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Introduction to Engineering Research
The Making of Green Engineers
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Computers, Software Engineering, and Digital Devices
Theory of Electromagnetic Beams
The Art of Teaching Physics with Ancient Chinese Science and Technology
How Great Designers Create Successful Products
A Unique Opportunity
An Introduction to Numerical Methods for the Physical Sciences
A Special Issue of Analog Integrated Circuits and Signal Processing, An International Journal Volume 14, Nos. 1/2 (1997)
Principles and Practice
Implications for Decision Making
Handbook of Research on Advanced Research Methodologies for a Digital Society
Mindful Digital Transformation of Teams, Products, Services, Businesses and Ecosystems
Electrical engineering abstracts
Proceedings of Frontiers in Education 1996
Designing Products People Love
Revised Second Edition
Designing Engineering and Technology Curricula
Nanotechnology Past and Present
Empowering Professional Teaching in Engineering

HESS HALEY

Combinational Logic Circuits Morgan & Claypool Publishers Blending physics with the study of ancient Chinese science, technology, and culture is a unique and highly effective way to present the fundamentals of physics to non-science majors. Based on the author's course at Mercer University (Georgia, U.S.), The Art of Teaching Physics with Ancient Chinese Science and Technology exposes a wide range of students to the scientific method and techniques of experimental analysis through the eyes and discoveries of ancient Chinese "polymaths" long before the European concept of the scientific method was even considered. No other book so deftly makes the connections from ancient China to Ben Franklin to Michael Faraday while teaching physics at the same time. A distinctive characteristic of this book is the detailed hands-on laboratory experiments. This first includes making a simple magnetic compass and magnetometer. Students then use the compass/magnetometer to measure the strength of the magnetic field produced by a long straight wire. The second experiment covers two different methods of mining copper to introduce students to simple chemical principles such as displacement reactions, oxidation,

reduction, and electronegativity. Originally developed for non-science students in an Asian studies environment, this book provides a valuable resource for science teachers who wish to explore the historical connections largely ignored in traditional texts. When paired with Teaching Physics through Ancient Chinese Science and Technology (Marone, 2019), these two texts provide a unique means of studying selected topics traditionally found in a two-semester Physics course.

Introduction to Engineering Design
Morgan & Claypool Publishers
In two editions spanning more than a decade, The Electrical Engineering Handbook stands as the definitive reference to the multidisciplinary field of electrical engineering. Our knowledge continues to grow, and so does the Handbook. For the third edition, it has expanded into a set of six books carefully focused on a specialized area or field of study. Each book represents a concise yet definitive collection of key concepts, models, and equations in its respective domain, thoughtfully gathered for convenient access.
Computers, Software Engineering, and Digital Devices
examines digital and logical devices, displays, testing, software, and computers, presenting the fundamental

concepts needed to ensure a thorough understanding of each field. It treats the emerging fields of programmable logic, hardware description languages, and parallel computing in detail. Each article includes defining terms, references, and sources of further information. Encompassing the work of the world's foremost experts in their respective specialties, Computers, Software Engineering, and Digital Devices features the latest developments, the broadest scope of coverage, and new material on secure electronic commerce and parallel computing.

Data Mining and Market Intelligence

Morgan & Claypool Publishers

As long as humans have existed on the planet, they have looked at the world around them and wondered about much of what they saw. This book covers 21 different phenomena that have been observed in nature and puzzled about for decades.Only recently, with the development of the microscopes and other tools that allow us to study, evaluate, and test these observed phenomena at the molecular and atomic scale, have researchers been able to understand the science behind these observations. From the strength of a marine sponge found at the depths of the oceans, to the insect-hydroplaning surface of the edge of a plant, to

the intricacies of the eyes of a moth, nanotechnology has allowed science to define and understand these amazing capabilities. In many cases, this new understanding has been applied to products and applications that benefit humans and the environment. For each of the five ecosystems— the ocean, insects, flora, fauna, and humans—the observations, study and understanding, and applications will be covered. The relationship between the more easily observed macro level and understanding what is found at the nanoscale will also be discussed.

