

Josman 2007

A Complete Toolbox of Theories and Techniques The second edition of a bestseller, Handbook of Virtual Environments: Design, Implementation, and Applications presents systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles on requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given areas of expertise to provide extensive scope and detail on VE technology and its applications. What's New in the Second Edition: Updated glossary of terms, community New chapters on olfactory perception, avatar control, motion sickness, and display design, as well as a whole host of new application areas Updated information to reflect the tremendous progress made over the last decade in applying VE technology to a growing number of domains This second edition includes nine new, as well as many updated articles, making this an essential resource for researchers and practitioners alike. The handbook makes basic and applied research related to the creation, application, and evaluation of virtual environments. Contributions from leading researchers and practitioners from multidisciplinary domains provide a wealth of theoretical and practical information, resulting in a complete toolbox of theories and techniques that you can rely on to create your own virtual environments. The handbook supplies a valuable resource for advancing VE applications as you take them from the laboratory to the real-world lives of people everywhere.

The go-to resource for assessing and predicting functional abilities in persons with brain injury or cognitive decline has now been revised and expanded to reflect significant advances in the field. With a focus on key real-world capacities--independent living, vocational functioning, medication management, and driving--leading experts explore why disruptions occur, and potential opportunities for improving function. Strategies for direct assessment are reviewed, from standard neuropsychological tests to multimodal approaches and technology-based tools. Chapters also provide functional assessment guidance for specific neurological and psychiatric conditions: dementia, trauma, stroke, and depression. Updated information on emerging technologies and their applications, including virtual reality, is included. New to This Edition "Incorporates over a decade of technological and methodological innovations." "Chapter on theories and models of everyday functioning." "Chapters on naturalistic assessment, wearable sensors, ambulatory assessment, and virtual-reality-based tools." "Practical clinical implications are highlighted throughout.

This volume brings together well-known experts to present recent advances in the neuropsychological assessment of key, real-world capacities: the ability to live independently, work, manage medications, and drive a car. Post-traumatic stress disorder is a psychiatric illness that can occur in anyone who has experienced a life-threatening or violent event. The trauma can be due to war, terrorism, torture, natural disasters, violence, or rape. In PTSD the brain areas that are likely to be affected are the hippocampus (memory), amygdala (fear association), the ascending reticular activating system (arousal). The chemical of interest is norepinephrine, which is released during a stressful event and is part of the fight-or-flight response meant to mobilize the body to action. The objective of this title is to outline the neurobiology of post-traumatic stress disorder and provide treatment strategies for it from a seminar on PTSD held recently under the auspices of the VA Boston Healthcare System, Boston University Medical Center and Harvard Medical School. We propose a book that will focus on the epidemiology, neurobiology, MRI studies, animal models, arousal and sleep issues, clinical trials, and treatment strategies for clinicians. Treat the Posttraumatic Stress Disorder, PTSD and the use of mental health services, cognitive intervention therapy, and large scale clinical trials in PTSD. This collection will be a vital source of information to clinicians and neuroscientists.

Occupational Therapy Essentials for Clinical Competence
Managing Industrial Growth in Emerging Markets
Contemporary Behavior Therapy
Basic Science and Clinical Practice
Willard and Spackman's Occupational Therapy
A Vision for Participation

Special education encompasses a broad range of techniques and tools for a catering to children with unique educational needs. Children in need of additional learning support, including children on the autism spectrum, benefit from continued research in emerging educational tools and pedagogies for best catering to their needs. Supporting the Education of Children with Autism Spectrum Disorders focuses on a well-rounded approach to special education, including perspectives on administration and leadership, course development, psychological and counseling support, educational technologies, and classroom management strategies. Emphasizing timely research focused on creating opportune learning environments for children on the autism spectrum, this publication is an essential reference source for educators, school administrators, graduate-level students, and researchers in the field of education.

In the book "Mental Illnesses - Evaluation, Treatments and Implications" attention is focused on background factors underlying mental illness. It is crucial that mental illness be evaluated thoroughly if we want to understand its nature, predict its long-term outcome, and treat it with specific rather than generic treatment, such as pharmacotherapy for instance. Additionally, community-wide and cognitive-behavioral approaches need to be combined to decrease the severity of symptoms of mental illness. Unfortunately, those who should profit the most by combination of treatments, often times refuse treatment or show poor adherence to treatment maintenance. Most importantly, what are the implications of the above for the mental health community? Mental illness cannot be treated with one single form of treatment. Combined individual, community, and socially-oriented treatments, including recent distance-writing technologies will hopefully allow a more integrated approach to decrease mental illness world-wide.

