1. Record Nr. UNICAMPANIASUN0107990

Autore	Genovesi, Antonio <1713-1769>
Titolo	Delle lezioni di commercio o sia d'economia civile da leggersi nella cattedra Interiana dell'ab. Genovesi regio cattedratico. Parte prima per il primo semestre
Pubbl/distr/stampa	In Napoli : nella Stamperia Simoniana, 1783
Edizione	[Terza edizione napoletana]
Descrizione fisica	514, [2] p. ; 8°
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910337621403321

Autore	Chudoba Bernd
Titolo	Stability and Control of Conventional and Unconventional Aerospace Vehicle Configurations : A Generic Approach from Subsonic to Hypersonic Speeds / / by Bernd Chudoba
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-16856-5
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (418 pages)
Collana	Springer Aerospace Technology, , 1869-1730
Disciplina	629.13236
Soggetti	Aerospace engineering Astronautics Vibration Dynamics Engineering design Aerospace Technology and Astronautics Vibration, Dynamical Systems, Control Engineering Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di contenuto	Introduction and Objectives -- Generic Aircraft Design – Knowledge Utilization -- Assessment of the Aircraft Conceptual Design Process -- Generic Characterisation of Aircraft – Parameter Reduction Process -- ‘AeroMech’ – Conception of a Generic Stability and Control Methodology -- AeroMech Feasibility -- Conclusions -- Appendices.
Sommario/riassunto	This book introduces a stability and control methodology named AeroMech, capable of sizing the primary control effectors of fixed wing subsonic to hypersonic designs of conventional and unconventional configuration layout. Control power demands are harmonized with static-, dynamic-, and maneuver stability requirements, while taking the six-degree-of-freedom trim state into account. The stability and control analysis solves the static- and dynamic equations of motion combined with non-linear vortex lattice aerodynamics for analysis. The true complexity of addressing subsonic to hypersonic vehicle stability and control during the conceptual design phase is hidden in the objective to develop a generic (vehicle configuration independent) methodology concept. The inclusion of geometrically asymmetric aircraft layouts, in addition to the reasonably well-known symmetric aircraft types, contributes significantly to the overall technical complexity and level of abstraction. The first three chapters describe the preparatory work invested along with the research strategy devised, thereby placing strong emphasis on systematic and thorough knowledge utilization. The engineering-scientific method itself is derived throughout the second half of the book. This book offers a unique aerospace vehicle configuration independent (generic) methodology and mathematical algorithm. The approach satisfies the initial technical quest: How to develop a ‘configuration stability & control’ methodology module for an advanced multi-disciplinary aerospace vehicle design synthesis environment that permits consistent aerospace vehicle design evaluations?

3. Record Nr. UNINA9910298994403321

Titolo	Games for Health 2014 : Proceedings of the 4th conference on gaming and playful interaction in healthcare / / edited by Ben Schouten, Stephen Fedtke, Marlies Schijven, Mirjam Vosmeer, Alex Gekker
Pubbl/distr/stampa	Wiesbaden : , : Springer Fachmedien Wiesbaden : , : Imprint : Springer Vieweg, , 2014
ISBN	3-658-07141-9
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (161 p.)
Disciplina	004 005.437 302.23 374.0124 374.26 4019 502.85
Soggetti	User interfaces (Computer systems) Human-computer interaction Medical informatics Education - Data processing Mass media Literacy User Interfaces and Human Computer Interaction Health Informatics Computers and Education Media Sociology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Preface; Organization; Table of Contents; "On call: antibiotics"- development and evaluation of a serious antimicrobial prescribing game for hospital care; 1 Introduction; 2 Objectives; 3 Materials and methods; 3.1 Clinical elements; 3.2 Gamification elements; 4 Evaluation; 4.1 Qualitative approaches; 4.2 Quantitative approaches;

