

Reading free Planetary interaction guide (2023)

Human-computer Interaction The Teaching Assistant's Guide to Effective Interaction Designing User Experience The Social Interaction Guide Experimental Human-Computer Interaction Beyond Interaction Promoting Learning Through Active Interaction Field Guide for Designing Human Interaction with Intelligent Systems Diet and Drug Interactions Cognitive Computing for Human-Robot Interaction Sketching in Human Computer Interaction Research Methods in Human-Computer Interaction Intelligent Interactions Communicative Interaction Computational Approaches for Human-Human and Human-Robot Social Interactions Teaching and Testing Second Language Pragmatics and Interaction Designing Interactive Systems Specific Interactions and the Miscibility of Polymer Blends Animal-computer interaction and beyond: The benefits of animalcentered research and design Essential Mobile Interaction Design Engineering for Human-Computer Interaction Gale Researcher Guide for: Social Interaction Studying Language in Interaction Intelligent Scene Modeling and Human-Computer Interaction Quick Guide to Interaction Styles and Working Remotely 2. 0 Interaction and Systems Handbook of Parent-Child Interaction Therapy ECRM2014-Proceedings of the 13th European Conference on Research Methodology for Business and Management Studies A Practical Guide to Intensive Interaction Learning Processing Designing for Interaction Student-Teacher Interaction in Online Learning Environments Integrated Multi-modal and Sensorimotor Coordination for Enhanced Human-Robot Interaction Human-Computer Interaction (HCI). Top 100 Drug Interactions 2016 Designing Interactive Systems Communication Skills for Effective Dementia Care The Top 100 Drug Interactions Conversational UX Design

Human-computer Interaction

1989

the teaching assistant's guide to effective interaction is the definitive guide to teaching assistant/pupil interaction and an invaluable professional development tool for classroom support staff and the teachers who work with them. The authors' research and development work with schools has highlighted the need for specific practical guidance on the role of the teaching assistant. This highly practical and accessible book sets out a role for teaching assistants that focuses on developing pupils' independence and ownership of learning based on a classroom-tested framework and covering the main contexts in which teaching assistants work. It includes practical strategies and reflective activities to help you improve the support you provide to pupils in everyday settings. This book will help you to improve your interactions with pupils, understand the principles behind effective classroom talk, carefully scaffold pupils' learning, work effectively in collaboration with teachers, support the assessment for learning process, support group work and collaborative tasks, deliver intervention programmes. This book is an essential read for all teaching assistants. It will also be of interest to school leaders, SENCOs and teachers in both primary and secondary schools who wish to improve their use of teaching assistants and their own interactions with pupils.

The Teaching Assistant's Guide to Effective Interaction

2015-08-20

designing user experience presents a comprehensive introduction to the practical issue of creating interactive systems services and products from a human centred perspective it develops the principles and methods of human computer interaction hci and interaction design id to deal with the design of twenty first century computing and the demands for improved user experience ux it brings together the key theoretical foundations of human experiences when people interact with and through technologies it explores ux in a wide variety of environments and contexts

Designing User Experience

2017-05-24

if you frequently experience social anxiety or just want to further develop your socializing skills and boost your confidence in social interactions then this book is for you you re about to discover how to become confident likeable and stress free when engaging in conversation with anybody for any occasion as humans we need regular communication and interaction with others to feel a sense of wholeness and fulfillment good social skills are so critical to feeling comfortable and thoroughly enjoying the experience of socializing with others it s good for your soul good for your health and can be good for your business marketing and even your self esteem join me for this short read and i assure you you ll enjoy group activities more and more and you ll even transform into a social butterfly in no time

The Social Interaction Guide

2014-05-29

takes the human computer interaction researcher through the complete experimental process from identifying a research question to conducting an experiment and analysing the results

Experimental Human-Computer Interaction

2012-07-23

openframeworks

Beyond Interaction

2013-06-27

this is a curriculum for early interventionists and other service providers working with caregivers and families of infants and young children who have severe and multiple disabilities

