

Virtual Lab Half Life Answers

The new edition of UNIVERSE means the same proven Seeds/Backman approach and trusted content, fully updated with the latest discoveries and resources to meet the needs of today's diverse students. Available with InfoTrac Student Collections <http://gocengage.com/infotrac>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Contains alphabetically arranged entries on over five hundred diseases and disorders that are commonly seen in hospitals and outpatient settings with key information for diagnosis that includes lists of symptoms, tests and treatment options, and related information.

Praise for Handbook of Clinical Psychopharmacology for Psychologists "Handbook of Clinical Psychopharmacology for Psychologists is a remarkably thorough introductory textbook for integrating psychotropic drug prescribing into psychological practices. It covers basic concepts in physiology, neurology, and pharmacology in easily understood language. Not only is this book a requirement for any psychologist seeking to gain prescriptive authority, but it is also helpful for any mental health clinician who collaborates with prescribers of any discipline. I recommend it highly." —Daniel Carlat, MD, Editor in Chief of The Carlat Psychiatry Report "An important resource for any psychologist who is preparing to become a prescribing psychologist or for any psychologist who wants to be informed about the practice of medical psychology." —Joseph E. Comaty, PhD, MP, coauthor of A Primer of Drug Action "Handbook of Clinical Psychopharmacology for Psychologists is an excellent treatise written by psychologists for psychologists." —From the Foreword by Patrick H. DeLeon, PhD, and Jack G. Wiggins, PhD, former presidents of the American Psychological Association An essential and practical guide to integrating psychopharmacology into clinical practice Edited by medical psychologists with contributions by notable experts in their respective specialties, Handbook of Clinical Psychopharmacology for Psychologists covers key topics including: Ethics, standards of care, laws, and regulations relevant to clinical psychopharmacology Disorders of the nervous system, with particular relevance to psychopharmacology Use of comprehensive diagnostic strategies to establish differential diagnoses among possible medical and psychological symptoms Integration of pharmacotherapy with psychotherapy This essential book also provides an introduction to the qualifying exam for psychologists seeking specialty training in psychopharmacology, the Psychopharmacology Exam for Psychologists (PEP). The PEP-like practice test is available on the companion CD-ROM.

The popular QUESTIONS AND ANSWERS IN MAGNETIC RESONANCE IMAGING is thoroughly revised and updated to reflect the latest advances in MRI technology. Four new chapters explain recent developments in the field in the traditional question and short answer format. This clear, concise and informative text discusses hundreds of the most common questions about MRI, as well as some challenging questions for seasoned MRI specialists.

The Sound Book: The Science of the Sonic Wonders of the World

Windows Magazine

Questions & Answers in Magnetic Resonance Imaging

Swanson's Family Medicine Review

Emerging Technologies in Education and Economics

Concepts, Methodologies, Tools, and Applications

100% Pure Chemical Understanding Every morning many of us are energized by a cup of coffee. Imagine if you were as energized by understanding the chemistry in your morning cup--from the coffee trees, which fill red coffee berries with caffeine and a variety of other chemical substances, to the feathery crystals formed by the caffeine molecules, to the decaffeinating machines, which use liquid solvents to remove this stimulant from some of the beans. Now, that's real chemical understanding! Olmsted and Williams' Fourth Edition of Chemistry focuses on helping you see and think about the world (and even your coffee) as a chemist. This text helps you understand how chemical phenomena are governed by what happens at the molecular level, apply critical thinking skills to chemical concepts and problems, and master the basic mathematical techniques needed for quantitative reasoning. You'll see the world as chemists do, and learn to appreciate the chemical processes all around us. A Fourth Edition with a lot of new perks!
* Revisions include a new, early energy chapter; revised coverage of bonding; expanded coverage of intermolecular forces; and increased coverage of multiple equilibria, including polyprotic acids.
* New pedagogy strengthens students' critical thinking and problem-solving skills.
* Visual Summaries at the end of each chapter use molecular and diagrammatic visual elements to summarize essential skills, concepts, equations, and terms.
* eGrade Plus provides an integrated suite of teaching and learning resources, including a complete online version of the text, links between problems and relevant sections in the online text, practice quizzes, the Visual Tutor, Interactive LearningWare problems, and lab demos, as well as homework management and presentation features for instructors.

