques, it allows the reader to</p>	<p><b>004.9</b></p>

		<p>formalize, conceptualize and construct a virtual reality project from original thought to application. - Translated from the French.</p> <p>Contents: 1. Introduction to virtual reality 2. Theoretical and pragmatic approach to virtual reality II. The human being in virtual environments 3. Human senses 4. Interaction between virtual reality and behavioural sciences 5. Immersion and presence III. Behavioural interfaces 6. Location sensors 7. Manual motor interfaces 8. Hardware devices of force feedback interfaces 9. Control of a force feedback interface 10. Tactile feedback interfaces 11. Visual interfaces 12. Interaction techniques for virtual behavioural primitives 13. Stereoscopic restitution of vision IV. Tools and models for virtual environments 14. Geometric models of virtual environments 15. Models for visual rendering 16. Models for haptic rendering 17. Collision detection. ISBN 9780415684712.</p> <p>Virtuālā realitāte. Datorgrafika. Programmēšana.</p> <p>☐</p>	
<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100176185</b></p>	<p>Virtual Reality Headsets : a theoretical and pragmatic approach / Philippe Fuchs, co-authors:, Judith Guez, Olivier Hugues, Jean-François Jégo, Andras Kemeny &amp; Daniel Mestre. - Boca Raton : CRC Press, Taylor &amp; Francis Group, CRC Press is an imprint of the Taylor &amp; Francis Group, an informa business, 2017. - xiv, 197 pages ; 26 cm. - Includes bibliographical references (pages 191-197) and index. - Translation of: Les casques de réalité virtuelle et jeux vidéo. Paris : Les presses des Mines, 2016. . - "A Balkema book."</p> <p>Contents: A theoretical and pragmatic approach for VR headsets ; 1 Introduction and challenges ; 2 Concepts of virtual reality ; 2.1 Definitions of virtual reality ; 2.2 Fundamental approach for immersion and interaction ; 2.3 Immersion and presence ; 3 Human senses ; 3.1 Introduction ; 3.2 Vision ; 3.3 Cutaneous sensitivity ; 3.4 Proprioception ; 4 Visual interfaces ; 4.1 Introduction ; 4.2 Processes for the visual perception of the 3D space ; 4.3 Visual interfaces with fixed support ; 4.4 Stereoscopic restitution of vision ; 5 VR headsets ; 5.1 Introduction ; 5.2 Different types of VR headset ; 5.3 The design of optical system ; 5.4 Display screens ; 5.5 Head tracking sensor ; 5.6 The ergonomic design ; 6 Interfaces used with VR headsets ; 6.1 Introduction ;</p>	<p><b>004.9</b></p>

		<p>6.2 Tracked handheld controllers ; 6.3 1D treadmill and omnidirectional (2D) treadmill ; 6.4 Motion simulator ; 7 Functional and technical characteristics of VR headsets ; 7.1 Introduction ; 7.2 Main features ; 7.3 Technical characteristics of VR headsets ; 7.4 Conclusion ; 8 Comfort and health ; 8.1 Comfort and health issues ; 8.2 Introduction to sensorimotor discrepancies ; 8.3 Taxonomy of sensorimotor discrepancies ; 8.4 Controlling actions ; 8.5 Psychological problems induced by virtual environments. 8.6 Optical and ergonomic constraints ; 9 Recommendations and solutions ; 9.1 Observational VBPs ; 9.2 "Unreal observational" VBPs ; 9.3 Navigation VBPs ; 9.4 Manipulation VBPs ; 9.5 Analysis grid for the 32 solutions ; 9.6 Adapting to the virtual environment ; 9.7 Safety rules ; 9.8 Conclusions ; Part II VR headset applications ; 10 Introduction to applications utilising VR headsets ; 10.1 VR applications for all age groups ; 10.2 Professional applications ; 11 Behavioural lab experiments ; 11.1 How VR headsets change the VR landscape ; 11.2 Walking through virtual apertures ; 11.3 Conclusion ; 12 Industrial use of VR headsets ; 12.1 Introduction ; 12.2 Driving Simulation (DS) and Virtual Reality (VR) ; 12.3 Automotive and aerospace VR applications ; 12.4 Simulation sickness (VRISE) ; 12.5 Space and size perception (scale 1 perception) ; 13 Creating digital art installations with VR headsets ; 13.1 VR headsets in artistic creation ; 13.2 A method to create with a VR headset ; 13.3 Conclusion and future directions ; 14 Conclusion and perspectives ; 14.1 Conclusion.</p> <p>ISBN 9781138632356 (hbk : alk. paper). Virtuālā realitāte. ☐</p>	
<b>Vidzemes augstskolas bibliotēka</b>	<b>100176626</b>	<p><b>Aizstrauta, Dace.</b> Integrated Technology Acceptance and Sustainability Assessment Model : Summary of Doctoral Thesis / Dace Aizstrauta ; scientific advisor Egils Ginters ; reviewers Artis Teilāns, Jānis Bičevskis, Ivans Kastilja Rodrigess. - Valmiera : Vidzeme University of Applied Sciences, 2018. - 40 pages : illustrations, charts, tables. - Bibliography: p. 36-40. ISBN 9789984633480.</p> <p>Novērtējums - Tehnoloģijas. Sociotehniskās sistēmas. Ilgtspējīgas tehnoloģijas. Modelēšanas metodes.</p>	<b>004.94</b>