Promoting Learning Through Active Interaction

2000

the characteristics of this field guide approach address the problems of designing innovative software to support user tasks the requirements for novel software are difficult to specify a priori because there is not sufficient understanding of how the users tasks should be supported and there are not obvious pre existing design solutions when the design team is in unfamiliar territory care must be taken to avoid rushing into detailed design requirements specification or implementation of the wrong product the challenge is to get the right design and requirements in an efficient cost effective manner this document s purpose is to describe the methods we are using to design human interactions with intelligent systems which support space shuttle flight controllers in the mission control center at nasa johnson space center although these software systems usually have some intelligent features the design challenges arise primarily from the innovation needed in the software design while these methods are tailored to our specific context they should be extensible and helpful to designers of human interaction with other types of automated systems we review the unique features of this context so that you can determine how to apply these methods to your project throughout this field guide goals of the design methods are discussed this should help designers understand how a specific method might need to be adapted to the project at hand

Field Guide for Designing Human Interaction with Intelligent Systems

1998

when we learn from a patient clinician or medical record that a drug has been discontinued it is logical to ask why the drug may no longer be needed it may not have produced the desired effect it may have produced an adverse reaction a better drug may be available to replace the original drug the patient may have discontinued the drug because he or she could not see why it was necessary or the patient may have discontinued the drug because of unpleasant side effects a drug may not work because its absorption is reduced by physical or chemical interaction with another drug or a food component it may also not work because the patient s metabolism is speeded up or inhibited to an extent such that the desired duration of drug action is not obtained such an effect may be related to a change in diet side effects may be related to consumption of specific foods or beverages or to an overall change in nutritional status drug food and drug alcohol incompatibility reactions are frequent but are avoidable if a patient is warned of their possible occurrence drugs may also produce nutritional deficiencies especially in a patient whose diet is marginal in those nutrients depleted by the particular drug careful prescribing practices together with appropriate nutrient supplements will serve to reduce the risk of these incompatibilities

Diet and Drug Interactions

2012-12-06

cognitive computing for human robot interaction principles and practices explores the efforts that should ultimately enable society to take advantage of the often heralded potential of robots to provide economical and sustainable computing applications this book discusses each of these applications presents working implementations and combines coherent and original deliberative architecture for human robot interactions hri supported by experimental results it shows how explicit knowledge management promises to be instrumental in building richer and more natural hri by pushing for pervasive human level semantics within the robot s deliberative system for sustainable computing applications this book will be of special interest to academics postgraduate students and researchers working in the area of artificial intelligence and machine learning key features introduces several new contributions to the representation and management of humans in autonomous robotic systems explores the potential of cognitive computing robots and hri to generate a deeper understanding and to provide a better contribution from robots to society engages with the potential repercussions of cognitive computing

and hri in the real world introduces several new contributions to the representation and management of humans in an autonomous robotic system explores cognitive computing robots and hri presenting a more in depth understanding to make robots better for society gives a challenging approach to those several repercussions of cognitive computing and hri in the actual global scenario

Cognitive Computing for Human-Robot Interaction

2021-08-13

sketching is a universal activity that first appears when we play as children but later it is often overlooked as a useful skill in adult work yet it can bring multiple benefits to research and practice in multiple domains specifically human computer interaction embraces interdisciplinary practices and amongst those sketching has proven to be a valuable addition to the skill set of researchers practitioners and educators in both academia and industry many individuals lack the confidence to take up pen and paper after years of non practice but it is possible to re learn these lost skills improve on them and apply them in practical ways to all areas of work and research this book takes the reader on an active journey in sketching from scribbles and playful interpretations to hands on practical applications in storyboarding and further in examining qualitative analysis using sketching practice in hci readers will learn a wide range of techniques and applied methods for utilizing sketching within the context of hci guided by the experienced authors and join the larger community of those who employ and enjoy sketching in human computer interaction

Sketching in Human Computer Interaction

2024-04-12

continual technological evolution has led to an explosion of new techniques in human computer interaction hci research research methods in human computer interaction is a thoroughly comprehensive guide to performing research and is essential reading for both quantitative and qualitative methods chapters cover a broad range of topics relevant to the collection and analysis of hci data going beyond experimental design and surveys to cover ethnography time diaries physiological measurements case studies and other essential elements in the well informed hci researcher s toolkit this book is a must read for anyone in the field of human computer interaction the multi disciplinarian approach housed in the reality of the technological world today makes for a practical and informative guide for user interface designers software and hardware engineers and anyone doing user research dr mary czerwinski research area manager microsoft research usa research methods in hci is an excellent read for practitioners and students alike it discusses all the must know theory provides detailed instructions on how to carry out the research and offers great examples i loved it professor vanessa evers professor human computer studies lab university of amsterdam the netherlands the book is superb comprehensive clear and engaging this is a one stop hci methods reference library if you can only buy one hci methods book this is the one dr clare marie karat ibm tj watson research usa and recipient of the 2009 acm sigchi lifetime service award a much needed and very useful book covering important hci research methods overlooked in standard research methods texts professor gilbert cockton school of design northumbria university united kingdom