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

Discussing Web-based training from design, development, delivery, management, implementation, and evaluation perspectives, this book includes 63 chapters by experts from around the world. They offer instruction on the uses of the Web for corporate, government, and academic training purposes. Particular chapters address topics like the advantages and limitations of Web-based training, the technological resources available, the theory behind Web-based learning, the use of simulations, online testing, copyright, and cost.
c. Book News Inc.

Energy Research Abstracts

Occupational Outlook Handbook

The True Story of a Boy and His Backyard Nuclear Reactor

Forensic Science Experiments

Linden Lab and Second Life

#1 NEW YORK TIMES BEST SELLER • At last, a book that shows you how to build—design—a life you can thrive in, at any age or stage Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. A team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to improve the things we use every day, to make our lives more enjoyable, to fulfill our most basic desires, to build resilience, to find a way to move forward when stuck, and to learn to see the world as a series of opportunities. A life of design is a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise.

"This reference brings together an impressive array of research on the development of Science, Technology, Engineering, and Mathematics curricula at all educational levels"--Provided by publisher.

The 13th Edition of HORIZONS means the proven Seeds/Backman approach and trusted content, fully updated with the latest discoveries and resources to meet the needs of today's diverse students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Synthetic Worlds, Virtual Worlds, and Alternate Realities are all terms used to describe the phenomenon of computer-based, simulated environments in which users inhabit and interact via avatars. The best-known commercial applications are in the form of electronic gaming, and particularly in massively-multiplayer online role-playing games like World of Warcraft or EverQuest. The use of virtual worlds is also being applied to education, where the rapid adoption of platforms in education and business, where Serious Games are being used for training purposes, and even Second Life is being used in many situations that formerly required travel. The editors of this book captures the state of research in the field intended to reflect the rapidly growing yet relatively young market in education and business. The book integrates the practical applications for businesses, with papers on information systems, business models, and economics. In six parts, international authors – all experts in their field – discuss the current state-of-the-art of virtual worlds/alternate realities and how the field will develop over the next years. Chapters discuss the influences and impacts in and around virtual worlds, including learning environments and experiences, pedagogical models, and the effects on the different roles in the educational sector. The book looks at business models and how companies can participate in virtual worlds while receiving a return on investment, and includes cases and scenarios of integration, from design, implementation to application.

Maximum PC

Pharmacotherapeutics for Advanced Practice

Designing Your Life

Chemistry 2e

A Practical Approach

Chemistry, Student Study Guide

UPDATED FOR THE 2016 ELECTION The book Politico calls “Moneyball for politics” shows how cutting-edge social science and analytics are reshaping the modern political campaign. Renegade thinkers are crashing the gates of a venerable American institution, shoving aside its so-called wise men and replacing them with a radical new data-driven order. We’ve seen it in sports, and now in The Victory Lab, journalist Sasha Issenberg tells the hidden story of the analytical revolution upending the way political campaigns are run in the 21st century. The Victory Lab follows the academics and maverick operatives rocking the war room and re-engineering a high-stakes industry previously run on little more than gut instinct and outdated assumptions. Armed with research from behavioural psychology and randomized experiments that treat voters as unwitting guinea pigs, the smartest campaigns now believe they know who you will vote for even before you do. Issenberg tracks these fascinating techniques—which include cutting edge persuasion experiments, innovative ways to mobilize voters, heavily researched electioneering methods—and shows how our most important figures, such as Barack Obama and Mitt Romney, are putting them to use with surprising skill and alacrity. Provocative, clear-eyed and energetically reported, The Victory Lab offers iconoclastic insights into political marketing, human decision-making, and the increasing power of analytics.