<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100175967</b></p>	<p><b>Anne, Koteswara Rao.</b> Acoustic Modeling for Emotion Recognition / Koteswara Rao Anne, Swarna Kuchibhotla, Hima Deepthi Vankayalapati. - Heidelberg : Springer, 2015. - vii, 66 pages : illustrations, diagrams. - (Springer Briefs). (Springer Briefs in Electrical and Computer Engineering ; Speech Technology).          Contents: Introduction ; Emotion Recognition using Prosodic features ; Emotion Recognition using Spectral features ; Emotional Speech Corpora ; Classification Models ; Comparative Analysis of Classifiers in emotion recognition ; Summary and Conclusions.          ISBN 9783319155296.          Mašīnu redze. Emocijas - Matemātiskie modeļi. Skaņa. Skaņas apstrāde ar datoru. ☐</p>	<p><b>004.94</b></p>
<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100176206</b></p>	<p><b>Aukstakalnis, Steve.</b> Practical Augmented Reality : a guide to the technologies, applications and human factors for AR and VR / Steve Aukstakalnis. - 1st edition. - Old Tappan, NJ : Pearson Education, 2017. - xx, 420 lpp. : ilustrācijas ; 23 cm. - Bibliogrāfija: 362.-389. lpp. un rādītājs: [405.]-420. lpp.          Contents: Preface ; Part 1: Introduction to Augmented and Virtual Reality ; Chapter 1: Computer-Generated Worlds ; Chapter 2: Understanding Virtual Space ; Part 2: Understanding the Human Senses and Their Relationship to Output / Input Devices ; Chapter 3: The Mechanics of Sight ; Chapter 4: Component Technologies of Head-Mounted Displays ; Chapter 5: Augmenting Displays ; Chapter 6: Fully Immersive Displays ; Chapter 7: The Mechanics of Hearing ; Chapter 8: Audio Displays ; Chapter 9: The Mechanics of Feeling ; Chapter 10: Tactile and Force Feedback Devices ; Chapter 11: Sensors for Tracking Position, Orientation and Motion ; Chapter 12: Devices to Enable Navigation and Interaction. Part 3: Applications of Augmented and Virtual Reality ; Chapter 13: Gaming and Entertainment ; Chapter 14: Architecture and Construction ; Chapter 15: Science and Engineering ; Chapter 16: Health and Medicine ; Chapter 17: Aerospace and Defense ; Chapter 18: Education ; Chapter 19: Information Control and Big Data Visualization ; Chapter 20: Telerobotics and Telepresence ; Part 4: Human Factors, Legal and Social Considerations ; Chapter 21: Human Factors</p>	<p><b>004.9</b></p>