Research Methods in Human-Computer Interaction

2010-02-01

forget the old traditional ways of generating revenue whether you are looking for more revenue or extending the loyalty of your customer base intelligent interactions are here and the time to act is now the solution to rising competition will require optimizing your multi channel customer interactions and modernizing the way you sell to and service your customers through the power of real time data analytic insights and quality decision frameworks it is possible to produce unique customer experiences which will result in more revenue new and improved systems and an overall stronger bottom line for your business this practical guide to profitable customer experience teaches how to get the most out of every individual customer interaction how real time interaction management can help deliver profitable customer experiences how the t i p p approach can transform your organization how technology intelligence people and process contribute to real time interaction management rtim success how to prepare design implement and optimize these systems within your organization from aligning business operations and creating profitable interactions to building the right software platform

and best possible systems to harvest solid measurable business results intelligent interactions will help grow your business by introducing customer centric sales now when it matters most 100 of all book proceeds are donated to local charities

Intelligent Interactions

2014-03-19

examines the process of communicative interaction from the respective points of view of teachers learners and activities it also points to ways by which modern language teachers and learners in schools can be helped to understand the moves they make in pursuit of communication

Communicative Interaction

1989

this ebook is a collection of articles from a frontiers research topic frontiers research topics are very popular trademarks of the frontiers journals series they are collections of at least ten articles all centered on a particular subject with their unique mix of varied contributions from original research to review articles frontiers research topics unify the most influential researchers the latest key findings and historical advances in a hot research area find out more on how to host your own frontiers research topic or contribute to one as an author by contacting the frontiers editorial office frontiersin.org about contact

Computational Approaches for Human-Human and Human-Robot Social Interactions

2020-06-26

pragmatic ability is crucial for second language learners to communicate appropriately and effectively however pragmatics is underemphasized in language teaching and testing this book remedies that situation by connecting theory empirical research and practical curricular suggestions on pragmatics for learners of different proficiency levels it surveys the field comprehensively and with useful tasks and activities offers rich guidance for teaching and testing l2 pragmatics mainly referring to pragmatics of english and with relevant examples from multiple languages it is an invaluable resource for practicing teachers graduate students and researchers in language pedagogy and assessment

Teaching and Testing Second Language Pragmatics and Interaction

2021-09-30

designing interactive systems is the most authoritative textbook in the areas of human computer interaction hci usability consumer experience and interaction design david benyon has updated the book based on extensive user feedback to provide a challenging and exciting teaching resource for courses in this area the book includes numerous case studies and illustrations taken from the author's extensive experience of designing innovative products and systems each chapter includes thought provoking challenges and reflective interjections pointing readers to related areas of study

Designing Interactive Systems

2013

this book with software provides powerful tools for the analysis prediction and creation of new polymer blends an area of significant commercial potential the r d approaches and methods described in the book have attracted the interest of polymer r d leaders in industry and have been put into use in several major chemical companies the companion set of computer programs speeds and facilitates work in this area from the authors preface during the 1980's a steadily increasing number of compatible systems polymer blends have been reported we believe that miscible mixtures will prove to be fairly common and the purpose of this book is to explore the circumstances in which single phase materials can be obtained we will also describe a model for the phase

behavior of these mixtures which we believe to have a predictive value or be used as a practical guide to polymer miscibility our approach is based on the use of association models which have until recently been largely ignored in treating hydrogen bonding in polymer mixtures they have most frequently been applied to mixtures of alcohols with simple hydrocarbons where the equilibrium constants used to describe association have most frequently been determined by a fit to thermodynamic data e g vapor pressures heat of mixing in our work we have sought to first adapt this approach to a description of the phase behavior of polymer mixtures second develop spectroscopic methods that provide an independent measurement of the equilibrium constants our purpose in this book is to explore and describe this approach and illustrate its broad utility we address two overlapping yet different audiences one would be primarily interested in the broad nature of this approach and the practical applications of a simple model the second would be more interested in the derivations of the equations and some of the fundamental aspects of the spectroscopy of these systems accor

