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American Energy Management

Our Company American Automation, Inc. opened its doors in 2005 to provide automation equipment and services to liquid packaging industries. Our emphasis is on superior customer service. With over 50 combined years of experience in automation, we have the expertise to accomplish turnkey automation projects. We can automate any hand-fill procedure that you may currently be using for 5 gallon [...]

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Lisa Buckley - CEO - American Automation Building ...

Denver-based American Automation Building Solutions Inc. is a marriage of business and technology — literally. President and founder Ishmail Nassardeen-Buckley, a longtime veteran of the ...

For American Automation Building Solutions, it's all in ...

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American Automation Building Solutions

American Automation Inc. (A.A.I.) was established in 2005 to provide industrial automation services for the liquid packaging industry. We combine our expertise in designing and integrating filling systems in a company focused on one thing: exceptional customer service. Today, A.A.I. employs an experienced staff to accomplish turnkey automation projects for industrial customers across the ...

About Us - American Automation & Industrial Electrical ...

BESbswy American Building Automation Inc American Building Automation Inc, 5528 Everglades St, Ventura, CA (Employees: Adrian Philip Rosales and Erin Marlene Rosales) holds a General Building Contractor, Electrical, General Building Contractor, Warm Air Heating, Ventilating And Air Conditioning license according to the California license board.

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Smart Building Solutions for Facility Management & Energy Control For more than 35 years, American Auto-Matrix has grown to be a worldwide leader in Building Automation and Energy Management, combining award-winning technology with innovative Smart Building Solutions to meet the demanding needs of today's green-conscious facilities.

American Automation Building Solutions

Performance in multinational companies as part of marketing global teams focusing on supporting sales teams on lead generation and building effective multi-channel marketing campaigns. Deep knowledge of marketing automation tools (Marketo and Eloqua 10 - certified, and Adestra) and CRM platform (Salesforce).

Andreia Repsold Norsa - Amsterdam, Noord-Holland ...

The affected product, Building Automation Front-End Solutions application, is a building automation integration device. According to American Auto-Matrix, Building Automation Front-End Solutions application is deployed across several sectors including Commercial Facilities, Critical Manufacturing, Energy, Water and Wastewater systems, and others.

“Toward a Ludic Architecture” is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

A fascinating, eclectic analysis of the changing geographies of play in contemporary society.

This report is for anyone interested in the ramifications of our digital future and in ways society must adjust to the technological changes to come. It is also for those of us who work in the field of Human-Computer Interaction and who are concerned that our research agenda stays relevant in the years to come. Produced from a forum entitled HCI 2020: Human Values in a Digital Age, held in Sanlucar la Mayor, Spain on March 15-16, 2007. Convened by Richard Harper and Abigail Sellen of Microsoft Research Cambridge, Tom Rodden of the United Kingdom's Nottingham University, and Yvonne Rogers of the Open University.

The essays in this book, written by researchers from both humanities and science, describe various theoretical and experimental approaches to adding medical ethics to a machine, what design features are necessary in order to achieve this, philosophical and practical questions concerning justice, rights, decision-making and responsibility in medical contexts, and accurately modeling essential physician-machine-patient relationships. In medical settings, machines are in close proximity with human beings: with patients who are in vulnerable states of health, who have disabilities of various kinds, with the very young or very old and with medical professionals. Machines in these contexts are undertaking important medical tasks that require emotional sensitivity, knowledge of medical codes, human dignity and privacy. As machine technology advances, ethical concerns become more urgent: should medical machines be programmed to follow a code of medical ethics? What theory or theories should constrain medical machine conduct? What design features are required? Should machines share responsibility with humans for the ethical consequences of medical actions? How ought clinical relationships involving machines to be modeled? Is a capacity for empathy and emotion detection necessary? What about consciousness? This collection is the first book that addresses these 21st-century concerns.

In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the New York Times and the New Yorker, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works. In *How to Do Things with Videogames*, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. *How to Do Things with Videogames* offers a fresh starting point to more fully consider games' progress today and promise for the future.