		<p>Considerations ; Chapter 22: Legal and Social Considerations ; Chapter 23: The Future.  ISBN 9780134094236. . - ISBN 0134094239.  Papildinātā realitāte. Virtuālā realitāte. Cilvēkardatora mijiedarbība. ☐</p>	
<b>Vidzemes augstskolas bibliotēka</b>	<b>100175926</b>	<p><b>Bojko, Aga.</b> Eye Tracking the User Experience : a practical guide to research / Aga Bojko. - Brooklyn, New York : Rosenfeld Media, 2013. - xiv, 304 p. : col. ill. ; 23 cm. - Includes bibliographical references and index.  Contents: Pt. I. Why eye tracking? Eye tracking : what's all the hoopla? To track or not to track. pt. II. Study preparation. Eye trackers and other necessary resources. Time to roll up the sleeves. Combining eye tracking with other methods. Verbal protocols and eye tracking. Eye tracking measures. No participants, no study. pt. III. Data collection. It's tracking time! pt. IV. Analysis and reporting. Data extraction and preparation. Eye tracking data visualizations. Qualitative data analysis. Quantitative data analysis.  ISBN 9781933820101. . - ISBN 1933820101. . - ISBN 9781457103049. . - ISBN 1457103044.  Eye tracking. Datorgrafika. Mašīnu redze. Vizuālā uztvere. Acs (medicīna) - Kustības. ☐</p>	<b>004</b>
<b>ViA bibliotēka, lasītava</b>	<b>100176200</b>	<p><b>Bond, Jeremy Gibson.</b> Introduction to Game Design, Prototyping, and Development : from concept to playable game with Unity and C# / Jeremy Gibson Bond. - Second edition. - Upper Saddle River, NJ : Addison-Wesley, [2018]. , ©2018. - xxxiv, 988 pages : color illustrations ; 23 cm. - (The Addison-Wesley game design and development series). - Includes bibliographical references and index. - "This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine. Jeremy Gibson presents prototyping as a core game design skill (much as sketching is a core artist's skill), taking a straightforward, commonsense approach that has been refined over many years of teaching beginners. Throughout, students are encouraged to experiment on their own, and to discover that most problems have multiple solutions"--Provided by publisher.  Part I. Game Design and Paper Prototyping : 1. Thinking Like a Designer ; 2. Game Analysis</p>	<b>004.4</b>

		<p>Frameworks ; 3. The Layered Tetrad ; 4. The Inscribed Layer ; 5. The Dynamic Layer ; 6. The Cultural Layer ; 7. Acting Like a Designer ; 8. Design Goals ; 9. Paper Prototyping ; 10. Game Testing ; 11. Math and Game Balance ; 12. Puzzle Design ; 13. Guiding the Player ; 14. The Digital Game Industry -- Part II. Digital Prototyping : 15. Thinking in Digital Systems ; 16. Introducing Our Development Environment: Unity ; 17. Introducing Our Language: C# ; 18. Hello World: Your First Program ; 19. Variables and Components ; 20. Boolean Operations and Conditionals ; 21. Loops ; 22. Lists and Arrays ; 23. Functions and Parameters ; 24. Debugging ; 25. Classes ; 26. Object-Oriented Thinking ; 27. The Agile Mentality -- Part III. Game Prototype Examples and Tutorials : 28. Prototype 1: Apple Picker ; 29. Prototype 2: Mission Demolition ; 30. Prototype 3: Space SHMUP ; 31. Prototype 4: Prospector Solitaire ; 32. Prototype 5: Bartok ; 33. Prototype 6: Word Game ; 34. Prototype 7: QuickSnap ; 35. Prototype 8: Omega Mage.</p> <p>ISBN 9780134659862. . - ISBN 0134659864.</p> <p>Datorspēles - Programmēšana. Datorspēles - Dizains. Videospēles. Trīsdimensiju displeja sistēmas. C# (programmēšanas valoda). Lietojumprogrammas - Attīstība. ☐</p>	
<b>Vidzemes augstskolas bibliotēka</b>	<b>100175832</b>	<p><b>Borshchev, Andrei.</b> The Big Book of Simulation Modeling : multimethod modeling with AnyLogic 6 / Andrei Borshchev. - [ASV] : AnyLogic North America, 2013. - 612 p. : ilustrācijas. - Ietver bibliogrāfiju un rādītāju.</p> <p>Contents: Modeling and simulation modeling. The three methods in simulation modeling. Agent based modeling : technology overview. How to build agent based models : field service example. System dynamics and dynamic systems. Multi-method modeling. Designing state-based behavior : statecharts. Discrete events and event model object. Rails and trains. Java for AnyLogic users. Exchanging data with external world. Presentation and animation : working with shapes, groups, colors. Designing interactive models : using controls. 3D animation. Randomness in AnyLogic models. Model time, date and calendar : virtual and real time.</p> <p>ISBN 9780989573177. . - ISBN 0989573176.</p>	<b>004.9</b>