Specific Interactions and the Miscibility of Polymer Blends

2017-11-13

design user friendly intuitive smartphone and tablet apps for any platform mobile apps should feel natural and intuitive and users should understand them quickly and easily this means that effective interaction and interface design is crucial however few mobile app developers or even designers have had adequate training in these areas essential mobile interaction design fills this gap bringing together proven principles and techniques you can use in your next app for any platform target device or user this tutorial requires virtually no design or programming knowledge even if you ve never designed a mobile app before this guide teaches you the key skills that lead to the best results cameron banga and josh weinhold help you master the mindset processes and vocabulary of mobile interaction design so you can start making better choices right away they guide you through the entire design process demystifying issues that arise at every stage the authors share hard won lessons from years of experience developing more than one hundred mobile apps for clients and customers of every type they cover important issues that platform specific guides often overlook including internationalization accessibility hybrid apps sandboxing and what to do after release this guide shows you how to think through your designs instead of just throwing together ui elements allow an intuitive design flow to emerge from your app sketch and wireframe apps more effectively reflect key differences among smartphones tablets and desktops design for visual appeal without compromising usability work effectively with programmers make sure your apps are accessible to everyone get usable feedback and understand what it s telling you learn valuable lessons from today s most successful apps refresh your designs in new apps and future versions discover new tools for designing more successfully packed with ios and androidtm examples essential mobile interaction design offers dozens of tips and solutions that will be equally useful on today s platforms and on whatever comes next extensive resources are available at cameronbanga.com/emidbook

Animal-computer interaction and beyond: The benefits of animalcentered research and design

2023-02-06

the papers collected here are those selected for presentation at the eighth ifip conference on engineering for human computer interaction ehci 2001 held in toronto canada in may 2001 the conference is organized by the international federation of information processing ifip working group 2 7 13 4 for interface user engineering rick kazman being the conference chair nicholas graham and philippe palanque being the chairs of the program committee the conference was co located with icse 2001 and co sponsored by acm the aim of the ifip working group is to investigate the nature concepts and construction of user interfaces for software systems the group s scope is to develop user interfaces based on knowledge of system and user behavior to develop frameworks for reasoning about interactive systems and to develop engineering models for user interfaces every three years the working group holds a working conference the seventh one was held september 14 18 1998 in heraklion greece this year we innovated by organizing a regular conference held over three days

Essential Mobile Interaction Design

2014-03-21

gale researcher guide for social interaction is selected from gale s academic platform gale researcher these study guides provide peer reviewed articles that allow students early success in finding scholarly materials and to gain the confidence and vocabulary needed to pursue deeper research

Engineering for Human-Computer Interaction

2003-06-30

studying language in interaction is a holistic practical guide with a hybrid purpose to emphasize a particular approach to language in the world a theory of language that has room for communicative repertoire and sociolinguistic diversity and to provide a practical guide for new researchers of language in interaction each chapter focuses on one way of communicating providing a set of strategies to observe note and reflect on context specific ways of using multiple languages of sounding naming using social media telling stories being ironic and engaging in everyday routines this approach provides a practical guide without stripping out all the wonder and nuance of language in interaction that originally draws the novice researcher to critical inquiry and makes language relevant to the humans who use it every day studying language in interaction is not only a practical research guide it is also a workbook for being in the world in ways that matter illustrating that any research on language in interaction involves both tricks of the trade and a sustained engagement with humanity with extensive pedagogical resources this is an ideal text for advanced undergraduate and graduate students of sociolinguistics intercultural communication linguistic anthropology and education who are embarking on fieldwork projects