This colossal Guide includes information on every top level event, every IIHF member nation, and, indeed, every player to appear in even a single game since international hockey first took hold in 1920. In all, more than 12,000 players are included, as well as every coach, every referee, every linesman and every stat imaginable. The 2012 IIHF Guide and Record Book is the official and only complete source of information for international hockey. It covers all top-level events from the Olympics to World Championships to junior events, from men's hockey to women's hockey, from 1920 to the past and present seasons. At 640 pages, it contains the scores and standings for every international game and ever event covered, the statistics for every player, coach, and on-ice official in IIHF competition history, and the results and histories of every nation that has ever participated in an IIHF event. Full of information on every aspect of the international game, this is the one and only source fans will need if they are interested in the World Junior Championship, Team Canada, or any other aspect of the international game. With a special section on the World Junior Championships taking place in Alberta this Christmas, this is the most important book hockey fans will need this season.

The use of technology and teaching techniques derived from technology is currently a burgeoning topic in higher education. Teachers at all levels and types of institutions want to know how these new technologies will affect what happens in and outside of the classroom. Many teachers have already embraced some of these technologies but remain uncertain about their educational efficacy. Other teachers have waited because they are reluctant to try tools or techniques that remain unproven or, as is often the case, lack institutional support. This book is designed to help both groups, so that those with technological expertise can extend their knowledge, while technological novices can "ramp up" at their own pace and for their own purposes. Best Practices for Technology-Enhanced Teaching and Learning brings together expert teacher-scholars who apply and assess technology's impact on traditional, hybrid or blended, or completely on-line courses, relying on technology as a teaching tool for classroom management and interaction (e.g., Blackboard, PowerPoint, student response or "clicker systems," multimedia tools), as well as student-based uses of technology largely independent of instructors (e.g., social networking on popular sites including Facebook and MySpace). Each chapter will address how technological improvements can be connected to assessment initiatives, as is now routinely advocated in psychology and social science education. The book features current scholarship and pedagogy involving innovative technology that impacts on student learning in psychology and related disciplines, focusing also on student reactions to these novel technologies, and proper assessments of how well they promote learning. This text will serve as the standard reference on emerging technologies for undergraduate instructors.

Immersive Media in Connected Health
Advanced Technologies in Rehabilitation
The Impact of Virtual and Augmented Reality on Individuals and Society
Prevention, Diagnosis, and Treatment
Future Directions in Post-Traumatic Stress Disorder
Internet Use in the Aftermath of Trauma

This volume presents the latest research in Virtual Reality (VR), as it is being applied in psychotherapy, rehabilitation, and the analysis of behaviour for neurological assessment. This book will be of value to anyone already in the field and to those who are interested in the development of VR systems for therapeutic purposes. The contents include: · The latest literature reviews on VR in psychotherapy, psychological wellbeing, and rehabilitation · VR and cognitive behavior therapy · Increasing presence in VR for effective exposure therapy and treatment of anxiety disorders · VR military training for managing combat stress and preventing post traumatic stress · VR, mixed reality systems, and games for stroke rehabilitation · VR systems for improving vision in children with amblyopia · Therapeutic play in virtual environments · Healing potential of online virtual worlds such as Second Life · Neuropsychological assessment using virtual environments · Detailed accounts on how VR systems are designed, implemented, and best evaluated · Discussions of limitations, problems, and ethical concerns using VR in mental and physical therapy

This book has an aim to present latest applications, trends and developments of virtual reality technologies in three humanities disciplines: in medicine, psychology and pedagogy. Studies show that people in both educational as well as in the medical therapeutic range expect more and more that modern media are included in the corresponding demand and supply structures. For the internet and various mobile media, associated research and application projects now have fixed key words such as "E-learning" and "E-Mental Health" or "M-Learning", "M-Mental Health". This book aims to contribute to the current state of the corresponding efforts in the area of ??further promising technology - the Virtual Reality - designed to give an overview and secondly to provide a stimulus on specific projects, associated with the hope of giving to scientists and practitioners from the humanities an impulse for their own (further-) development, evaluation and implementation of various VR scenarios in the education and health sectors.