		Mākslīgais intelekts. Matemātiskā statistika. Spēju teorija. Datormodelēšana. ☐	
Vidzemes augstskolas bibliotēka	100176643	<p><b>Dalpiazz, Fabiano.</b> Security Requirements Engineering : designing secure socio-technical systems / Fabiano Dalpiazz, Elda Paja, Paolo Giorgini. - Cambridge, Massachusetts : The MIT Press, 2016. - xxii, 201 lpp. : ilustrācijas ; 24 cm. - (The MIT Press information systems series). - Bibliogrāfija: 195.-198. lpp. un rādītājs.</p> <p>Contents: Security Requirements Engineering ; An Overview of Computer and Information Security ; The STS-ml Modeling Language ; The Socio-Technical Security Modeling Language ; Social, Information, and Authorization Views ; From STS-ml to the STS Method ; Automated Analysis of STS-ml Models ; The Socio-Technical Security Method ; STS in Practice: Tool and Case Studies. STS Method in Action ; Beyond the STS Method ; Alternative and Complementary Approaches.</p> <p>ISBN 9780262034210.</p> <p>Sistēmu programmatūra - Projektēšana un konstruēšana. Prasību inženierija - Datu apstrāde. Tehnoloģija - Sociālie aspekti. Sistēmanalīze - Datu apstrāde. ☐</p>	004.4
Vidzemes augstskolas bibliotēka	100176641	<p><b>Dick, Jeremy.</b> Requirements Engineering / Jeremy Dick, Elizabeth Hull, Ken Jackson. - 4th edition. - Cham : Springer, 2017. - xx, 239 lpp. : ilustrācijas ; 24 cm. - Ietver bibliogrāfiju un rādītāju. - Using the latest research and driven by practical experience from industry, this book gives useful hints to practitioners on how to write and structure requirements. It will benefit those seeking to develop their knowledge of requirements engineering process.</p> <p>Contents: Introduction ; A Generic Process for Requirements Engineering ; System Modelling for Requirements Engineering ; Writing and Reviewing Requirements ; Requirements Engineering in the Problem Domain ; Requirements Engineering in the Solution Domain ; Advanced Traceability ; DOORS: A Tool to Manage Requirements ; Management Aspects of Requirements Engineering.</p> <p>ISBN 9783319610726.</p> <p>Datorzinātne. Programmatūra - Attīstība. ☐</p>	004.4

<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100175486</b></p>	<p><b>Epstein, Erika.</b> Implementing Successful Building Information Modeling / Erika Epstein. - Boston : Artech House, 2012. - xiii, 256 p., [16] p. of plates : ill. (some col.) ; 26 cm. - Includes bibliographical references and index. - Building Information Modeling (BIM) is the process of generating and managing building data during a building's lifecycle. Today, more and more architectural firms have adopted BIM software and processes because it allows them to produce measurably more work of better quality, in shorter periods of time. Featuring case studies of firms of all sizes, this practical resource shows you how to implement BIM in the building industry around the globe. The book explains how BIM allows collected data to be used and added to during the occupied life of the building. You also become knowledgeable about. ISBN 9781608071395. . - ISBN 1608071391. Building information modeling. Celtniecība - Datu apstrāde. Datorizētā inženierija. Informācijas modelēšana. Celtniecība. ☐</p>	<p><b>004.9</b></p>
<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100176209</b></p>	<p><b>Gortler, Steven J.(Steven Jacob), 1966-</b> Foundations of 3D Computer Graphics / Steven J. Gortler. - Cambridge, MA : MIT Press, 2012. - 273 p. : ill. ; 24 cm. - Includes bibliographical references (p. 267-270) and index. Contents: Getting Started ; Introduction ; Linear ; Affine ; Respect ; Frames in graphics ; Hello World 3D ; Rotations and Interpolation ; Quaternions (at Bit Technical) ; Balls: Track and Arc ; Smooth Interpolation ; Cameras and Rasterization ; Projection ; Depth ; From Vertex to Pixel ; Varying Variables (Tricky) ; Pixels and Such ; Materials ; Texture Mapping ; Sampling ; Reconstruction ; Resampling ; Advanced Topics ; Color ; What Is Ray Tracing? ; Light (Technical) ; Geometric Modeling: Basic Intro ; Animation: Not Even an Introduction. ISBN 9780262017350 (hardcover : alk. paper). Datorgrafika. Trīsdimensiju displeja sistēmas. ☐</p>	<p><b>004.9</b></p>
<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100176197</b></p>	<p><b>Laganiere, Robert.</b> OpenCV 3 Computer Vision Application Programming Cookbook : Recipes to help you build computer vision applications that make the most of the popular C++ library OpenCV 3 / Robert Laganiere. - Third Edition. - Birmingham : Packt, 2017. - x, 454 pages : illustrations.</p>	<p><b>004.9</b></p>