Gale Researcher Guide for: Social Interaction

2018-08-30

this edited book is one of the first to describe how autonomous virtual humans and social robots can interact with real people and be aware of the surrounding world using machine learning and ai it includes many algorithms related to the awareness of the surrounding world such as the recognition of objects the interpretation of various sources of data provided by cameras microphones and wearable sensors deep learning methods to provide solutions to visual attention quality perception and visual material recognition how face recognition and speech synthesis will replace the traditional mouse and keyboard interfaces semantic modeling and rendering and shows how these domains play an important role in virtual and augmented reality applications intelligent scene modeling and human computer interaction explains how to understand the composition and build very complex scenes and emphasizes the semantic methods needed to have an intelligent interaction with them it offers readers a unique opportunity to comprehend the rapid changes and continuous development in the fields of intelligent scene modeling

Studying Language in Interaction

2022-10-28

susan gerke and linda berens have brought a remarkable new product to assist the ever growing need to manage remote working environments the quick guide to interaction styles and working remotely 2 0 helps people in organizations work together more effectively when they aren t located in the same office whether you are a leader trying to measure the performance of remote workers or a team member trying to figure out how to get teammates to help you complete a project this quick guide is full of tips and approaches for working remotely successful remote leaders and workers have learned that building relationships and understanding the styles of those they work with are keys to working remotely this booklet can be used to help you understand others better and then use that understanding to build good working relationships effectively empower people set clear objectives and give useful feedback and evaluations in a way that is useful for others the quick guide to interaction styles and working remotely 2 0 edition includes new content tools and tips for telecommuting and working from home

Intelligent Scene Modeling and Human-Computer Interaction

2021-06-08

this handbook examines advances in the evidence based behavioral family intervention parent child interaction therapy pcit it surveys innovative adaptations tailored to specific diagnostic concerns client populations treatment settings and delivery formats chapters provide rationales for adaptation reviews of relevant research and discussions of advantages and challenges case studies illustrate the implementation of the adaptations and help to make new techniques concrete the handbook offers practical descriptions of the adaptations to pcit comprehensively reviews treatment outcome literature and integrates cutting edge implementation science into an exploration of the current dissemination strategies in pcit the handbook concludes with a consideration of the questions that remain to be addressed to extend the reach of pcit among traditionally underserved families and to continue to advance the science and practice of children s mental health interventions featured topics include pcit for children with callous unemotional traits pcit for families with a history of child maltreatment group pcit pcit for military families the pcit calm program for treating anxiety in young children pcit for american indian families transporting and disseminating pcit internationally using technology to expand the reach of pcit the handbook of parent child interaction therapy is a must have resource for researchers professors instructors clinicians and graduate students in child and school psychology child psychiatry and social work as well as such related disciplines as developmental clinical counseling and community psychology family studies and mental health services and agencies

Quick Guide to Interaction Styles and Working Remotely 2.0

2010-02-01

this handbook contains simple yet highly effective techniques for communicating with and relating to adults and children with severe learning disabilities

Interaction and Systems

1992

the free open source processing programming language environment was created at mit for people who want to develop images animation and sound based on the ubiquitous java it provides an alternative to daunting languages and expensive proprietary software this book gives graphic designers artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language followed by careful step by step explanations of select advanced techniques the author teaches computer graphics at nyu s tisch school of the arts and his book has been developed with a supportive learning experience at its core from algorithms and data mining to rendering and debugging it teaches object oriented programming from the ground up within the fascinating context of interactive visual media previously announced as pixels patterns and processing a guided journey from the very basics of computer programming through to creating custom interactive 3d graphics step by step examples approachable language exercises and lots of sample code support the reader s learning curve includes lessons on how to program live video animated images and interactive sound

Handbook of Parent-Child Interaction Therapy

2018-11-10

explore the new design discipline that is behind such products as the ipod and innovative sites like flickr while other books on this subject are either aimed at more seasoned practitioners or else are too focused on a particular medium like software this guide will take a more holistic approach to the discipline looking at interaction design for the software and devices it is the only interaction design book that is coming from a designers point of view rather than that of an engineer this much needed guide is more than just a how to manual it covers interaction design fundamentals approaches to designing design research and more and spans all mediums internet software and devices even robots filled with tips real world projects and interviews you ll get a solid grounding in everything you need to successfully tackle interaction

design designing for interaction is an aiga design press book published under peachpit
s new riders imprint in partnership with aiga