4.3 In-game metrics; 5 Discussion; 6 Conclusions; 7 References; Virtual Reality and Mobius Floe: Cognitive Distraction as Non-Pharmacological Analgesic for Pain Management; 1 Introduction; 2 Related Work; 3 Virtual Reality Design and Development for Mobius Floe
4 Future Work5 References; Gaming as a training tool to train cognitive skills in Emergency Medicine: how effective is it?; Background and objectives; Methods; Results; Conclusions; Games [4Therapy] Project: Let'sTalk!; Introduction; Why Games and Playful Interventions?; Safe Environment; Emotional Distance; Why Empathy and Motivation?; Games For Therapy; Step 1: Ethnographic Research; Step 2: Connecting to Existing Therapies; Step 3: Game Jamming; Step 4: Designing Ourselves; Step 5: Three Prototypes; Step 6 User Testing & Validation; Conclusion; References
Tunnel Tail: A New Approach to Prevention1 Introduction; 2 Methods; 3 Design; 4 Participants; 5 Procedures; 6 Data Analysis; 6.1 Comparison of Pre- and Post-Gameplay Questions; 6.2 Comparison of Short- and Long-play Groups; 6.3 Evidence of Appeal; 7 Discussion; References; Game Design of a Health Game for Supporting the Compliance of Adolescents with Diabetes; 1 Requirements and Project Goals; 2 First Approach for Game Concept; 3 Theoretical foundation; 4 Data collection by expert interviews as basic for concept of the serious game; 5 Conceptual approaches; 5.1 Methodology of Game Development
5.2 Early concept prototypes6 Future Work; 7 References; The Effect of Social Sharing Games and Game Performance on Motivation to Play Brain Games; 1 Introduction; 2 Theory; 2.1 Motivation; 2.2 Feedback and Motivation; 2.3 The Social Environment and Shared Feedback; 2.4 Structuring the Feedback; 3 Method and Procedure; 3.1 Participants; 3.2 Game and Procedure; 3.3 Measures; 4 Results; 4.1 Preliminary analyses; 4.2 Hypothesis testing; 5 Discussion; 6 Conclusion; References; Patients Should Not Be Passive! Creating and Managing Active Virtual Patients in Virtual Clinical Environments.
1 Intro/Background2 The 'Passive' Virtual Patient in Professional Medical Education; 3 Rapid Authoring and Real-time Management of Virtual Patients in a Virtual Clinical Environment; 4 The Benefits of Active Virtual Patient Management; 5 References; The Opinions of People in the Netherlands over 65 on Active Video Games: a Survey Study; 1 Introduction; 2 Method; 3 Results; 3.1 Participants; 3.2 Acquaintance and Experiences; 3.3 Motivations and Barriers; 3.4 Game Play Preferences; 3.5 Determinants; 4 Discussion and Conclusion; References
Tactical Forms: Classification of Applied Games for Game Design

Sommario/riassunto

Founded in 2004, the Games for Health Project supports community, knowledge and business development efforts to use cutting-edge games and game technologies to improve health and healthcare. The Games for Health Conference brings together researchers, medical professionals and game developers to share information about the impact of games, playful interaction and game technologies on health, healthcare and policy. Over two days, more than 400 attendees participate in over 60 sessions provided by an international array of 80+ speakers, cutting across a wide range of activities in health and healthcare. Topics include exergaming, physical therapy, disease management, health behavior change, biofeedback, rehab, epidemiology, training, cognitive health, nutrition and health education. Content The proceedings covers the peer-reviewed papers from the Games for Health Conference 2014. Target groups - Game Developers, Game Designers - Medical Professionals - Researchers & Students Editors Prof. Dr. Ben Schouten BA is full professor in Playful

Interaction at Eindhoven University of Technology, as well as associate professor Play & Game Design at Amsterdam University of Applied Sciences. He is a Member of the Dutch Games Association and advisor for the European Commission. Dr. Marlies P. Schijven is a surgeon at the Academic Medical Center in Amsterdam, and a renowned researcher in the field of Virtual Reality applications for healthcare, Simulation and Serious Gaming. Dr. Mirjam Vosmeer is a member of the Games & Play department, at the Hogeschool van Amsterdam. She has a PhD in communication science and an academic background in game studies, psychology, popular culture and media entertainment. Her further professional background includes television production, scriptwriting, journalism and publishing. Dr. Stephen Fedtke is an IT specialist and highly recognized book author and editor.His focus is on the interdisciplinary application of information and media technologies, such as IT security, health and entertainment. Alex Gekker is a doctoral candidate at Utrecht University and member of the Games for Health Europe's founding team. His research focuses on playful everyday interactions in the digital maps domain.