Digital Electronics 1

Elsevier

The aim of this book is to supply valid and reasonable parameters in order to guide the choice of the right model of industrial evaporative tower according to operating conditions which vary depending on the particular industrial context: power plants, chemical plants, food processing plants and other industrial facilities are characterized by specific assets and requirements that have to be satisfied. Evaporative cooling is increasingly employed each time a significant water flow at a temperature which does not greatly differ from ambient temperature is needed for removing a remarkable heat load; its aim is to refrigerate a water flow through

the partial evaporation of the same.
Research Methods across Fields of Inquiry Springer Nature Revised and Updated, Featuring a New Case Study How do successful companies create products people can't put down? Why do some products capture widespread attention while others flop? What makes us engage with certain products out of sheer habit? Is there a pattern underlying how technologies hook us? Nir Eyal answers these questions (and many more) by explaining the Hook Model—a four-step process embedded into the products of many successful companies to subtly encourage customer behavior. Through consecutive "hook cycles," these products reach their ultimate goal of bringing users back again and again without depending on costly advertising or aggressive messaging. Hooked is based on Eyal's years of research, consulting, and practical experience. He wrote the book he wished had been available to him as a start-up founder—not abstract theory, but a how-to guide for building better products. Hooked is written for product managers, designers, marketers, start-up founders, and anyone who seeks to understand how products influence our behavior. Eyal provides readers with: • Practical insights to create user habits that stick. • Actionable steps for building

products people love. • Fascinating examples from the iPhone to Twitter, Pinterest to the Bible App, and many other habit-forming products. Hooked Institute of Electrical & Electronics Engineers(IEEE) While in many university courses attention is given to the human side, as opposed to the technical side of engineering, it is by and large an afterthought. Engineering is, however, a technical, social, and personal activity. Several studies show that engineering is a community activity of professionals in which communication is central to the engineering task. Increasingly, technology impacts everyone in society. Acting as a professional community, engineers have an awesome power to influence society but they can only act for the common good if they understand the nature of our society. To achieve such understanding they have to understand themselves. This book is about understanding ourselves in order to understand others, and understanding others in order to understand ourselves in the context of engineering and the society it serves. To achieve this understanding this book takes the reader on 12 intellectual journeys that frame the big questions confronting the engineering professions.

A Primer Morgan & Claypool Publishers This book is written to address the issues relating to data gathering, data warehousing, and data analysis, all of which are useful when working with large amounts of data. Using practical examples of market intelligence, this book is designed to inspire and inform readers on how to conduct market intelligence by leveraging data and technology, supporting smart decision making. The book explains some suitable methodologies for data analysis that are based on robust statistical methods. For illustrative purposes, the author uses real-life data for all the examples in this book. In addition, the book discusses the concepts, techniques, and applications of digital media and mobile data mining. Hence, this book is a guide tool for policy makers, academics, and practitioners whose areas of interest are statistical inference, applied statistics, applied mathematics, business mathematics, quantitative techniques, and economic and social statistics.

Analog Design Issues in Digital VLSI Circuits and Systems Morgan & Claypool Publishers All educators bring to their work preconceived ideas of what the curriculum should be and how students learn. Seldom are they thought through. Since without an adequate

philosophical base it is difficult to bring about desirable changes in policy and practice, it is necessary that educators have defensible philosophies of engineering education. This point is illustrated by recent debates on educational outcomes which can be analysed in terms of competing curriculum ideologies. While these ideologies inform the development of a philosophy of engineering education they do so in light of a philosophy of engineering for such a philosophy focuses on what engineering is, and in particular how it differs from science. This is addressed in this study through consideration of the differences in the modes of abstraction required for the pursuit of science on the one hand, and the pursuit of engineering design, on the other hand. It is shown that a philosophy of engineering is not a philosophy of science or a philosophy of engineering education, but it is from a philosophy of engineering that a philosophy of engineering education is drawn. Uncertainty is shown to be a key characteristic of engineering practice. A way of formulating a philosophy of engineering is to consider it through the classical prism that splits the subject into five divisions, namely epistemology, metaphysics, logic, ethics aesthetics. Additionally, “behaviour” also characterizes the

