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The ability to analyze and interpret enormous amounts of data has become a prerequisite for success in allied healthcare and the health sciences. Now in its 11th edition, Biostatistics: A Foundation for Analysis in the Health Sciences continues to offer in-depth guidance toward biostatistical concepts, techniques, and practical applications in the modern healthcare setting. Comprehensive in scope yet detailed in coverage, this text helps students understand—and appropriately use—probability distributions, sampling distributions, estimation, hypothesis testing, variance analysis, regression, correlation analysis, and other statistical tools fundamental to the science and practice of medicine. Clearly-defined pedagogical tools help students stay up-to-date on new material, and an emphasis on statistical software allows faster, more accurate calculation while putting the focus on the underlying concepts rather than the math. Students develop highly relevant skills in inferential and differential statistical techniques, equipping them with the ability to organize, summarize, and interpret large bodies of data. Suitable for both graduate and advanced undergraduate coursework, this text retains the rigor required for use as a professional reference.

An updated version of the bestselling Game Testing All In One, Second Edition, this book equips the reader with the rationale for vigorous testing of game software, how game testing and the tester fit into the game development process, practical knowledge of tools to apply to game testing, game tester roles and responsibilities, and the measurements to determine game quality and testing progress. The reader is taken step-by-step through test design and other QA methods, using real game situations. The book includes content for the latest console games and the new crop of touch, mobile, and social games that have recently emerged. A companion DVD contains the tools used for the examples in the book and additional resources such as test table templates and generic flow diagrams to get started quickly with any game test project. Each chapter includes questions and exercises, making the book suitable for classroom use as well as a personal study or reference tool. Features: * Uses a wide range of game titles and genres, including newer gaming experiences such as social networking games, games utilizing music and motion controllers, and touch games on mobile devices * Includes a new chapter on Exploratory Testing * Includes test methodology tutorials based on actual games with tools that readers can use for personal or professional development * Demonstrates methods and tools for tracking and managing game testing progress and game quality * Features a companion DVD with templates, resources, and projects from the book On the DVD: * Contains the tools used for the examples in the book as well as additional resources such as test table templates and generic flow diagrams that can be used for individual or group projects * All images from the text (including 4-color screenshots) * FIFA video from a project in the book eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

This book brings together recent research on interpersonal relationships in education from a variety of perspectives including research from Europe, North America and Australia. The work clearly demonstrates that positive teacher-student relationships can contribute to student learning in classrooms of various types. Productive learning environments are characterized by supportive and warm interactions throughout the class: teacher-student and student-student. Similarly, at the school level, teacher learning thrives when there are positive and mentoring interrelationships among professional colleagues. Work on this book began with a series of formative presentations at the second International Conference on Interpersonal Relationships in Education (ICIRE 2012) held in Vancouver, Canada, an event that included among others, keynote addresses by David Berliner, Andrew Martin and Mieke Brekelmans. Further collaboration and peer review by the editorial team resulted in the collection of original research that this book comprises. The volume (while eclectic) demonstrates how constructive learning environment relationships can be developed and sustained in a variety of settings. Chapter contributions come from a range of fields including educational and social psychology, teacher and school effectiveness research, communication and language studies, and a variety of related fields. Together, they cover the important influence of the relationships of teachers with individual students, relationships among peers, and the relationships between teachers and their professional colleagues.

Testing in Language Programs is a textbook for graduate and undergraduate teacher training courses in language testing and assessment. Ideal for both classroom and personal reference, this book targets the needs of those making both program-level decisions (admissions, proficiency, and placement) as well as classroom-level decisions (e.g., assessing what students have learned through diagnostic and achievement testing).

As technology becomes an ever-more prevalent part of everyday life, and population-based physical activity programs seek new ways to increase life-long engagement with physical activity, these two ideas have become increasingly linked. This Special Issue attempts to offer a thorough and critical examination of emerging technologies in physical activity and health promotion, considering technological interventions in different contexts (communities, clinics, schools, homes, etc.) among various populations, exploring the challenges of integrating technology into physical activity promotion, and offering solutions for its implementation. This Special Issue aims to take a broadly positive stance toward interactive technology initiatives and, while discussing some negative implications of an increased use of technology, offers practical recommendations for promoting physical activity through various emerging technologies, including, but not limited to: Active video games (exergaming); social media; mobile device apps; health wearables; mobile games, augmented reality games, global positioning and geographic information systems; and virtual reality. Offering a logical and clear critique of emerging technologies in physical activity and health promotion, this Special Issue will provide useful suggestions and practical implications for researchers, practitioners, and educators in the fields of public health, kinesiology, physical activity and health, and healthcare.

The revolutionary classical scholar Jane Ellen Harrison pieces together the origins of early Greek religion in this seminal 1927 work.

The book is designed as the primary text for courses that consider the nature of giftedness. It offers a strong introduction to the study of gifted education, and is accessible to both undergraduate and graduate students. Chapters address the following topics: the study of gifted students; heredity and environment; intelligence constructs; creativity constructs; adulthood--eminence, leadership, and careers; academically talented children; children with talent in the visual and performing arts; typical gifted development; precocious development; inhibited development--underachievement; unfair discrimination, poverty, and minority gifted children; and methods of talent development. Extensive references are included. (DB)

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