







cue stimulus motion
test response call
environment experiment suggest image
movement behavior produce
source bat noise acoustic system
bat noise acoustic system
result virtual
increase video
sensory record control frequency human
exposure
species Sonar head
level sound signal

risk human

avoid gps species collar
activity response wildhunt
conservation result effect affect cat
bear time behavior forest moose
traffic study anthropogenic suggest urban
habitat data include reduce
cross site increase mortality carnivore
impact movement management
avoidance population dog
landscape road

risk human
affect cat
forest moose
traffic study anthropogenic suggest urban
data include reduce
disturbance range wildlife
cross site increase mortality carnivore
impact movement dog
landscape road
fence

track whale seal

population forage ice
period prey distribution duration
species data increase travel
trip spend behavior island colony
pattern tag deep feed study breed
time diversal suggest vessel
satellite individual suggest vessel
sea movement habitat
turtle kilometer
depth surface

release

body adult reproductive distance

wariation movement treatment compare suggest age recapture female environment increase time growth species snake response condition study life traitmark result animal size test post find mortality capture behavior find mortality rate fire individual low success wild stage difference sex site lizard juvenile population disperse survival dispersal

movement
speed food search
kill predator
levy predator
time cost feed suggest trade
environment behavior test
hunt study behavior rate
response animal result model pattern individual density
reduce forage strategy
reduce forage resource
low attack
patch
wolf
predation

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network model
structure individual
understand individual
local
predict interaction distribution pattern
dispersal variation response complex change
resource function approach ecological level influence
temporal provide animal effect process
simulation patch behavior habitat collective
spatial behavior habitat collective
spatial behavior environment
decision result density framework dynamic time scale
species study mechanism connectivity
movement
population

squirrel fly grind eagle

den land movement altitude

wing species increase track
response effect distance bat

vulture study animal cost turbine
radar flow
insect behavior direction
low result bird energy tree
speed flight

reef movement

population study coastal swim habitat species behavior adult waterbed acoustic observe depth shark day individual time river site spawn pattern spawn pattern spawn pattern spawn spawn

rajectory
information

paper detect human de

system result set classification
performance signal develop motion
detection study data approach activity research
performance signal develop motion
pattern real
approach activity research
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performance signal develop motion
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player human study walk motor

locomotion measure force
game compare control low swim
train time behavior difference task
run head data effect accelerometer
acceleration rate increase system result perform leg
velocity

movement motion
team analysis position
body speed

telemetry location
collar scale analyze technique
bias movement
sample result identify track
fix study behavior probability
fix monitor individual apply species
device record animal species
develop tag approach provide ecology
time collect parameter distance range information
analysis data system
gps data
fit position
model method
technology
estimate