practice of engineering. Strategic Cost Fundamentals Morgan & Claypool Publishers Geometric Programming is used for cost minimization, profit maximization, obtaining cost ratios, and the development of generalized design equations for the primal variables. The early pioneers of geometric programming—Zener, Duffin, Peterson, Beightler, Wilde, and Phillips—played important roles in its development. Five new case studies have been added to the third edition. There are five major sections: (1) Introduction, History and Theoretical Fundamentals; (2) Cost Minimization Applications with Zero Degrees of Difficulty; (3) Profit Maximization Applications with Zero Degrees of Difficulty; (4) Applications with Positive Degrees of Difficulty; and (5) Summary, Future Directions, and Geometric Programming Theses & Dissertations Titles. The various solution techniques presented are the constrained derivative approach, condensation of terms approach, dimensional analysis approach, and transformed dual approach. A primary goal of this work is to have readers develop more case studies and new solution techniques to further the application of geometric programming. Subject-Oriented Business Process Management. The Digital Workplace –

Nucleus of Transformation Morgan & Claypool Publishers Doing research is an ever-changing challenge for social scientists. This challenge is harder than ever today as current societies are changing quickly and in many, sometimes conflicting, directions. Social phenomena, personal interactions, and formal and informal relationships are becoming more borderless and disconnected from the anchors of the offline reality. These dynamics are heavily marking our time and are suggesting evolutionary challenges in the ways we know, interpret, and analyze the world. Internet and computer-mediated communication (CMC) is being incorporated into every aspect of daily life, and social life has been deeply penetrated by the internet. This is due to recent technological developments that increase the scope and range of online social spaces and the forms and time of participation such as Web 2.0, which widened the opportunities for user-generated content, the emergence of an internet of things, and of ubiquitous mobile devices that make it possible to always be connected. This implies an adjustment to epistemological and methodological stances for conducting social research and an adaption of traditional social research methods to the

specificities of online interactions in the digital society. The Handbook of Research on Advanced Research Methodologies for a Digital Society covers the different strands of methods most affected by the change in a digital society and develops a broader theoretical reflection on the future of social research in its challenge to always be fitting, suitable, adaptable, and pertinent to the society to be studied. The chapters are geared towards unlocking the future frontiers and potential for social research in the digital society. They include theoretical, epistemological, and ontological reflections about the digital research methods as well as innovative methods and tools to collect, analyze, and interpret data. This book is ideal for social scientists, practitioners, librarians, researchers, academicians, and students interested in social research methodology and its developments in the digital scenario.

Philosophy and Engineering Education Morgan & Claypool Publishers

Engineering Digital DesignAcademic Press

Engineering Digital Design Morgan & Claypool Publishers

Provides modern approaches to the design and analysis of digital systems. Coverage begins with an elementary treatment of switches, moves through the fundamentals of combinational logic

design, and then concentrates on synchronous and asynchronous sequential machine design.
Engineering Digital Design Academic Press This is an introduction to the nanoscale for science, computer science, and engineering disciplines. That said, there does not exist an educational discipline, market segment, or career avenue which will not be impacted by nanotechnology. Nanoscience and nanotechnology, the application of the research-based nanoscale science, have changed significantly over the last three and a half decades. The “bucky” ball, 60 carbon atoms arranged like a soccer ball, and an often-used symbol of nanotechnology, was discovered in 1985 and 4 years later scientists at IBM were able to manipulate xenon atoms on a surface. In the intervening years, nanotechnology has evolved from a singly focused research topic to an understanding that infiltrates every aspect of science and engineering disciplines. In addition, nanotechnology, and both naturally occurring and engineered nanomaterials, have become the focus of legal, environmental, and application and regulation disciplines. The first portion of this text serves as an introduction to nanotechnology: the history, mathematical concepts, and instruments required to

study and manipulate the world at the atomic scale. The later portion of the text discusses the connectivity of nanotechnology to the more traditional scientific disciplines as well as emerging technologies. There does not exist an educational discipline, market segment, or career avenue which will not be impacted by nanotechnology.
12th International Conference, S-BPM ONE 2020, Bremen, Germany, December 2-3, 2020, Proceedings
John Wiley & Sons
Engineering Digital Design, Second Edition provides the most extensive coverage of any available textbook in digital logic and design. The new REVISED Second Edition published in September of 2002 provides 5 productivity tools free on the accompanying CD ROM. This software is also included on the Instructor's Manual CD ROM and complete instructions accompany each software program. In the REVISED Second Edition modern notation combines with state-of-the-art treatment of the most important subjects in digital design to provide the student with the background needed to enter industry or graduate study at a competitive level. Combinatorial logic design and synchronous and asynchronous sequential machine design methods are given equal weight, and new ideas and design approaches are explored. The