In two freestanding volumes, Textbook of Neural Repair and Rehabilitation provides comprehensive coverage of the science and practice of neurological rehabilitation. Revised throughout, bringing the book fully up to date, this volume, Medical Neurorehabilitation, can stand alone as a clinical handbook for neurorehabilitation. It covers the practical applications of the basic science principles presented in Volume 1, provides authoritative guidelines on the management of disabling symptoms, and describes comprehensive rehabilitation approaches for the major categories of disabling neurological disorders. New chapters have been added covering genetics in neurorehabilitation, the rehabilitation team and the economics of neurological rehabilitation, and brain stimulation, along with numerous others. Emphasizing the integration of basic and clinical knowledge, this book and its companion are edited and written by leading international authorities. Together they are an essential resource for neuroscientists and provide a foundation of the work of clinical neurorehabilitation professionals. Augmented reality (AR) and virtual reality (VR) provide flexibility in education and have become widely used for the promotion of multimedia learning. This use coincides with mobile devices becoming prevalent. VR devices becoming more affordable, and the creation of user-friendly software that allows the development of AR/VR applications by non-experts. However, because the integration of AR and VR into education is a fairly new practice that is only in its initial stage, these processes and outcomes need to be improved. Designing, Deploying, and Evaluating Virtual and Augmented Reality in Education is an essential research book that presents current practices and procedures from different technology-implementation stages (design, deployment, and evaluation) to help educators use AR/VR applications in their own teaching practices. The book provides comprehensive information on AR and VR applications in different educational settings from various perspectives including but not limited to mobile learning, formal/informal learning, and integration strategies with practical and/or theoretical implications. Barriers and challenges to their implementation that are currently faced by educators are also addressed. This book is ideal for academicians, instructors, curriculum designers, policymakers, instructional designers, researchers, education professionals, practitioners, and students.

Handbook of Virtual Environments
Clinical Psychology
Textbook of Neural Repair and Rehabilitation
Offsite Production and Manufacturing for Innovative Construction
Design, Implementation, and Applications, Second Edition
Empowering Cognitive, Physical, Social and Communicative Skills Through Virtual Reality, Robots, Wearable Systems and Brain-computer Interfaces

Willard and Spackman 's Occupational Therapy, Twelfth Edition, continues in the tradition of excellent coverage of critical concepts and practices that have long made this text the leading resource for Occupational Therapy students. Students using this text will learn how to apply client-centered, occupational, evidence based approach across the full spectrum of practice settings. Peppered with first-person narratives, which offer a unique perspective on the lives of those living with disease, this new edition has been fully updated with a visually enticing full color design, and even more photos and illustrations. Vital pedagogical features, including case studies, Practice Dilemmas, and Provocative questions, help position students in the real-world of occupational therapy practice to help prepare them to react appropriately.

This book provides an in-depth review of the historical and state-of-the-art use of technology by and for individuals with autism. The design, development, deployment, and evaluation of interactive technologies for use by and with individuals with autism have been rapidly increasing over the last few decades. There is great promise for the use of these technologies to enrich lives, improve the experience of interventions, help with learning, facilitate communication, support data collection, and promote understanding. Emerging technologies in this area also have the potential to enhance assessment and diagnosis of autism, to understand the nature and lived experience of autism, and to help researchers conduct basic and applied research. The intention of this book is to give readers a comprehensive background for understanding what work has already been completed and its impact as well as what promises and challenges lie ahead. A large majority of existing technologies have been designed for autistic children, there is increased interest in technology 's intersection with the lived experiences of autistic adults. By providing a classification scheme and general review, this book can help technology designers, researchers, autistic people, and their advocates better understand how technologies have been successful or unsuccessful, what problems remain open, and where innovations can further address challenges and opportunities for individuals with autism and the variety of stakeholders connected to them.

The offsite and modular market is continuing to grow. This book builds on the success of a number of initiatives, including formative findings from literature, research and development and practice-based evidence (succeding stories). It presents new thinking and direction from leading experts in the fields of: design, process, construction, engineering, manufacturing, logistics, robotics, and human-machine interaction. Organizational strategies, change management, legislation, organizational learning, software design, innovation and biometrics. This book is particularly novel and timely, as it brings together a number of cogent subjects under one collective " umbrella ". Each of these chapters contain original findings, all of which culminate in three "Key Learning Points" which provide new insight into the cross-cutting themes, interrelationships and symbiotic forces that exist between each of these chapters. This approach also provides readers with new contextualised understanding of the wider issues affecting the offsite market, from the need to embrace social challenges, through to the development of rich value-laden solutions required for creating sector resilience. Content includes a balance between case studies and practice-based work, through to technical topics, theoretical propositions, pioneering research and future offsite opportunities ready for exploitation. This work includes: stakeholder integration, skills acquisition, new business models and processes, circularity and sustainable business strategies, robotics and automation, innovation and change, lean production methodologies and new construction methods, Design for Manufacturing and Assembly, scaled portfolio platforms and customisability, new legal regulatory standards and conformance issues and offsite feasibility scenario development/integration.

