

# Mm

**M (Mature):** a rating defining content that may be suitable for persons ages 17 and older (Becker & Parker, 2009)

**M-Task:** a parallel program fragment that operates on a set of input parameters and produces a set of output parameters. The implementation of an M-task supports an execution on an arbitrary number of processors. (Duemmler, Rauber, & Ruenger, 2010)

**MA-OWA:** an aggregation operator of the neat OWA family. This operator obtains representative values so that the majority of the elements are considered without omission of the others groups. (Peláez, Doña, & La Red, 2008)

**MAC Address:** a unique address identifier allowing the identification of a network device attached to a network. The MAC address is assigned to every device by its manufacturer and is a 48 bit hexadecimal number. (Raptis, Kagklis, & Patikis, 2008)

**MAC Address Filtering:** a technique that allows/denies network accesses only for a predefined MAC address (Caviglione, 2008)

**MAC Spoofing:** to change the MAC of the L2 interface. Typically, it is employed to bypass MAC address filtering. (Caviglione, 2008)

**Machine:** an object that executes operations of specified time duration determined by different function types of entity objects (Lipovszki & Molnar, 2010)

**Machine Interactivity:** interactivity resulted from human-to-machine or machine-to-machine communications. Typically, the later form is of less interest to most human-computer studies. (Po Cheong, 2009)

**Machine Learning:** a sub-field of artificial intelligence concerned with the development of techniques that allow computers to learn. Learning is the ability of the machine to improve its performance based on previous results. The idea is that a computing system could perhaps learn to solve problems in much the same way that humans do, that is to say, by example. A program is needed which learns the concepts of a domain under varying degrees of supervision from a human teacher. In one approach, the teacher presents the program with a set of examples of a concept, and the program's task is to identify what collection of attributes and



values defines the concept (Hamdi, 2009a; Shahri, 2008)

**Machine Readable Cataloging Record (MARC):** the former normalized format of an automated bibliographic register (Garrido Picazo, Tramullas Saz, & Coll Villalta, 2009)

**Machine Translation:** the automated translation, using special software programs, of text or speech from one language to another (e.g., English to Spanish) (Aiken, 2008b; Odejobi & Adegbola, 2010; St.Amant, 2009)

**Machine Translation-Based CLIR:** the software used in order to translate queries in CLIR systems (Olvera-Lobo, 2009)

**Machine Vision:** an approach to analyzing image content based on a global set of image descriptors, such as color features, combined with image transforms in order to extract knowledge (Blasco et al., 2010)

**Machinima:** a creative field that harnesses the video game engine to create 3-D graphics in real time and control the avatars much like digital puppets to tell stories. Derivative from the modding culture, machinima (machine + cinema) often utilizes the transformative quality of the video game medium to create new narratives based on various game worlds. The result looks a lot like an animated film, yet allows the machinimator who has no animation skills to create their own narrative. (Jones, 2009b)

**Macro-Action:** the planning action resulting from combining the actions that are frequently used together in a given domain. Micro-action is used as control knowledge to speed up plan generation. (Jiménez Celorrio & de la Rosa Turbides, 2009)

**Macroergonomics:** the subdiscipline of ergonomics that focuses on the design and harmonization of the overall work system (Hyrkkänen, Kettunen, & Putkonen, 2009)

**Macroevolutionary Algorithm:** an evolutionary algorithm using the concept of species instead of individuals. Thus, low fitness species become extinct and new species appear to fill their place. Its evolution is smoother, slower but less inclined to fall into local optima as compared to other evolutionary algorithms. (Becerra & Duro, 2009)

**Macrostructure of Situations:** the basic computer situations: idle times situation, search situation, emergency situation, and quasi-stationary situation (Link & Seidl, 2010)

**Macrosuasion:** a term for processes (especially computer-mediated processes) that have a general persuasive purpose and that have been developed or initiated for that very purpose. It is sometimes also used to designate the result of such processes. (Hasle & Kjær, 2008)

**MAGE-stk:** the open source package collection that implements the MAGE (MAGE-OM) model of objects in several programming languages (Miguélez Rico, Antonio Seoane Fernández, & Dorado de la Calle, 2009)

**Magic Circle:** a metaphor that delineates the artificial world of a game (within the magic circle) and the personal world of the player (outside the magic circle). By accepting to play the game, players voluntarily enter this artificial world that exists within the magic circle. (Jones, 2009b)

**Magnetic Resonance Imaging (MRI):** the imaging modality based on the principles of nuclear magnetic resonance (NMR),

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