

1. Record Nr.	UNIBAS000039752
Autore	Fine, Steven
Titolo	Art and judaism in the Greco-Roman world : toward a new jewish archaeology / Steven Fine
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Descrizione fisica	XXV, 271 p., [4] carte di tav. : ill. ; 28 cm.
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Soggetti	Arte ebraica Ebraismo - Storia
Lingua di pubblicazione	Inglese
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Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
ISBN	1-280-38671-1 9786613564634 3-642-13226-X
Edizione	[1st ed. 2010.]
Descrizione fisica	1 online resource (XI, 299 p. 75 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 6137
Disciplina	153.8520285
Soggetti	Education—Data processing Application software User interfaces (Computer systems) Information storage and retrieval Artificial intelligence Computers and Education Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction Information Storage and Retrieval Artificial Intelligence Computer Appl. in Social and Behavioral Sciences Kopenhagen <2010>
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Formato	Materiale a stampa
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Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Technology for Changing Feelings -- I Persuade, They Persuade, It Persuades! -- Behavior Change Support Systems: A Research Model and Agenda -- Persuasive Conversational Agent with Persuasion Tactics -- Happier Together: Integrating a Wellness Application into a Social Network Site -- Animate Objects: How Physical Motion Encourages

Public Interaction -- What Makes Social Feedback from a Robot Work?
Disentangling the Effect of Speech, Physical Appearance and Evaluation
-- The Persuasive Power of Virtual Reality: Effects of Simulated Human
Distress on Attitudes towards Fire Safety -- Successful Persuasive
Technology for Behavior Reduction: Mapping to Fogg's Gray Behavior
Grid -- Selecting Effective Means to Any End: Futures and Ethics of
Persuasion Profiling -- Individual Differences in Persuadability in the
Health Promotion Domain -- Designing for Persuasion: Toward
Ambient Eco-Visualization for Awareness -- Behavior Wizard: A Method
for Matching Target Behaviors with Solutions -- Ambient Persuasive
Technology Needs Little Cognitive Effort: The Differential Effects of
Cognitive Load on Lighting Feedback versus Factual Feedback --
Design Dimensions Enabling Divergent Behaviour across Physical,
Digital, and Social Library Interfaces -- Personality and Persuasive
Technology: An Exploratory Study on Health-Promoting Mobile
Applications -- Persuasive Features in Six Weight Loss Websites: A
Qualitative Evaluation -- The Dominant Robot: Threatening Robots
Cause Psychological Reactance, Especially When They Have Incongruent
Goals -- Practical Findings from Applying the PSD Model for Evaluating
Software Design Specifications -- Activity-Based Micro-pricing:
Realizing Sustainable Behavior Changes through Economic Incentives
-- Enhancing Human Responses to Climate Change Risks through
Simulated Flooding Experiences -- Pitfalls in Persuasion: How Do Users
Experience Persuasive Techniques in a Web Service? -- Using
Persuasive Design Principles in Motivational Feeling towards Children
Dental Anxiety (CDA) -- Facilitation of Goal-Setting and Follow-Up in
an Internet Intervention for Health and Wellness -- Persuasive Dialogue
Based on a Narrative Theory: An ECA Implementation -- Generating
Directions for Persuasive Technology Design with the Inspiration Card
Workshop -- Designing Effective Persuasive Systems Utilizing the
Power of Entanglement: Communication Channel, Strategy and Affect
-- Embodied Agents, E-SQ and Stickiness: Improving Existing Cognitive
and Affective Models.

Sommario/riassunto

This book constitutes the proceedings of the 5th International
Conference on Persuasive Technology, PERSUASIVE 2010, held in
Copenhagen Denmark in June 2010. The 25 papers presented were
carefully reviewed and selected from 80 submissions. In addition three
keynote papers are included in this volume. The topics covered are
emotions and user experience, ambient persuasive systems, persuasive
design, persuasion profiles, designing for health, psychology of
persuasion, embodied and conversational agents, economic incentives,
and future directions for persuasive technology.