Advances in modern sciences occur thanks to within-fields discoveries as well as confrontation of concepts and methods from separated, sometimes distant, domains of knowledge. For instance, the fields of psychology and psychopathology benefited from accumulated contributions from cognitive neurosciences, which, in turn, received insights from molecular chemistry, cellular biology, physics (neuroimaging), statistics and computer sciences (data processing), etc. From the results of these researches, one can argue that among the numerous cognitive phenomena supposedly involved in the emergence the human intelligence and organized behavior, some of them are specific to the social nature of our phylogenetic order. Scientific reductionism allowed to divide the social cognitive system into several components, i.e. emotion processing and regulation, mental state inference (theory of mind), agency, etc. New paradigms were progressively designed to investigate these processes within highly-controlled laboratory settings. Moreover, the related constructs were successful at better understanding psychopathological conditions such as autism and schizophrenia, with partial relationships with illness outcomes. Here, we would like to outline the parallel development of concepts in social neurosciences and in other domains such as computer science, affective computing, virtual reality development, and even hardware technologies. While several researchers in neurosciences pointed out the necessity to consider naturalistic social cognition (Zaki and Ochsner, Ann N Y Acad Sci 1167, 16-30, 2009), the second person perspective (Schilbach et al., Behav Brain Sci 36(4), 393-414, 2013) and reciprocity (de Bruin et al., Front Hum Neurosci 6, 151, 2012), both computer and software developments allowed more and more realistic real-time models of our environment and of virtual humans capable of some interaction with the user. The aim of this editing is an convergence between scientific disciplines that occur from which it is tricky to predict the outcomes in terms of new concepts, methods and uses. Although this convergence is motivated by the intuition that it fits well ongoing societal changes (increasing social demands on computer technologies, augmenting funding), it comes with several difficulties for which the current Frontiers in " topic strives to bring some positive answers, and to provide both theoretical arguments and experimental examples. The first issue is about concepts and vocabulary as the contributions described in the following are authored by neuroscientists, computer scientists, psychopathologists, etc. A special attention was given during the reviewing process to stay as close as possible to the publication standards in psychological and health sciences, and to avoid purely technical descriptions. The second problem concerns methods: more complex computerized interaction models results in unpredictable and poorly controlled experiments. In other words, the assets of naturalistic paradigms may be alleviated by the difficulty to match results between subjects, populations, conditions. Of course, this practical question is extremely important for investigating pathological cases that are associated with profoundly divergent behavioral patterns. Some of the contributions of this topic provide description of strategies that allowed to solve these difficulties, at least partially. The last issue is about heterogeneity of the objectives of the researches presented here. While selection criteria focused on the use of innovative technologies to assess or improve social cognition, the fields of application of this approach were quite unexpected. In an attempt to organize the contributions, three directions of research can be identified: 1) how innovation in methods might improve understanding and assessment of social cognition disorders or pathology? 2) within the framework of cognitive behavioral psychotherapies (CBT), how should we consider the use of virtual reality or augmented reality? 3) which are the benefits of these techniques for investigating severe mental disorders (schizophrenia or autism) and performing cognitive training? The first challenging question is rightfully raised in the contribution of Timmermans and Schilbach (2014) giving orientations for investigating alterations of social interaction in psychiatric disorders by the use of dual interactive eye tracking with virtual anthropomorphic avatars. Joyal, Jacob and collaborators (2014) bring concurrent and construct validities of a newly developed set of virtual faces expressing six fundamental emotions. The relevance of virtual reality was exemplified with two contributions focusing on anxiety related phenomena. Jackson et al. (2015) describe a new environment allowing to investigate empathy for dynamic FACS-coded facial expressions including pain. Based on a systematic investigation of the impact of social stimuli modalities (visual, auditory), Ruch and collaborators are able to characterize the specificity of the interpretation of laughter in people with gelotophobia (2014). On the issue of social anxiety, Americh-Franck et al. (2014) presented two studies in which public speaking anxiety has been correlated with avatars ' self-representations . The second issue focuses on how advances in virtual reality may relate to cognitive and behavioral therapies in psychiatry. These interventions share a common framework that articulates thoughts, feelings or emotions and behaviors and proposes gradual modification of each of these levels thanks to thought and schema analysis, stress reduction procedures, etc. They were observed to be somehow useful for the treatment of depression, stress, anxiety and related problems in personality disorders and addictions. The main asset of new technologies is the possibility to control the characteristics of symptom-eliciting stimuli/situations, and more precisely the degree to which immersion is enforced. For example, Baus and Bouchard (2014) provide a review on the extension of virtual reality exposure-based therapy toward recently described augmented reality exposure-based therapy in individuals with phobias. Concerning substance dependence disorders, Hone-Blanchet et collaborators (2014) present another review on how virtual reality can be an asset for both therapy and craving assessment stressing out the possibilities to simulate social interactions associated with drug seeking behaviors and even peers ' pressure to consume. The last issue this Frontiers " topic deals with encompasses the questions raised by social cognitive training or remediation in severe and chronic mental disorders (autistic disorders, schizophrenia). Here, therapies are based on drill and practice or strategy shaping procedures, and, most of the time, share an errorless learning of repeated cognitive challenges. Computerized methods were early proposed for that they do, effortlessly and with limited costs, repetitive stimulations. While, repetition was incompatible with realism in the social cognitive domain, recent advances provide both immersion and full control over stimuli. Georgescu and al. (2014) exhaustively reviews the use of virtual characters to assess and train non-verbal communication in high-functioning autism (HFA). Grynszpan and Nadel (2015) present an original eye-tracking method to reveal the link between gaze patterns and pragmatic abilities again in HFA. About schizophrenia, Oker and collaborators (2015) discuss and report some insights on how an affective and reactive virtual agents might be useful to assess and remediate severe and chronic cognitive deficits of social cognitive disorders. About assessment within virtual avatars on schizophrenia, Park et al., (2014) focused on effect of perceived intimacy on social decision making with schizophrenia patients. Regarding schizophrenia remediation, Peyroux and Franck (2014) presented a new method named RC25 which is a cognitive remediation program to improve social cognition in schizophrenia and related disorders. To conclude briefly, while it is largely acknowledged that social interaction can be studied as a topic of its own, all the contributions demonstrate the added value of expressive virtual agents and affective computing techniques for the experimentation. It also appears that the use of virtual reality is at the very beginning of a new scientific endeavor in cognitive sciences and medicine.

