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Don't let them drop German! A major growing concern in schools is the decline in the number of language students and the impact this could have on your department. Which is why we've developed Na klar! - the only course to captivate all your students and help keep German alive in your school!

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All exam topics are covered thoroughly and with stimulating material Sections on Reading, Speaking and Coursework also support students in exam preparation End-of-unit-vocabulary summaries provide support for practising and recycling key langua

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pupils to learn and absorb classroom language with ease as target language occurs naturally in the Pupils' Book. Students are supported in their language acquisition through strategy boxes which offer hints for more efficient language learning. Full teacher support is provided in a free online Teacher's Book through explanatory teaching notes, overview grids and page-by-page commentary with tapescripts and answers.

Computers are a fundamentally important tool in sport science research, sports performance analysis and, increasingly, in coaching and education programmes in sport. This book defines the field of ' sport informatics ' , explaining how computer science can be used to solve sport-

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related problems, in both research and applied aspects. Beginning with a clear explanation of the functional principles of hardware and software, the book examines the key functional areas in which computer science is employed in sport, including: knowledge discovery and database development data acquisition, including devices for measuring performance data motion tracking and analysis systems modelling and simulation match analysis systems e-learning and multimedia in sports education Bridging the gap between theory and practice, this book is important reading for any student, researcher or practitioner working in sport science, sport performance analysis, research methods in sport, applied computer science or informatics.

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Mach mit! is a stand-alone course which can be used after any KS3 German course. It is written by Gwen Berwick and Sydney Thorne, authors of Camarades, Mach's gut! and Gute Reise! 2 neu. The course matches the new GCSE specifications and is suitable for the Scottish Standard Grade.

This volume contains the proceedings of the NATO Advanced Study Institute on "Image Sequence Processing and Dynamic Scene Analysis" held 21 June - 2 July, 1982 in Hotel Maritim, Braunlage/Harz, Federal Republic of Germany. The organizing eommittee of the institute consists of T.S. Huang (Director), H.G. Musmann (Co Director), H.H. Nagel (Consultant), and C.E. Liedtke and W. Geuen (Local 'arrangement). This Institute was devoted to the rapidly

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emerging field of image sequence processing and dynamic scene analysis which has many important applications including target tracking, television bandwidth compression, highway traffic monitoring, and analysis of heart wall motion for medical diagnosis. The lectures and discussions in this Institute fell into three overlapping categories: Motion estimation; pattern recognition and artificial intelligence techniques in dynamic scene analysis; and, applications.

1) Motion estimation - One of the most important problems in image sequence analysis and dynamic scene analysis is displacement and motion estimation. For example, in interframe coding using temporal DPCM, displacement estimation and compensation can improve efficiency significantly. Also, estimated motion parameters can be

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powerful cues in target segmentation, detection, and classification. In this Institute, a number of recently developed techniques for displacement and motion estimation were discussed.

Ausgehend von Beispielen werden die grundlegenden Konzepte der Informatik vermittelt. Der Schwerpunkt liegt auf dem Algorithmusbegriff und auf einer Einführung in die Programmierung auf Grundlage der Programmiersprache Java. Ferner wird an die Aufwandsanalyse von Algorithmen und die Funktionsweise von Rechnern herangeführt. Die beiliegende CD enthält alles was man braucht um sofort

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loszulegen. So gelingt der Einstieg ins Informatikstudium!

Diese Einführung in die Informatik zeichnet sich durch die Ausrichtung auf moderne Konzepte aus und legt insbesondere die objektorientierte Programmiersprache Java zugrunde. Teil I gibt einen Überblick über die Grundlagen der Software-Entwicklung; behandelt werden Datenstrukturen und die Modellierung von Beziehungen, die Konzepte der objektorientierten Software-Entwicklung, Algorithmen und Sprachkonzepte. Teil II leitet von den klassischen Programmierkonzepten über zu den objektorientierten Konzepten am Beispiel von Java. Teil III behandelt Theorie und Implementierung von Algorithmen (Suchen, Sortieren, Baum-Algorithmen, Hash-Verfahren) und

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weiterführende höhere Datenstrukturen (Bäume und Hash-Tabellen). Hier werden sowohl die objektorientierten Programmierverfahren als auch die höheren Datentypen (Listen, Stacks, Arrays) aus Teil II angewendet. In Teil IV werden theoretische Grundlagen der Informatik zusammengefaßt, die hier nach Bedarf nachgeschlagen werden können.

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