"This book should go a long way towards filling the communication gap between biology and physics in the area of biomaterials]. It begins with the basic theory of elasticity and viscoelasticity, describing concepts like stress, strain, compliance, and plasticity in simple mathematical terms. . . . For the non-biologist, these chapters provide a clear account of macromolecular structure and conformation. . . . Vincent's work] is a delight to read, full of interesting anecdotes and examples from unexpected sources. . . . I can strongly recommend this book, as it shows how biologists could use mechanical properties as well as conventional methods to deduce molecular structure."--Anna Furth, The Times Higher Education Supplement In what is now recognized as a standard introduction to biomaterials, Julian Vincent presents a biologist's analysis of the structural materials of organisms, using molecular biology as a starting point. He explores the chemical structure of both proteins and polysaccharides, illustrating how their composition and bonding determine the mechanical properties of the materials in which they occurincluding pliant composites such as skin, artery, and plant tissue; stiff composites such as insect cuticle and wood; and biological ceramics such as teeth, bone, and eggshell. Here Vincent discusses the possibilities of taking ideas from nature with biomimicry and "intelligent" (or self-designing and sensitive) materials.

The past decade has seen phenomenal growth in the development and use of virtual worlds. In one of the most notable, Second Life, millions of people have created online avatars in order to play games, take classes, socialize, and conduct business transactions. Second Life offers a gathering point and the tools for people to create a new world online. Too often neglected in popular and scholarly accounts of such groundbreaking new environments is the simple truth that, of necessity, such virtual worlds emerge from physical workplaces marked by negotiation, creation, and constant change. Thomas Malaby spent a year at Linden Lab, the real-world home of Second Life, observing those who develop and profit from the sprawling, self-generating system they have created. Some of the challenges created by Second Life for its developers were of a very traditional nature, such as how to cope with a business that is growing more quickly than existing staff can handle. Others are seemingly new: How, for instance, does one regulate something that is supposed to run on its own? Is it possible simply to create a space for people to use and then not govern its use? Can one apply these same free-range/free-market principles to the office environment in which the game is produced? "Lindens"—as the Linden Lab employees call themselves—found that their efforts to prompt user behavior of one sort or another were fraught with complexities, as a number of ongoing processes collided with their own interventions. Malaby thoughtfully describes the world of Linden Lab and the challenges faced while he was conducting his in-depth ethnographic research there. He shows how the workers of a very young but quickly growing company were themselves caught up in ideas about technology, games, and organizations, and struggled to manage not only their virtual world but also themselves in a nonhierarchical fashion. In exploring the practices the Lindens employed, he questions what was at stake in their virtual world, what a game really is (and how people participate), and the role of the unexpected in a product like Second Life and an organization like Linden Lab.

Now enhanced by new end-of-chapter material in the MindTap online homework system, this new Hybrid version of Mike Seeds', Dana Backman's, and Michele Montgomery's best-selling HORIZONS: EXPLORING THE UNIVERSE, Enhanced Thirteenth Edition, engages students by focusing on two central questions: How Do We Know? which emphasizes the role of evidence in the scientific process, providing insights into how science works; and What Are We? which highlights our place as planet dwellers in an evolving universe, guiding students to ask questions about where we came from and how we formed a perspective that the study of astronomy is uniquely positioned to emphasize. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Understanding and Engineering Multiplayer Internet Games

Making Virtual Worlds

Radio-active Substances

The Radioactive Boy Scout

The Virtual Tabloid that Witnessed the Dawn of the Metaverse

The Secret Science of Winning Campaigns

Business is booming in Second Life, and many residents are earning big bucks in-world—and so can you. This unique guide walks you through what it takes to launch and run a successful Second Life business. Packed with insider tips from some of the metaverse’s best-known entrepreneurs, it delivers the lowdown on SL business basics and shows you step by step how to succeed in popular business niches, from real estate and construction to fashion, gadgets, toys, entertainment, music, blogging and more.

Numerous studies have shown the same results: Virtual practice is often as effective—or more so—as real-life practice. Why is this? Immediacy of feedback—corrective feedback at the time of error—plus the ability to control the training environments to ensure the most common or most difficult scenarios are experienced and navigated by learners. The most useful training allows learners to actually practice skills in a safe environment. In immersive learning, you can control what experiences learners have, the feedback they receive, and the opportunities they have to see both short-term and long-term consequences. Imagine the possibilities that new technologies can bring for training design! Doctors, salespeople, managers, emergency first responders—all can benefit from technology-enabled training. But how do you do it? Immersive Learning walks you through the process of designing and building immersive learning environments using the framework of the familiar ADDIE model. In this book, you will learn how to: Discover a framework for thinking in terms of immersive learning design. Outline the process of designing for immersion. See real examples of organizations that have applied these principles to solve learning and performance challenges.