The Psychology of Cyber Crime: Concepts and Principles
Evaluation, Treatments and Implications
Interactive Technologies and Autism, Second Edition
Virtual Reality in Psychotherapy, Rehabilitation, and Assessment
Best Practices for Technology-Enhanced Teaching and Learning
Innovation, Technology, and Market Ecosystems

Ours is an era of increasing tension, both global and local. And not surprisingly, PTSD is recognized not only in combat veterans and active military personnel, but also disaster and assault survivors across the demographic spectrum. As current events from mass shootings to the debate over trigger warnings keep the issue in the public eye, the disorder remains a steady concern among researchers and practitioners. Future Directions in Post-Traumatic Stress Disorder presents findings and ideas with the potential to influence both our conceptualization of the condition and the techniques used to address it. A multidisciplinary panel of experts offers new analyses of risk and resilience factors, individual and group approaches to prevention, the evolving process of diagnosis, and effective treatment and delivery. Chapters on treatment allow readers to compare widely-used prolonged exposure and VR methods with innovative applications of cognitive processing therapy and interpersonal therapy. And an especially compelling contribution surveys empirically-based programs relating to what for many is the emblematic trauma of our time, the events of September 11, 2001. Included in the coverage: Predictors of vulnerability to PTSD: neurobiological and genetic risk factors. Early intervention: is prevention better than cure? The functional neuroanatomy of PTSD. The development of evidence-based treatment for PTSD. Enhancing exposure therapy using D-cycloserine (DCS). PLUS: a case example as seen through five therapeutic perspectives. While millions experience trauma, relatively few develop chronic PTSD. Future Directions in Post-Traumatic Stress Disorder is a practical and proactive reference for the health and clinical psychologists, sociologists, psychiatrists, and primary care physicians dedicated to further decreasing those numbers.