productivity tools provided on the accompanying CD are outlined below: [1] EXL-Sim2002 logic simulator: EXL-Sim2002 is a full-featured, interactive, schematic-capture and simulation program that is ideally suited for use with the text at either the entry or advanced-level of logic design. Its many features include drag-and-drop capability, rubber banding, mixed logic and positive logic simulations, macro generation, individual and global (or randomized) delay assignments, connection features that eliminate the need for wire connections, schematic page sizing and zooming, waveform zooming and scrolling, a variety of printout capabilities, and a host of other useful features. [2] BOOZER logic minimizer: BOOZER is a software minimization tool that is recommended for use with the text. It accepts entered variable (EV) or canonical (1's and 0's) data from K-maps or truth tables, with or without don't cares, and returns an optimal or near optimal single or multi-output solution. It can handle up to 12 functions Boolean functions and as many inputs when used on modern computers. [3] ESPRESSO II logic minimizer: ESPRESSO II is another software minimization tool widely used in schools and industry. It supports advanced heuristic algorithms for minimization of two-

level, multi-output Boolean functions but does not accept entered variables. It is also readily available from the University of California, Berkeley, 1986 VLSI Tools Distribution. [4] ADAM design software: ADAM (for Automated Design of Asynchronous Machines) is a very powerful productivity tool that permits the automated design of very complex asynchronous state machines, all free of timing defects. The input files are state tables for the desired state machines. The output files are given in the Berkeley format appropriate for directly programming PLAs. ADAM also allows the designer to design synchronous state machines, timing-defect-free. The options include the lumped path delay (LPD) model or NESTED CELL model for asynchronous FSM designs, and the use of D FLIP-FLOPs for synchronous FSM designs. The background for the use of ADAM is covered in Chapters 11, 14 and 16 of the REVISED 2nd Edition. [5] A-OPS design software: A-OPS (for Asynchronous One-hot Programmable Sequencers) is another very powerful productivity tool that permits the design of asynchronous and synchronous state machines by using a programmable sequencer kernel. This software generates a PLA or PAL output file (in Berkeley format) or the VHDL code for the automated timing-defect-free designs of

the following: (a) Any 1-Hot programmable sequencer up to 10 states. (b) The 1-Hot design of multiple asynchronous or synchronous state machines driven by either PLDs or RAM. The input file is that of a state table for the desired state machine. This software can be used to design systems with the capability of instantly switching between several radically different controllers on a time-shared basis. The background for the use of A-OPS is covered in Chapters 13, 14 and 16 of the REVISED 2nd Edition.

Unimolecular and Supramolecular Electronics II Morgan & Claypool Publishers

As a social space, the web provides researchers both with a tool and an environment to explore the intricacies of everyday life. As a site of mediated interactions and interrelationships, the 'digital' has evolved from being a space of information to a space of creation, thus providing new opportunities regarding how, where and, why to conduct social research. Doing Research In and On the Digital aims to deliver on two fronts: first, by detailing how researchers are devising and applying innovative research methods for and within the digital sphere, and, secondly, by discussing the ethical challenges and issues implied and encountered in such approaches. In two core Parts, this collection explores:

content collection: methods for harvesting digital data engaging research informants: digital participatory methods and data stories . With contributions from a diverse range of fields such as anthropology, sociology, education, healthcare and psychology, this volume will particularly appeal to post-graduate students and early career researchers who are navigating through new terrain in their digital-mediated research endeavours.

Concise Introduction to Cement Chemistry and Manufacturing Penguin

There is only a very limited number of physical systems that can be exactly described in terms of simple analytic functions. There are, however, a vast range of problems which are amenable to a computational approach. This book provides a concise, self-contained introduction to the basic numerical and analytic techniques, which form the foundations of the algorithms commonly employed to give a quantitative description of systems of genuine physical interest. The methods developed are applied to representative problems from classical and quantum physics.