Provides twenty experiments in forensic science that will intrigue both students and teachers and promote the interest in multiple science–process skills.

The computer game industry is clearly growing in the direction of multiplayer, online games. Understanding the demands of games on IP (Internet Protocol) networks is essential for ISP (Internet Service Provider) engineers to develop appropriate IP services. Correspondingly, knowledge of the underlying network’s capabilities is vital for game developers. Networking and Online Games concisely draws together and illustrates the overlapping and interacting technical concerns of these sectors. The text explains the principles behind modern multiplayer communication systems and the techniques underlying contemporary networked games. The traffic patterns that modern games impose on networks, and how network performance and service level limitations impact on game designers and player experiences, are covered in-depth, giving the reader the knowledge necessary to develop better gaming products and network services. Examples of real-world multiplayer online games illustrate the theory throughout. Networking and Online Games: Provides a comprehensive, cutting-edge guide to the development and service provision needs of online, networked games. Contrasts the considerations of ISPs (e.g. predicting traffic loads) with those of game developers (e.g. sources of lag/jitter), clarifying coinciding requirements. Explains how different technologies such as cable, ADSL (Asymmetric Digital Subscriber Line) and wireless, etc., affect online game-play experience, and how different game styles impose varying traffic dynamics and requirements on the network. Discusses future directions brought by emerging technologies such as UMTS (Universal Mobile Telephone Service), GPRS (General Packet Radio Service), Wireless LANs, IP service Quality, and NAPT/NAT (Network Address Port Translation/Network Address Translation) Illustrates the concepts using high-level examples of existing multiplayer online games (such as Quake III Arena, Wolfenstein Enemy Territory, and Half-Life 2). Networking and Online Games will be an invaluable resource for games developers, engineers and technicians at Internet Service Providers, as well as advanced undergraduate and graduate students in Electrical Engineering, Computer Science and Multimedia Engineering.

The Second Life Herald

Immersive Learning

Expert Consult – Online and Print

Social Media and Networking: Concepts, Methodologies, Tools, and Applications

Handbook of Clinical Psychopharmacology for Psychologists

The Victory Lab

“A lucid and passionate case for a more mindful way of listening. . . . Anyone who has ever clapped, hollered or yodeled at an echo will delight in [Cox’s] zestful curiosity.”—New York Times Trevor Cox is on a hunt for the sonic wonders of the world. A renowned expert who engineers classrooms and concert halls, Cox has made a career of eradicating bizarre and unwanted sounds. But after an epiphany in the London sewers, Cox now revels in exotic noises—creaking glaciers, whispering galleries, stalactite organs, musical roads, humming dunes, seals that sound like alien angels, and a Mayan pyramid that chirps like a bird. With forays into archaeology, neuroscience, biology, and design, Cox explains how sound is made and altered by the environment, how our body reacts to peculiar noises, and how these mysterious wonders illuminate sound’s surprising dynamics in everyday settings—from your bedroom to the opera house. The Sound Book encourages us to become better listeners in a world dominated by the visual and to open our ears to the glorious cacophony all around us.

Swanson’s Family Medicine Review efficiently summarizes all the latest know-how in primary care and family medicine practice, giving you the assistance you need to maximize your preparation for the ABFM exam. The case histories and review questions in this best-selling family medicine review book test your knowledge of the latest diagnostic methods, medications, and management techniques, ensuring you’ll be fully prepared to land the best score. Study with Swanson’s Family Medicine Review, the most effective review tool available! Confidently prepare for the American Board of Family Medicine (ABFM) exam with Swanson’s Family Medicine Review! Stay up-to-date in the area of treatment and management with enhanced discussions throughout. Be familiar with the most current developments and information in family medicine with this all-around review of the specialty, ideal for nurses and PAs! Assess your mastery of the latest diagnostic methods and management techniques through hundreds of questions and dozens of cases, newly updated to reflect the most current developments in practice. Browse the full text, review questions, images, and tips for passing the exam online at www.expertconsult.com. Earn up to 89 hours of AMA Category 1 Physician’s Recognition Award CME Credit online through Robert Wood Johnson Medical School. Access the text clearly on any device with a new eReader-compatible design. The resource of choice for anyone preparing to take the American Board of Family Medicine (ABFM) examination.