The need has never been more crucial for community health providers, programs, and organizations to have access to training in addressing the unique behavioral health challenges facing our veterans, active duty military, and their families. Handbook of Military Social Work is edited by renowned leaders in the field, with contributions from social work professionals drawing from their wealth of experience working with veterans, active duty military, and their families. Handbook of Military Social Work considers: Military culture and diversity Women in the military Posttraumatic stress disorder in veterans Traumatic brain injury in the military Suicide in the military Homelessness among veterans Cycles of deployment and family well-being Grief, loss, and bereavement in military families Interventions for military children and youth Offering thoughtful advice covering the spectrum of issues encountered by mental health professionals working with individuals and families, Handbook of Military Social Work will contribute to the improvement of efforts to help our military personnel, veterans, and their families deal with the challenges they face.

Neuropsychology as a field has been slow to embrace and exploit the potential offered by technology to either make the assessment process more efficient or to develop new capabilities that augment the assessment of cognition. The Role of Technology in Clinical Neuropsychology details current efforts to use technology to enhance cognitive assessment with an emphasis on developing expanded capabilities for clinical assessment. The first sections of the book provide an overview of current approaches to computerized assessment along with newer technologies to assess behavior. The next series of chapters explores the use of novel technologies and approaches in cognitive assessment as they relate to developments in telemedicine, mobile health, and remote monitoring including developing smart environments. While still largely office-based, health care is increasingly moving out of the office with an increased emphasis on connecting patients with providers, and providers with other providers, remotely. Chapters also address the use of technology to enhance cognitive rehabilitation by implementing conceptually-based games to teach cognitive strategies and virtual environments to measure outcomes. Next, the clinical perspective on the use of virtual reality and scenario-based assessment to capture critical aspects of performance not assessed by traditional means and the implementation of neurobiological metrics to enhance patient assessment. Chapters also address the use of imaging to better define cognitive skills and assessment methods along with the integration of cognitive assessment with imaging to define the functioning of brain networks. The final section of the book discusses the ethical and methodological considerations needed for adopting advanced technologies for neuropsychological assessment.

Authored by numerous leading figures in the field of neuropsychology, this volume emphasizes the critical role that virtual environments, neuroimaging, and data analytics will play as clinical neuropsychology moves forward in the future. This comprehensive, respected, and up-to-date survey of contemporary behavior therapy synthesizes the clinical, research, theoretical, and ethical facets of behavior therapy. Serving as both an introduction for beginning students and as a scholarly review and resource for advanced students, CONTEMPORARY BEHAVIOR THERAPY, Sixth Edition covers all the major behavioral and cognitive therapies. The wealth of case studies illustrates the application of behavior therapy techniques to a wide array of problems and clinical populations. The text's multidisciplinary approach includes applications to diverse fields, including psychology, education, social work, nursing, and rehabilitation. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Global Perspective

Neuropsychology of Everyday Functioning, Second Edition

Post-Traumatic Stress Disorder

Info 2007

Designing, Deploying, and Evaluating Virtual and Augmented Reality in Education

IIHF Guide & Record Book 2012

Occupation-Centred Practice with Children remains the only occupational therapy book which supports the development and implementation of occupation-centred practice with children. Drawing on the latest occupational therapy theory and research, this new edition has been fully updated throughout, and includes new chapters on occupational transitions for children and young people, assessing children's occupations and participation, intervention within schools, the arts and children's occupational opportunities, as well as using animals to support children's occupational engagement. Key features: Written by an international expert team of contributors. Each chapter begins with preliminary questions to assist with consideration of current knowledge, and then reflection questions at the conclusion to allow revision of key content in order to support independent learning. Highly practical, with a range of case studies, key point summaries, reflective questions, best practice guidelines, and a range of tools, interventions and techniques to aid applications to practice. A new appendix outlining all the assessments referred to in the book has now been included. Occupation-Centred Practice with Children is a practical, theoretically grounded and evidence based guide to contemporary occupational therapy practice, and is important reading for all occupational therapy students and therapists wishing to make a real difference to children and their families' lives. As more individuals own and operate Internet-enabled devices and more critical government and industrial systems rely on advanced technologies, the issue of cybervictim has become a crucial concern for both the general public and professionals alike. The Psychology of Cyber Crime: Concepts and Principles aims to be the leading reference examining the psychology of cybervictim. This book considers many aspects of cybervictim, including research on offenders, legal issues, the impact of cybervictim on victims, punishment, and preventative measures. It is designed as a source for researchers and practitioners in the disciplines of criminology, cyberpsychology, and forensic psychology, though it is also likely to be of significant interest to many students of information technology and other related disciplines.

