

# Hh

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**H.264/AVC:** the ITU-T standard for advanced video coding, also known as MPEG-4 Part 10 (Aramvith & Cajote, 2009a)

**H.320:** an umbrella recommendation from the ITU-T for transmitting audio, video, and data signals over ISDN-based networks (Goudos, Agorogianni, & Zaharis, 2009)

**H.323:** a set of recommendations from the ITU-T that defines the protocols to provide audio-visual communication sessions on any packet network. H.323 is a part of the H.32x series of protocols, which also address communications over ISDN, PSTN, and SS7. One strength of H.323 was the relatively early availability of a set of standards, not only defining the basic call model, but also the supplementary services needed to address business communication expectations. (Pouzols et al., 2008b)

**Hacker:** **1.** a person who breaks into a system with no authorization, or a person who intentionally oversteps his/her bounds on systems for which they do have legitimate access (Ajoku, 2009) **2.** in the computing community, a skilled, experienced software developer. Also, a person who creates and modifies computer software or hardware. This term

is used in popular media to mean a computer and network security expert (Soriano, Frutos, & Jiménez. Miguel, 2008) **3.** someone with substantial technical know-how. The hacker (and it is almost always a male) is very interested in developing and administering systems. The hacker is frequently motivated by a search for knowledge and interest in improving the hacker's systems and programs. (Kaspar, 2009)

**Hacking:** a method involving some degree of infringement on the privacy of others or damage to computer-based property such as files, web pages, or software. Hacking is commonly used today to refer to unauthorized access to a computer network. Breaking into a computer system or network is simply one of many forms of hacking. (Mohammed, 2011; Chu, 2008)

**Hadoop:** a free Java software framework that supports data intensive distributed applications. It enables applications to work with thousands of nodes and petabytes of data. It is inspired by Google's MapReduce. (Wu et al., 2010)

**Half-Duplex:** the operation mode of a communications channel where information

is transmitted in each direction at a time (Mínguez & Ballesteros, 2008a)

**Half-Life (of Information):** a concept borrowed from nuclear physics that implies the length of time information is useful (Nordengren & York, 2010)

**Halos:** a visualization technique to indicate the position and distance of off-screen objects. Around each clipped object, a ring is drawn, which is just large enough to reach into the current viewport. (Büring, 2008)

**Handheld:** a pocket-sized computing device. Handhelds are rapidly gaining popularity as the access to information in every walk of life becomes more and more mission critical. (Ifinedo, 2009a)

**Handheld Computing:** the computation domain concerned with small portable devices, encompassing both mobile phones and personal digital assistants (Hein & Saiedian, 2012)

**Handle System:** a general purpose distributed information system that provides efficient, extensible, and secure identifier and resolution services for use on networks such as the Internet (Yeh, Sie, & Chen, 2009a)

**Handler:** a mechanism/process that manages an exception by anticipating and avoiding, or detecting, and resolving it (Petti & Klein Mark, 2010)

**Handoff:** the transition of any user's signal transmission from one base station to a geographically adjacent base station as the user moves around (See also Handover) (Zeadally & Siddiqui, 2008a)

**Handover:** the automatic process by which a communication is transferred from the first

base station to the second base station when a mobile user with an active call is moving from one cell to another cell (crossing the boundary). Simple and complex handovers are possible. In a simple handover, both cells are linked to the same switch (MSC), while in a complex handover, both cells are connected to different switches. Obviously, complex handovers are much more costly in terms of resources utilisation since several updates are required. (See also Handoff) (St-Hilaire & Pierre, 2009)

**Handwriting Recognition:** a method for interpreting text that has been entered using handwriting via a stylus (Dunlop & Masters, 2008)

**Haptic:** the sense of touch, from the Greek *hap-tikos* or *haptesthai*, meaning to grasp or take hold of. The word haptics has come to refer to the science of touch, a field of study that has its roots in German psychophysics, and also serves as shorthand for the field of haptic interface design, which attempts to technologically reproduce the sense of touch. (Parisi, 2009)

**Haptic Display:** the transfer of force information via the mechanical interface to the user. The case of a force display is analogous to that of a visual display, where visual information is passed to a user via a medium such as a computer monitor. (also Force Display) (McColl et al., 2008)

**Haptic Feedback:** a crucial sensorial modality in VR applications. Haptics means both force feedback (simulating object hardness, weight, inertia, etc.) and tactile feedback (simulating surface contact geometry, smoothness, slippage, and temperature). (Rodrigues, 2009; Burdea, 1999)

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