1. **Record Nr.**   UNINA990000277210403321

   Autore   Fan, Liang-Tseng

   Titolo   The Discrete Maximum Principle a Study of Multistage Systems Optimization / (by) Liang-Tseng Fan, Chiu-Sen Wang

   Pubbl/distr/stampa   New York : Wiley & Sons, 1964

   Descrizione fisica   IX,158 p., 22 cm

   Disciplina   629

   Locazione   DINCH

   Collocazione   04 022-96

   Lingua di pubblicazione   Italiano

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

2. **Record Nr.**   UNINA9910966203003321

   Autore   Arnett Jeffrey Jensen

   Titolo   Emerging adulthood : the winding road from the late teens through the twenties / / Jeffrey Jensen Arnett

   Pubbl/distr/stampa   New York ; ; Oxford, : Oxford University Press, 2004

   ISBN   9786610428113
   9781280428111
   1280428112
   9780198038627
   0198038623
   9781423720904
   1423720903

   Edizione   [1st ed.]

   Descrizione fisica   1 online resource (viii, 270 p.) : ill

   Disciplina   305.242

   Soggetti   Young adults

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Originally published: 2004.

Nota di bibliografia	Includes bibliographical references (p. 247-257) and index.
Nota di contenuto	A longer road to adulthood -- What is it like to be an emerging adult? : four profiles -- From conflict to companionship : a new relationship with parents -- Love and sex -- Meandering toward marriage -- The road through college : twists and turns -- Work : more than a job -- Sources of meaning : religious beliefs and values -- The age of possibilities : four case studies -- From emerging adulthood to young adulthood : what does it mean to become an adult?
Sommario/riassunto	'Emerging Adulthood' explores the author's concept of a new phase in life, between adolescence and young adulthood, characterised by a process of identity exploration, instability, possibility, self-focus, and a substantial sense of limbo.

3.
Record Nr.	UNINA9910346747803321
Titolo	The Uncanny Valley Hypothesis and Beyond
Pubbl/distr/stampa	Frontiers Media SA, 2018
Descrizione fisica	1 online resource (142 p.)
Collana	Frontiers Research Topics
Disciplina	174/.96298924
Soggetti	Psychology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Editorial: The Uncanny Valley Hypothesis and beyond / Marcus Cheetham -- Is it the real deal? Perception of virtual characters versus humans: an affective cognitive neuroscience perspective / Aline W. de Borst and Beatrice de Gelder -- A review of empirical evidence on different uncanny valley hypotheses: support for perceptual mismatch as one road to the valley of eeriness / Jari Katsyri, Klaus Forger, Meeri Makarainen and Tapio Takala -- Stimulus-category competition, inhibition, and affective devaluation: a novel account of the uncanny valley / Anne E. Ferrey, Tyler J. Burleigh and Mark J. Fenske -- Uncanny sociocultural categories / Jordan R. Schoenherr and Tyler J. Burleigh --

Arousal, valence, and the uncanny valley: psychophysiological and self-report findings / Marcus Cheetham, Lingdan Wu, Paul Pauli and Lutz Jancke -- Perceptual discrimination difficulty and familiarity in the Uncanny Valley: more like a Happy Valley / Marcus Cheetham, Pascal Suter and Lutz Jancke -- A reappraisal of the uncanny valley: categorical perception or frequency-based sensitization? / Tyler J. Burleigh and Jordan R. Schoenherr -- Persistence of the uncanny valley: the influence of repeated interactions and a robot's attitude on its perception / Jakub A. Zotowski, Hidenobu Sumioka, Shuichi Nishio, Dylan F. Glas, Christoph Bartneck and Hiroshi Ishiguro -- Perception of gait patterns that deviate from normal and symmetric biped locomotion / Ismet Handzic' and Kyle B. Reed -- Walking in the uncanny valley: importance of the attractiveness on the acceptance of a robot as a working partner Matthieu Destephe, Martim Brandao, Tatsuhiro Kishi, Massimiliano Zecca, Kenji Hashimoto and Atsuo Takanishi.

| Sommario/riassunto | A field of theory and research is evolving around the question highlighted in the Uncanny Valley Hypothesis: How does high realism in anthropomorphic design influence human experience and behaviour? The Uncanny Valley Hypothesis posits that a very humanlike character or object (e.g., robot, prosthetic limb, doll) can evoke a negative affective (i.e., uncanny) state. Recent advances in robotic and computer-graphic technologies in simulating aspects of human appearance, behaviour and interaction have been accompanied, therefore, by theorising and research on the meaning and relevance of the Uncanny Valley Hypothesis for anthropomorphic design. Current understanding of the "uncanny" idea is still fragmentary and further original research is needed. However, the emerging picture indicates that the relationship between humanlike realism and subjective experience and behaviour may not be as straightforward as the Uncanny Valley Hypothesis suggests. This Research Topic brings together researchers from traditionally separate domains (including robotics, computer graphics, cognitive science, psychology and neuroscience) to provide a snapshot of current work in this field. A diversity of issues and questions are addressed in contributions that include original research, review, theory, and opinion papers. |