		<p>Contents: Playing with Images ; Manipulating Pixels ; Processing the Colors of an Image ; Counting the Pixels with Histograms ; Transforming Images with Morphological Operations ; Filtering the Images ; Extracting Lines, Contours, and Components ; Detecting Interest Points ; Describing and Matching Interest Points ; Estimating Projective Relations in Images ; Reconstructing 3D Scenes ; Processing Video Sequences ; Tracking Visual Motion ; Learning from Examples.</p> <p>ISBN 9781786469717. attelu apstrade. Mašīnu redze. ☐</p>	
Vidzemes augstskolas bibliotēka	100176194	<p><b>Lanier, Jaron.</b> Dawn of the New Everything : encounters with reality and virtual reality / Jaron Lanier. - First edition. - New York : Henry Holt and Company, 2017. - xv, 351 pages : illustrations ; 25 cm. - Includes bibliographical references and index. ISBN 9781627794091 (hardcover). Datorzinātnieki - Amerikas Savienotās Valstis - Biogrāfijas. Virtuālā realitāte. C# (programmēšanas valoda).</p>	004.9
Vidzemes augstskolas bibliotēka	100176193	<p><b>Levy, Jaime.</b> UX strategy : how to devise innovative digital products that people want / Jaime Levy ; foreword by Jason Calacanis. - First edition. - Sebastopol, CA : O'Reilly, 2015. , ©2015. - xii, 298 pages : color illustrations ; 23 cm. - Includes bibliographical references and index. - "User experience (UX) strategy requires a careful blend of business strategy and UX design, but until now, there hasn't been an easy-to-apply framework for executing it. This hands-on guide introduces lightweight strategy tools and techniques to help you and your team craft innovative digital products that people want."--Back cover. What Is UX strategy? ; The four tenets of UX strategy ; Validating the value proposition ; Conducting competitive research ; Conducting competitive analysis ; Storyboarding value innovation ; Creating prototypes for experiments ; Conducting guerrilla user research ; Designing for conversion ; Strategists in the wild. ISBN 9781449372866. . - ISBN 1449372864. Lietotājoorientētas sistēmas izstrāde. Lietotāja saskarnes (datorsistēmas). Cilvēka-datora mijiedarbība. Tīmekļa vietnes - Dizains. ☐</p>	004

<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100175452</b></p>	<p><b>Linowes, Jonathan.</b> Unity Virtual Reality Projects : Explore the world of virtual reality by building immersive and fun VR projects using Unity 3D / Jonathan Linowes. - Birmingham : Packt Publishing, 2015. - xiii, 259 p. : ill. - If you are a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps. Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR.</p> <p>Contents: Virtually everything for everyone. Objects and scale. VR Build and run. Gaze-based control. World Space UI. First-person character. Physics and the environment. Walk-throughs and rendering. Using all 360 degrees. Social VR metaverse.</p> <p>ISBN 9781783988556. Datormodelēšana. Virtuālā realitāte. ☐</p>	<p><b>004.94</b></p>
<p><b>Valmieras bibliotēka</b></p>	<p><b>100954302</b></p>	<p><b>Lynch, Gerald.</b> Get Technology : be in the Know. Upgrade your Future / Gerald Lynch. - London : Aurum Press, 2018. - China. , 2018. - 157, [4] p. : illustrations. - (Build + Become). - Bibliography: 146.-147. p. - Using a unique, visual approach, Gerald Lynch explains the most important tech developments of the modern world – examining their impact on society and how, ultimately, we can use technology to achieve our full potential. - "Know Technology Today, to Equip Yourself for Tomorrow" - on the last cover of the book.</p> <p>Contents: TECH BY YOUR SIDE. Virtual Reality ; Augmented Reality ; Artificial Intelligence ; Smart Homes. EXPLORATION. Driverless Cars ; Hyperloop ; Exosuits ; A New Space Race. SURVIVAL. Nanorobots ; The Quantified Self ; Nuclear Fusion ; Asteroid Defences. SECURITY. Cybersecurity ; Biometrics ; Blockchain ; The Autonomous Army. TRANSCENDENCE. Quantum Computing ; Terraforming ; Bionic Implants ; Transhumanism.</p> <p>ISBN 9781781317488. Virtuālā realitāte. Mājas automatizācija.</p>	<p><b>001</b></p>