Books in Print Supplement Morgan & Claypool Publishers

Each one of us has views about education, how discipline should function, how individuals learn, how

they should be motivated, what intelligence is, and the structures (content and subjects) of the curriculum. Perhaps the most important beliefs that (beginning) teachers bring with them are their notions about what constitutes "good teaching". The scholarship of teaching requires that (beginning) teachers should examine (evaluate) these views in the light of knowledge currently available about the curriculum and instruction, and decide their future actions on the basis of that analysis. Such evaluations are best undertaken when classrooms are treated as laboratories of inquiry (research) where teachers establish what works best for them. Two instructor centred and two learner centred philosophies of knowledge, curriculum and instruction are used to discern the fundamental (basic) questions that engineering educators should answer in respect of their own beliefs and practice. They point to a series of classroom activities that will enable them to challenge their own beliefs, and at the same time affirm, develop, or change their philosophies of knowledge, curriculum and instruction.

The British National Bibliography Morgan & Claypool Publishers This book is designed to introduce designers, engineers, technologists, estimators, project managers, and

financial analysts as well as students in engineering and business to strategic cost tools for project cost evaluations. The three main sections are as follows. (1) Cost Relationships, Financial Statements, and Performance Measures—This section describes the relationships between cash flows and profits; the relationships between financial statements and the Purcell Diagram; and the issues of cost estimating, time-based breakeven analysis and time-based earned schedule. (2) Tools for Economic Evaluations—This section considers the basic mathematical relations used behind the economic equations and factors; discrete and continuous interest; depreciation terms and methods; and the Present Value of Principal Approach for evaluating loans. (3) Methods for Project Evaluation and Risk Analysis—This section considers payback periods, present worth analysis, return on investment, internal rate of return, benefit/cost ratios and positive-negative project balances; risk techniques of sensitivity analysis, optimistic-pessimistic analysis, discrete probability examples, and continuous probability models using the normal and triangular distributions.
26th Annual Conference Springer Science & Business Media

A radical shift in perspective to

transform your organization to become more innovative The Design Thinking Playbook is an actionable guide to the future of business. By stepping back and questioning the current mindset, the faults of the status quo stand out in stark relief—and this guide gives you the tools and frameworks you need to kick off a digital transformation. Design Thinking is about approaching things differently with a strong user orientation and fast iterations with multidisciplinary teams to solve wicked problems. It is equally applicable to (re-)design products, services, processes, business models, and ecosystems. It inspires radical innovation as a matter of course, and ignites capabilities beyond mere potential. Unmatched as a source of competitive advantage, Design Thinking is the driving force behind those who will lead industries through transformations and evolutions. This book describes how Design Thinking is applied across a variety of industries, enriched with other proven approaches as well as the necessary tools, and the knowledge to use them effectively. Packed with solutions for common challenges including digital transformation, this practical, highly visual discussion shows you how Design Thinking fits into agile methods within management, innovation, and startups. Explore the digitized future using

new design criteria to create real value for the user Foster radical innovation through an inspiring framework for action Gather the right people to build highly-motivated teams Apply Design Thinking, Systems Thinking, Big Data Analytics, and Lean Start-up using new tools and a fresh new perspective Create Minimum Viable Ecosystems (MVEs) for digital processes and services which becomes for example essential in building Blockchain applications Practical frameworks, real-world solutions, and radical innovation wrapped in a whole new outlook give you the power to mindfully lead to new heights. From systems and operations to people, projects, culture, digitalization, and beyond, this invaluable mind shift paves the way for organizations—and individuals—to do great things. When you're ready to give your organization a big step forward, The Design Thinking Playbook is your practical guide to a more innovative future.

Introduction to Engineering Research Macmillan International Higher Education Introduction to Engineering Design is a practical, straightforward workbook designed to systematize the often messy process of designing solutions to open-ended problems. From learning about the problem to prototyping a solution, this workbook guides developing engineers and designers through

the iterative steps of the engineering design process. Created in a freshman engineering design course over ten years, this workbook has been refined to clearly guide students and teams to success. Together with a series of instructional videos and short project examples, the workbook has space for teams to execute the engineering design process on a challenge of their choice. Designed for university students as well as motivated learners, the workbook supports creative students as they tackle important problems. Introduction to Engineering Design is designed for educators looking to use project-based engineering design in their classroom.