From codewriters of the Rorschach Performance Assessment System (R-PAS), this essential volume illustrates the utility of R-PAS for addressing a wide range of common referral questions with adults, children, and adolescents. Compelling case examples from respected experts cover clinical issues (such as assessing psychosis, personality disorders, and suicidality); forensic issues (such as insanity and violence risk assessments, child custody proceedings, and domestic violence); and use in neuropsychological, educational, and other settings. Each tightly edited chapter details R-PAS administration, coding, and interpretation. Designed to replace the previous widely used Rorschach system (Exner's Comprehensive System), R-PAS has a stronger empirical foundation, is accurately normed for international use, is easier to learn and use, and reduces ambiguities in administration and coding, among other improvements.

This exciting collection tours virtual reality in both its current therapeutic forms and its potential to transform a wide range of medical and mental health-related fields. Extensive findings track the contributions of VR devices, systems, and methods to accurate assessment, evidence-based and client-centered treatment methods, and—as described in a stimulating discussion of virtual patient technologies—innovative clinical training. Immersive digital technologies are shown enhancing opportunities for patients to relate to situations, therapists to process patients' physiological responses, and scientists to have greater control over test conditions and access to results. Expert coverage details leading-edge applications of VR across a broad spectrum of psychological and neurocognitive conditions, including: Treating anxiety disorders and PTSD. Treating developmental and learning disorders, including Autism Spectrum Disorder. Assessment of and rehabilitation from stroke and traumatic brain injuries. Assessment and treatment of substance abuse. Assessment of deviant sexual interests. Treating obsessive-compulsive and related disorders. Augmenting learning skills for blind persons. Readable and relevant, Virtual Reality for Psychological and Neurocognitive Interventions is an essential idea book for neuropsychologists, rehabilitation specialists (including physical, speech, vocational, and occupational therapists), and neurologists. Researchers across the behavioral and social sciences will find it a roadmap toward new and emerging areas of study.

Textbook of Neural Repair and Rehabilitation: Volume 2, Medical Neurorehabilitation

A Practical Guide for Occupational Therapists

Virtual Reality in Psychological, Medical and Pedagogical Applications

Research and Application

Advances in Virtual Agents and Affective Computing for the Understanding and Remediation of Social Cognitive Disorders

People, Process and Technology

This book explores recent research in intuitive interaction worldwide by a range of leading academics and practitioners in the field. It builds on past work as it ventures into new areas, such as how users perceive intuitiveness of an interface, how people experience intuitive interaction subjectively, and how we can use such understanding to design more engaging experiences. The book addresses how intuitive interaction is understood in different academic disciplines and how it has been researched in various parts of the world over the last 18 years. It covers how intuitive interaction can be applied in different contexts, like large scale urban installations, the developing world, in older populations, and in various industry applications. Features: Presents varied approaches to intuitive interaction and their applications; Integrates and applies intuitive interaction to interfaces Provides a mix of academic and industry perspectives Explores a variety of contexts for application of intuitive interaction Encompasses design, IT, business, and psychological approaches

The goal of this text is to bring researchers and practitioners from several different disciplines in order to examine the focus and aims that drive rehabilitation intervention and technology development. Specifically, the chapters in this book address the questions of what research is currently taking place to further develop rehabilitation, applied technology and how we have been able to modify and measure responses in both healthy and clinical populations using these technologies.

The first book to offer a truly global perspective on the theory and practice of clinical psychology While clinical psychology is practiced the world over, up to now there has been no text devoted to examining it within a global context. The first book of its kind, Clinical Psychology: A Global Perspective brings together contributions from clinicians and scholars around the world to share their insights and observations on the theory and practice of clinical psychology. Cultural differences are an important variable in the practice of clinical psychology. Yet, due partly to language barriers and entrenched cultural biases, there is little cross-cultural palliation within the field. In fact, most of the popular texts were written for English-speaking European and Anglo-American audiences and translated for other countries. As a result, most psychologists are unaware of how their profession is conceptualized and practiced in different regions, or how their own practices can be enriched by knowledge of the theories and modalities predominant among colleagues in other parts of the world. This book represents an important first step toward rectifying that state of affairs. This book: Explores key differences and similarities in how clinical psychology is conceptualized and practiced with children, adolescents, and adults across different countries and cultures Addresses essential research methods, clinical interviews, psychometric testing, neuropsychological assessments, and dominant treatment modalities Follows a consistent format with each chapter focusing on a specific area of the practice of clinical psychology while integrating cultural issues within the discussion Includes coverage of how to adapt one's practice to the differing cultures of individual clients and how to work in multidisciplinary teams within a global context Clinical Psychology: A Global Perspective is a valuable resource for students, trainees, and practicing psychologists, especially those who work with ethnic minority groups or with interpreters. It is also a must-read for practitioners who are considering working internationally.