**ECRM2014-Proceedings of the 13th European Conference on
Research Methodology for Business and Management Studies**

2014-06-16

as face to face interaction between student and instructor is not present in online learning environments it is increasingly important to understand how to establish and maintain social presence in online learning student teacher interaction in online learning environments provides successful strategies and procedures for developing policies to bring about an awareness of the practices that enhance online learning this reference book provides building blocks to help improve the outcome of online coursework and discusses social presence to help improve performance interaction and a sense of community for all participants in an online arena this book is of essential use to online educators administrators researchers and students

A Practical Guide to Intensive Interaction

2001

features the human computer interaction hci special interest group of the american society for information science asis based in silver spring maryland includes information on related conferences and other events provides access to related articles notes that members of hci have a special interest in human computer interaction interface design usability testing and effective online communication links to the home page of the asis and its other special interest groups

Learning Processing

2009-04-17

this is the 17th yearly edition of the top 100 drug interactions with more than 300 000 copies in print since the first edition was published in 2000 in this book the authors attempt to identify drug interactions that should not be ignored in clinical practice management options are given for each interaction to offer the clinician actions that may be taken to reduce the risk of an adverse outcome the book also contains a clinically useful and comprehensive table of drugs that are substrates inhibitors or inducers of cytochrome p450 isozymes and abc transporters

Designing for Interaction

2006-07-18

designing interactive systems is the most up to date and authoritative textbook in the areas of human computer interaction hci usability consumer experience and interaction design david benyon has taken the well received first edition and remodelled it for the next era of interactive devices and applications

Student-Teacher Interaction in Online Learning Environments

2014-09-30

contents

introduction

chapter 1

chapter 2

chapter 3

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chapter 9

epilogue

dan saffer

adaptive path

2005

adaptive path

tv

fortune 500

Integrated Multi-modal and Sensorimotor Coordination for Enhanced Human-Robot Interaction

2021-06-08

effective communication is critical for everyone and this insightful book teaches the skills needed by healthcare staff in their day to day interactions with people with dementia and their families often when people with dementia exhibit behaviour that challenges it is an indication that their needs are not being met the authors illustrate the key aspects of communication for the development of a skilled and confident workforce capable of providing thoroughly effective care that reduces levels of agitation in people with dementia the first six chapters describe the cait communication and interaction training framework established by the authors this is followed by chapters contributed by experts on the positive care approachtm appropriate touch and communication with people in the late stages of dementia accessible and practical it will help caregivers develop and articulate existing skills as well as gain new ones allowing them to overcome the challenges faced when caring for people with dementia

Human-Computer Interaction (HCI).

2016-01-29

this is the 21st edition of top 100 drug interactions with more than 300 000 copies in print since the first edition was published in 2000 in this book the authors attempt to identify drug interactions that should not be ignored in clinical practice management options are given for each interaction to offer the clinician actions that may be taken to reduce the risk of an adverse outcome the book also contains a clinically useful and comprehensive table of drugs that are substrates inhibitors or inducers of cytochrome p450 isozymes and abc transporters

Top 100 Drug Interactions 2016

2010

with recent advances in natural language understanding techniques and far field microphone arrays natural language interfaces such as voice assistants and chatbots are emerging as a popular new way to interact with computers they have made their way out of the industry research labs and into the pockets desktops cars and living rooms of the general public but although such interfaces recognize bits of natural language and even voice input they generally lack conversational competence or the ability to engage in natural conversation today s platforms provide sophisticated tools for analyzing language and retrieving knowledge but they fail to provide adequate support for modeling interaction the user experience ux designer or software developer must figure out how a human conversation is organized usually relying on commonsense rather than on formal knowledge fortunately practitioners can rely on conversation science this book adapts formal knowledge from the field of conversation analysis ca to the design of natural language interfaces it outlines the natural conversation framework ncf developed at ibm research a systematic framework for designing interfaces that work like natural conversation the ncf consists of four main components 1 an interaction model of expandable sequences 2 a corresponding content format 3 a pattern language with 100 generic ux patterns and 4 a navigation method of six basic user actions the authors introduce ux designers to a new way of thinking about user experience design in the context of conversational interfaces including a new vocabulary new principles and new interaction patterns user experience designers and graduate students in the hci field as well as developers and conversation analysis students should find this book of interest

Designing Interactive Systems

2008-08-22

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2019-04-18

Communication Skills for Effective Dementia Care

2021-01-13

The Top 100 Drug Interactions

2019-05-29

Conversational UX Design

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