		Tehnoloģiskie jaunievedumi. Nanotehnoloģija. Medicīniskie jaunievedumi. Drošība. ☐	
<b>Vidzemes augstskolas bibliotēka</b>	<b>100176187</b>	<p><b>Meyer, Trish, 1961-</b>. Creating Motion Graphics with After Effects / Trish &amp; Chris Meyer. - 5th ed. - Amsterdam : Elsevier/Focal Press ; Boston, 2010. - xvi, 752 p. : col. ill. ; 24 cm. + 1 DVD-ROM (4 3/4 in.). - Includes index.</p> <p>Contents: How to use this book ; Animation techniques ; Layer management ; Modes, masks, &amp; mattes ; Cameras! lights! action! ; Building hierarchies ; Text animation ; Effects &amp; presets ; Color &amp; keying ; Time &amp; tracking ; Drawing, painting, &amp; puppetry ; Working with audio ; Expressions ; Importing &amp; integration ; Exporting &amp; rendering. ISBN 9780240814155.</p> <p>Kinematogrāfija - Specefekti. Datoranimācija. Datorgrafika. ☐</p>	<b>004.9</b>
<b>Vidzemes augstskolas bibliotēka</b>	<b>100176199</b>	<p><b>Preece, Jennifer.</b> Interaction Design : beyond human-computer interaction / Jennifer Preece, Yvonne Rogers, Helen Sharp. - 4th Edition. - Chichester : Wiley, 2017. - xiii, 567 pages : illustrations. - A new edition of the #1 text in the Human Computer Interactionfield! Hugely popular with students and professionals alike, Interaction Design is an ideal resource for learning theinterdisciplinary skills needed for interaction design,human computer interaction, information design, web designand ubiquitous computing.</p> <p>Contents: What is Interaction Design ; Understanding and Conceptualizing Interaction ; Cognitive Aspects ; Social Interaction ; Emotional Interaction ; Interfaces ; Data Gathering ; Data Analysis, Interpretation, and Presentation ; The Process of Interaction Design ; Establishing Requirements ; Design, Prototyping, and Construction ; Interaction Design in Practice ; Introducing Evaluation ; Evaluation Studies: from Controlled to natural Settings ; Evaluation: Inspections, Analytics, and Models. ISBN 9781119020752.</p> <p>Cilvēka-datora saskarne. Lietotāja saskarnes (datorsistēmas). Cilvēka-datora mijiedarbība. ☐</p>	<b>004</b>