Smart homes, home automation and ambient-assisted living are terms used to describe technological systems that enrich our living environment and provide means to support care, facilitate well-being and improve comfort. This handbook provides an overview of the domain from the perspective of health care and technology. In Part 1, we set out to describe the demographic changes in society, including ageing and diseases and impairments which lead to the needs for technological solutions. In Part 2, we describe the technological solutions, ranging from sensor-based networks, components, to communication protocols that are used in the design of smart homes. We also deal with biomedical features which can be measured and services that can be delivered to end-users as well as the use of social robots. In Part 3, we present best practices in the field. These best practices mainly focus on existing projects in Europe, the USA and Asia, in which people receive help through dedicated technological solutions being part of the continuum of the home environment and care.

The use of computers in the sport and exercise sciences is now unquestioned. They are employed in the functioning of laboratory facilities, data collection, data handling and prediction of forthcoming outcomes. Recent advances are strongly affected by current developments in computer science and technology. In particular, progress in hardware (processor speed, storage capacity, communication technology), software (tools), information management concepts (data bases, data mining) and media (internet, eLearning, multimedia) gives a great impetus. This book, written by leading experts in the interdisciplinary field of sport and computer science, provides an overview on current fields of research and application covering fields such as virtual reality, ubiquitous computing, feedback systems and multimedia.

While virtual reality (VR) has influenced fields as varied as gaming, archaeology and the visual arts, some of its most promising applications come from the health sector. Particularly encouraging are the many uses of VR in supporting the recovery of motor skills following accident or illness. *Virtual Reality for Physical and Motor Rehabilitation* reviews two decades of progress and anticipates advances to come. It offers current research on the capacity of VR to evaluate, address, and reduce motor skill limitations and the use of VR to support motor and sensorimotor function, from the most basic to the most sophisticated skill levels. Expert scientists and clinicians explain how the brain organizes motor behavior, relate therapeutic objectives to client goals and differentiate among VR platforms in engaging the production of movement and balance. On the practical side, contributors demonstrate that VR complements existing therapies across various conditions such as neurodegenerative diseases, traumatic brain injury and stroke. Included among the topics: Neuroplasticity and virtual reality. Vision and perception in virtual reality. Sensorimotor recalibration in virtual environments. Rehabilitative applications using VR for residual impairments following stroke. VR reveals mechanisms of balance and locomotor impairments. Applications of VR technologies for childhood disabilities. A resource of great immediate and future utility, *Virtual Reality for Physical and Motor Rehabilitation* distills a dynamic field to aid the work of neuropsychologists, rehabilitation specialists (including physical, speech, vocational and occupational therapists), and neurologists.

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

A study of the relationship between platform and creative expression in the Atari VCS. The Atari Video Computer System dominated the home video game market so completely that "Atari" became the generic term for a video game console. The Atari VCS was affordable and offered the flexibility of changeable cartridges. Nearly a thousand of these were created, the most significant of which established new techniques, mechanics, and even entire genres. This book offers a detailed and accessible study of this influential video game console from both computational and cultural perspectives. Studies of digital media have rarely investigated platforms—the systems underlying computing. This book (the first in a series of *Platform Studies*) does so, developing a critical approach that examines the relationship between platforms and creative expression. Nick Montfort and Ian Bogost discuss the Atari VCS itself and examine in detail six game cartridges: *Combat*, *Adventure*, *Pac-Man*, *Yars' Revenge*, *Pitfall!*, and *Star Wars: The Empire Strikes Back*. They describe the technical constraints and affordances of the system and track developments in programming, gameplay, interface, and aesthetics. *Adventure*, for example, was the first game to represent a virtual space larger than the screen (anticipating the boundless virtual spaces of such later games as *World of Warcraft* and *Grand Theft Auto*), by allowing the player to walk off one side into another space; and *Star Wars: The Empire Strikes Back* was an early instance of interaction between media properties and video games. Montfort and Bogost show that the Atari VCS—often considered merely a retro fetish object—is an essential part of the history of video games.

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