W: a demixing matrix (Parmar & Unhelkar, 2009)

Wafers-Like Audio Learning Object (WALO): an audio file composed of short fragments of music, speech, or other audio segments assembled to create a learning object (Vess, 2008a)

WAI: see Web Accessibility Initiative

Walk-Up-and-Use: the technologies that allow people to use the device or application without previous training or instruction (e.g., bank machines, self check-out kiosks at stores) (Siek, 2008)

Walkabout U-Learning: an Internet-based ubiquitous learning environment developed at Monash University, Australia (Casey, 2008)

Walkthrough: a deliberate inspection of the documentation of a system which applies step-by-step a selected set of prepared questions (Herrmann, 2009)

WAN: see Wide Area Network

WAP: see Wireless Application Protocol

War Driving: a term used to describe a hacker, who, armed with a laptop, a wireless NIC, an antenna, and sometimes a GPS device, travels, usually by car, scanning or “sniffing” for WLAN devices, or more specifically, unprotected or “open” and easily accessed networks (Curran & Smyth, 2008)

Warden: the detection of the presence of hidden data in the stego-object. A warden can be active or passive depending on the attack model used to disrupt covert-communication. (Malik, 2009)

Warehouse Management System: a warehouse management system is used to control the movement and storage of materials with one or more warehouses in a manner which seeks to optimise the use of space, labour, and equipment (Doyle, 2008)

Warm Site: a backup location where data are transmitted only periodically instead of continuously. The hardware is already in place to continue processing from the last transmission of data. (Friedman, 2009)

Warm Start: a starting of the optimization algorithm in a state where it is close to the optimum (Gustafsson & Hörnquist, 2010)
Waste: the problems lean manufacturing attempts to overcome, including: over-production, inventory, conveyance, correction, motion, processing, and waiting (Lostuvali, Love, & Hazleton, 2010)

Wasteful Work: the fraction of the total time and effort in any organization that does not add value for the end customer. By clearly defining value for a specific product or service from the end customer’s perspective, all the nonvalue activities, or waste, can be targeted for removal step by step. For most production operations, only 5% of activities add value; 35% are necessary nonvalue-adding activities, and 60% add no value at all. Eliminating this waste is the greatest potential source of improvement in corporate performance and customer service. (Hanna & Sethuraman, 2008b)

Watch-List Databases: the government agency databases that include the names of suspected terrorists and criminals. A positive hit in these databases can lead to an individual being denied access to territory, being singled out for more intensive screening, or even arrested. (Shields, 2011)

Watchful Eye: the enhancement of citizen and interest group participation in governmental decisions (Burke, 2010)

Water Harvesting: the ancient/modernized practices of collecting the runoff generated from rain water for various purposes including water supply for both humans and animals, agricultural production, recharge of ground water resources, and environmental protection (El Gamri, Saeed, & Abdalla, 2011)

Water Management: the application of methods and techniques for the use and conservation of water and related ecology (Ioris, 2011)

Water Pollution: a condition of water within a water body caused by the presence of undesirable materials (Shakak, 2011)

Waterfall: a methodology for software and systems development that consists of a series of cascading steps of requirements gathering, design, development, testing, and support. Each phase has a strict sign-off. Changes that would necessitate reverting to a prior phase are strongly discouraged. (Corb & Hellen, 2009)

Watermark Attacks: an attempt (malicious or coincidental) to inhibit a watermarking system (Mooney, 2009)

Watermark Detection: a tool for using the same watermarking key and the reverse embedding method to detect if a watermark exists or no in the digital image (in the detectable case) or to read the information incorporated into the digital image (in the readable case) (Tsolis & Sioutas, 2011)

Watermark Embedding: the process of using a watermarking key and the watermarking algorithm, to produce the watermarked digital image. The embedding method vary based on which image domain is being processed, e.g. the space, frequency domain or the wavelets. Depending on the embedding method, detectable (single-bit) or readable (multi-bit) watermarks are being incorporated to the digital images. (Tsolis & Sioutas, 2011)

Watermarking: a well-known technique used to hide data or information imperceptibly within image, audio, or video so that valuable contents can be protected (Liu & Zhu, 2009)

Watermarking and Scrambling: a system consisting of an embedding algorithm and a detecting function. Scrambling is gener-
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