From the "astounding" (Entertainment Weekly), "spectacularly evocative" (The Atlantic), and "brilliant" (Los Angeles Times) author of the New York Times bestsellers The Recovering and The Empathy Exams comes a return to the essay form in this expansive book. With the virtuosic synthesis of memoir, criticism, and journalism for which Leslie Jamison has been so widely acclaimed, the fourteen essays in Make It Scream, Make It Burn explore the oceanic depths of longing and the reverberations of obsession. Among Jamison’s subjects are 52 Blue, deemed "the loneliest whale in the world"; the eerie past-life memories of children; the devoted citizens of an online world called Second Life; the haunted landscape of the Sri Lankan Civil War; and an entire museum dedicated to the relics of broken relationships. Jamison follows these examinations to more personal reckonings -- with elusive men and ruptured romances, with marriage and maternity -- in essays about eloping in Las Vegas, becoming a stepmother, and giving birth. Often compared to Joan Didion and Susan Sontag, and widely considered one of the defining voices of her generation, Jamison interrogates her own life with the same nuance and rigor she brings to her subjects. The result is a provocative reminder of the joy and sustenance that can be found in the unlikeliest of circumstances. Finalist for the PEN/Diamonstein-Spielvogel Award for the Art of the Essay One of the fall’s most anticipated books: Time, Entertainment Weekly, O, Oprah Magazine, Boston Globe, Newsweek, Esquire, Seattle Times, Baltimore Sun, BuzzFeed, BookPage, The Millions, Marie Claire, Good Housekeeping, Minneapolis Star Tribune, Lit Hub, Women’s Day, AV Club, Nylon, Bustle, Goop, Goodreads, Book Riot, Yahoo! Lifestyle, Pacific Standard, The Week, and Romper.

Be ready to prescribe and administer drugs safely and effectively—and grasp all the vitals of pharmacology—with the fully updated Pharmacotherapeutics for Advanced Practice, 4th edition. Written by pharmacology nursing experts, this easy-to-read text offers proven frameworks for treating more than 50 common diseases and disorders. Learn how to identify disorders, review possible therapies, then prescribe and monitor drug treatment, accurately. Based on current evidence and real-life patient scenarios, this is the perfect pharmacology learning guide and on-the-spot clinical resource. Absorb the key principles and practical methods for accurate prescribing and monitoring, with . . . NEW chapter on Parkinson’s disease, osteoarthritis, and rheumatoid arthritis NEW and updated therapies, and updated and additional case studies, with sample questions NEW content on the impacts of the Affordable Care Act Updated chapters on complementary and alternative medicine (CAM) and pharmacogenomics Updated evidence-based algorithms and drug tables - Listing uses, mechanisms, adverse effects, drug interactions, contraindications, and monitoring parameters, organized by drug class; quick access to generic and trade names and dosages Quick-scan format organizes information by body system Chapter features include: Brief overview - Pathophysiology of each disorder, and relevant classes of drugs Monitoring Patient Response section - What to monitor, and when Patient Education section - Includes information on CAM for each disorder Drug Overview tables - Usual dose, contraindications and side effects, and special considerations Algorithms - Visual cues on how to approach treatment Updated Recommended Order of Treatment tables - First-, second- and third-line drug therapies for each disorder Answers to Case Study Questions for each disorder - Strengthens critical thinking skills Selecting the Most Appropriate Agent section - The thought process for choosing an initial drug therapy Principles of Therapeutics unit - Avoiding medication errors; pharmacokinetics and pharmacodynamics; impact of drug interactions and adverse events; principles of pharmacotherapy for pediatrics, pregnancy/lactation, and geriatrics Disorders units - Pharmacotherapy for disorders in various body systems Pharmacotherapy in Health Promotion unit - Smoking cessation, immunizations, weight management Women’s Health unit - Including contraception, menopause, and osteoporosis Integrative Approach to Patient Care unit - Issues to consider when presented with more than one diagnosis Standard pharmacotherapeutics text for nurse practitioners, students, and physician assistants Ancillaries - Case Study answers, multiple choice questions and answers for every chapter, PowerPoints, Acronyms List