Volume 2 of the Textbook of Neural Repair and Rehabilitation stands alone as a clinical handbook for neurorehabilitation.

Mental Illnesses

The Role of Technology in Clinical Neuropsychology

Derechos humanos en el Uruguay

Supporting the Education of Children with Autism Spectrum Disorders

Intuitive Interaction

Motivation and Reward - Editors' Pick 2021

This book is the first comprehensive and state-of-the-art review of the relationship between executive function skills and writing. It explores its role across the lifespan, addressing to groups of writers, from children and those with learning and language difficulties, to adults and elders.

Tudor O. Bompá, the pioneer of periodization training, and Carlo A. Buzzichelli, one of the world's foremost experts on training methods, use scientific support and their expertise to teach you how to maximize training gains with periodization.

This revision of a well-loved text continues to embrace the confluence of person, environment, and occupation in mental health as its organizing theoretical model, emphasizing the lived experience of mental illness and recovery. Rely on this groundbreaking text to guide you through an evidence-based approach to helping clients with mental health disorders on their recovery journey by participating in meaningful occupations. Understand the recovery process for all areas of their lives: physical, emotional, spiritual, and mental—and know how to manage co-occurring conditions.

The goal of this book is to bring researchers and practitioners from several different disciplines in order to examine the focus and aims that drive rehabilitation intervention and technology development. Specifically, the chapters in this book address the questions of what research is currently taking place to further develop rehabilitation, applied technology and how we have been able to modify and measure responses in both healthy and clinical populations using these technologies. The following chapters are dedicated toward addressing these issues: 1) Does Training with Technology Add to Functional Gains?; 2) Are there Rules that Govern Recovery of Function?; 3) Using the Body's Own Signals to Augment Therapeutic Gains; 4) Technology Incorporates Cognition and Action; 5) Technology Enhances the Impact of Rehabilitation Programs; 6) Summary.

Handbook of Military Social Work

Concepts and Principles

Connecting to Psychology and the Social Sciences

Virtual Reality for Psychological and Neurocognitive Interventions

Research and Methodology of Training

Executive Functions and Writing

This edited book brings together international insights for raising rich discussion on industrial growth in the twenty-first century with a focus on the Industry 4.0 drive in the global marketplace, which is driven by innovations, technology, and digital drives. It delineates multiple impacts on business-to-business, business-to-consumers, and the global-local business operations, and on the national economy. The chapters critically analyze the convergence of technology, business practices, public policies, political ideologies, and consumer values for improving business performance in the context of Industry 4.0 developments. This contribution will enrich knowledge on contemporary business strategies towards automation and digitization process in manufacturing, services, and marketing organizations. The discussions across the chapters contemplate developing new visions and business perspectives to match with the changing priorities of industries in the emerging markets.

This text begins by linking the ACOTE Accreditation Standards with current practice in chapters for students and educators, and sets the stage with two foundational concepts vital to the study of occupation: flow and culture. It presents a summary of interconnected constructs that define and direct occupational therapy practice. Inside are included: Basic tenets of occupational therapy; Occupational therapy theoretical perspectives; Screening, evaluation, and referral; Formulation and implementation of an intervention plan; Context of service delivery; Context of delivery service; Management of occupational therapy services; Professional ethics, values, and responsibilities; Culture and its role in occupational choice and performance. It also includes student activities at the end of each chapter, as well as on-line material that consists of multiple choice questions, chapter objectives, teacher activities, and PowerPoint slides. Some additional features include: Examples as viewed and analyzed from multiple perspectives; Evidence-based practice reviews that provide a starting point to have each topic explored in depth; Evaluation of the mastery of application and self-assessment exercises; Integration throughout the text of Occupational Therapy Practice Framework: Domain and Process, Second Edition. The text overall incorporates adult learning theory as its basis to assist in establishing cognitive interest, using the organization format of grouping concepts together to reinforce and facilitate learning.

Empowering Cognitive, Physical, Social and Communicative Skills Through Virtual Reality, Robots, Wearable Systems and Brain-Computer Interfaces

Advanced Computational Intelligence Paradigms in Healthcare 6

Neuropsychology of Everyday Functioning

Periodization-6th Edition

Occupation-Centred Practice with Children