<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100176191</b></p>	<p><b>Ramirez, Murray.</b> Virtual Reality for Beginners! : How to Understand, Use &amp; Create VR / Murray Ramirez. - [United States : Murray Ramirez, 2016]. - 83 pages : illustrations. - Discusses the history and potential future of virtual reality, and how to set up your own VR with various technologies like Google Cardboard and Daydream View, Sony PlayStation, HTC Vive, Oculus Rift, and Samsung Gear VR.          Contents: Virtual Reality Defined : What is Virtual reality? VR through Time ; Getting Started : The Science of VR ; Developng and Creating VR ; VR Trends : Google Cardboard ; Sony PlayStation VR ; HTC Vive ; Oculus Rift ; Samsung Gear VR ; Bonus: Google Daydream View ; VR and Beyond!.          ISBN 9781540532220.          Virtuālā realitāte. ☐</p>	<p><b>004.9</b></p>
<p><b>Vidzemes augstskolas bibliotēka</b></p>	<p><b>100176680</b></p>	<p><b>Regtien, Paul.</b> Sensors for Mechatronics / Paul Regtien ; Edwin Dertien. - Amsterdam : Elsevier, 2018. - xiv, 379 pages : illustrations. - Mechatronics is a multidisciplinary field combining Mechanical, Electronic, Computer, and other Engineering fields to develop intelligent processes and products. This book offers reviews the major types of transducers, presents a characterization of the advances in sensing technology and offers a view on sensor research.          Contents: Introduction ; Sensor Fundamentals ; Uncertainty Aspects ; Resistive Sensors ; Capacitive Sensors ; Inductive and Magnetic Sensors ; Optical Sensors ; Piezoelectric Sensors ; Acoustic Sensors.          ISBN 9780128138106.          Mehatronika. Mikroelektromehāniskās sistēmas.          ☐</p>	<p><b>681</b></p>
<p><b>ViA bibliotēka, lasītava</b></p>	<p><b>100133617</b></p>	<p><b>Reisig, Wolfgang.</b> Understanding Petri Nets : modeling techniques, analysis methods, case studies / Wolfgang Reisig. - 1st ed. - Berlin : Springer, 2013. - xxvi, 230 lpp. : il. - Bibliogrāfija: 225.-228. lpp. un rādītājs: 229.-230. lpp. - This book offers a clear, thorough introduction to Petri nets. The explanations are supported throughout with fully integrated graphical illustrations, with only the analysis and verification presented in a formal manner. - Oriģ. nos.: Petrinetze: Modellierungstechnik, Analysemethoden, Fallstudien.          Saturā: Part I Modeling Techniques.- Chap. 1 An Example.- Chap. 2 The Basic Concepts.- Chap. 3</p>	<p><b>004.9</b></p>



		<p>Common Special Case: Elementary System Nets.- Chap. 4 Sequential and Distributed Runs.- Chap. 5 Scenarios.- Chap. 6 Further Notation for Elementary System Nets.- Chap. 7 The Synthesis Problem.- Chap. 8 Composition of Nets.- Part II Analysis Methods.- Chap. 9 State Properties.- Chap. 10 Traps and Co-traps of Elementary System Nets.- Chap. 11 Place Invariants of Elementary System Nets.- Chap. 12 Combining Traps and Place Invariants of Elementary System Nets.- Chap. 13 Traps and Place Invariants of Generic System Nets.- Chap. 14 Marking and Covering Graphs.- Chap. 15 Reachability in Elementary System Nets.- Chap. 16 Run Properties.- Chap. 17 Free-Choice Nets.- Chap. 18 Marked Graphs.- Chap. 19 Well-Formed System Nets.- Part III Case Studies.- Chap. 20 Mutual Exclusion.- Chap. 21 Asynchronous Hardware.</p> <p>ISBN 9783642332777 (hard cover). Petri tīkli. Informācijas modelēšana. Matemātiskā modelēšana. ☐</p>	
Vidzemes augstskolas bibliotēka	100175746	<p><b>Rossetti, Manuel D.(Manuel David), 1962-</b> . Simulation Modeling and Arena / Manuel D. Rossetti. - Second edition. - Hoboken, New Jersey : John Wiley &amp; Sons, Inc., 2016. - xxiv, 719 pages : illustrations ; 26 cm. - Includes bibliographical references and index.</p> <p>Contents: Simulation modeling. Generating randomness in simulation. Spreadsheet simulation. Introduction to simulation in ArenaTM. Basic process modeling. Modeling randomness in simulation. Analyzing simulation output. Modeling queueing and inventory systems. Entity movement and material handling. Miscellaneous topics in ArenaTM modeling. Application of simulation modeling.</p> <p>ISBN 9781118607916. Datormodelēšana. ☐</p>	004.9
Vidzemes augstskolas bibliotēka	100171495	<p><b>Teilāns, Artis.</b> Sistēmu objektorientētā modelēšana / Artis Teilāns ; Rēzeknes Augstskola. Inženieru fakultāte. Datorzinātņu un matemātikas katedra. - Rēzekne : Rēzeknes Augstskola, 2008. - 91 lpp. : il. ; 20 cm. - Bibliogr.: 89.-91. lpp.</p> <p>Saturā: Modelēšanas un simulēšanas metodoloģijas programmatūras ; Lielu sistēmu Objektorientēta modelēšana un imitācijas modelēšana ; Metodoloģijas izmantošana CAS/SE</p>	004.9

		<p>rīkā GRADE. ISBN 9789984440033. Objektorientēta programmēšana (datorzinātne) - Mācību līdzekļi augstskolām. ☐</p>	
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