Exploring Physical Science in the Laboratory

Investigating Life Systems

Half Life

Synthetic Worlds

Networking and Online Games

Handbook of Environmental Data on Organic Chemicals

CD-ROM version of the 4th ed. of the handbook containing environmental data for over 3,000 organic chemicals, presented in HTML format. Arranged in alphabetical order by chemical name, this reference provides synonyms, CAS numbers, and molecular and structural formulas. Natural and manmade sources of a substance as well as its uses and various formulations appear. Each substance is categorized by physical and chemical properties, air pollution factors, water and soil pollution factors, and biological effects. Pesticides, detergents, phthalates, polynuclear aromatics, and polychlorinated biphenyls are all investigated in detail. Also includes aquatic toxicity and biological effects, odor thresholds, sampling and analysis data, and on-screen help.

In the digital era, users from around the world are constantly connected over a global network, where they have the ability to connect, share, and collaborate like never before. To make the most of this new environment, researchers and software developers must understand users’ needs and expectations. Social Media and Networking: Concepts, Methodologies, Tools, and Applications explores the burgeoning global community made possible by Web 2.0 technologies and a universal, interconnected society. With four volumes of chapters related to digital media, online engagement, and virtual environments, this multi-volume reference is an essential source for software developers, web designers, researchers, students, and IT specialists interested in the growing field of digital media and engagement.

This four-volume reference includes various chapters covering topics related to Web 2.0, e-governance, social media activism, internet privacy, digital and virtual communities, e-business, customer relationship management, and more.

Seventy years in the future, diseases ravage the human race threatening total destruction, and the crew of ship sent to investigate the biochemistry of Saturn’s moons may hold the key to humankind’s ultimate survival. By the author of Mission of Gravity. 20,000 first printing.

Exploring Physical Science in the LaboratoryMorton Publishing Company

Quick Answers to Medical Diagnosis and Treatment

Making Money in the Metaverse

STEM Education

Essays

How to Build a Well-Lived, Joyful Life

BSCS Science & Technology

Traces a boy’s fascination with science and nuclear physics, which compelled him to misrepresent himself to the government and build a reactor in his back yard, causing an environmental catastrophe in his quiet Detroit town.

This full-color manual is designed to satisfy the content needs of either a one- or two-semester introduction to physical science course populated by nonmajors. It provides students with the opportunity to explore and make sense of the world around them, to develop their skills and knowledge, and to learn to think like scientists. The material is written in an accessible way, providing clearly written procedures, a wide variety of exercises from which instructors can choose, and real-world examples that keep the content engaging. Exploring Physical Science in the Laboratory guides students through the mysteries of the observable world and helps them develop a clear understanding of challenging concepts.

A behind-the-scenes account of the emergence of a fascinating virtual universe that is at once colorful, important, and unpredictable, with shocking consequences in the real world.

Naturally occurring radionuclides are found throughout the earth’s crust, and they form part of the natural background of radiation to which all humans are exposed. Many human activities-such as mining and milling of ores, extraction of petroleum products, use of groundwater for domestic purposes, and living in houses-alter the natural background of radiation either by moving naturally occurring radionuclides from inaccessible locations to locations where humans are present or by concentrating the radionuclides in the exposure environment. Such alterations of the natural environment can increase, sometimes substantially, radiation exposures of the public. Exposures of the public to naturally occurring radioactive materials (NORM) that result from human activities that alter the natural environment can be subjected to regulatory control, at least to some degree. The regulation of public exposures to such technologically enhanced naturally occurring radioactive materials (TENORM) by the US Environmental Protection Agency (EPA) and other regulatory and advisory organizations is the subject of this study by the National Research Council’s Committee on the Evaluation of EPA

Guidelines for Exposures to Naturally Occurring Radioactive Materials.

Make It Scream, Make It Burn

Structural Biomaterials

Mac Life

Horizons: Exploring the Universe

Horizons: Exploring the Universe, Enhanced

Web-based Training