

1. Record Nr.	UNINA990008196620403321
Autore	Fochi, Franco
Titolo	Lingua in rivoluzione : saggio / Franco Fochi
Pubbl/distr/stampa	Milano, : Feltrinelli, c1966
Descrizione fisica	371 p. ; 18 cm
Collana	Universale economica ; 520
Disciplina	450.9 458
Locazione	BFS BAT
Collocazione	DIC / FOC 1 F.Russo 1417
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910786451703321
Autore	Bossong Raphael <1980-, >
Titolo	The evolution of EU counter-terrorism : European security policy after 9/11 // Raphael Bossong
Pubbl/distr/stampa	Abingdon, Oxon ; ; New York, N.Y. : , : Routledge, , 2013
ISBN	0-203-08469-1 1-283-86119-4 1-136-19328-6
Descrizione fisica	1 online resource (209 p.)
Collana	Contemporary terrorism studies
Disciplina	363.325/17094
Soggetti	Terrorism - European Union countries - Prevention Security, International - European Union countries Internal security - European Union countries
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 (p. [173]-179) and index.
Nota di contenuto	The Evolution of EU Counter-Terrorism European security policy after 9/11; Copyright; Contents; List of tables; List of abbreviations; 1 The EU's response to international terrorism; The debate on the EU's fight against terrorism; The elusive nature of terrorism and counter-terrorism; Towards a more systematic historical analysis; Chapter outline; 2 Dynamics of EU security and counter-terrorism cooperation; Structural obstacles to EU security policy-making; Actor-centred institutionalism and EU security policy-making; The multiple streams framework; Adapting the multiple streams framework Conclusions3 European counter-terrorism cooperation before 9/11; The fight against terrorism within the borders of Europe; The fight against terrorism beyond the borders of Europe; Explaining EU counter-terrorism cooperation before 9/11; Conclusions; 4 The EU's reaction to 9/11; The securitisation of terrorism and EU ambitions; Dynamic agenda expansion after 9/11; The Anti-terrorism Roadmap; Conclusions; 5 The return to normality in EU security policy; Enacting the Anti-terrorism Roadmap; New developments in the EU's fight against terrorism; Conclusions; 6 Responding to the attack on Madrid Solidarity and securitisation in the face of terrorismThe Declaration on

Combating Terrorism; Sustaining the momentum of the EU's fight against terror; Conclusions; 7 The limited effect of the London bombings; Persistent gaps and new crises; Interpretations of the London bombings; Policy changes after the London bombings; A change of heart by the UK Presidency?; Conclusions; 8 Towards a mature EU counter-terrorism policy?; Internal cooperation; External cooperation; Conclusions; 9 The evolution of EU counter-terrorism policy; Theoretical summary; Avenues for further research
Assessing the EU's fight against terrorism
Conclusions; Notes; News articles; Official documents and public statements; Bibliography; Index

Sommario/riassunto

This book traces the evolution of the EU's fight against terrorism from the late 1970s until the end of the first decade after 9/11. This historical analysis covers both EU-internal and international counterterrorism policies and features an in-depth account of the EU's reaction to the terrorist incidents in New York, Madrid and London. In the first few weeks after these incidents, the EU mobilised a complex but also incoherent set of policy measures, which significantly influenced the course of European security over the years. From a theoretical perspective, this volume argu

3. Record Nr.	UNISA996601560303316
Autore	Fang Xiaowen
Titolo	HCI in Games : 6th International Conference, HCI-Games 2024, Held As Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29-July 4, 2024, Proceedings, Part I
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2024 ©2024
ISBN	3-031-60692-2
Edizione	[1st ed.]
Descrizione fisica	1 online resource (355 pages)
Collana	Lecture Notes in Computer Science Series ; ; v.14730
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 6th International Conference on HCI in Games (HCI-Games 2024) -- HCI International 2025 Conference -- Contents - Part I -- Contents - Part II -- Game Design and Gamification -- Lost in Gamification Design: A Scientometric Analysis -- 1 Introduction -- 2 Methods -- 2.1 Literature Search and Settings -- 2.2 Analysis -- 2.3 Metrics -- 2.4 Clustering -- 3 Results -- 3.1 Document Co-citation Analysis -- 3.2 Author Co-citation Analysis -- 3.3 Keyword Co-occurrence Analysis -- 4 Discussion -- 4.1 (RQ1) What Are the Most Influential Documents in Relation to the Design of Gameful Systems? -- 4.2 (RQ2) Who Are the Most Influential Authors in Relation to the Design of Gameful systems? -- 4.3 (RQ3) How Have Research Trends Changed over Time in Relation to the Design Of gameful Systems? -- 5 Conclusions -- 6 Future Agenda -- References -- Personalize Mobile Game Interface Design -- 1 Introduction -- 2 Literature Review -- 2.1 UI/UX -- 2.2 Game Usability -- 2.3 Cognitive Load Theory -- 3 Research Model and Game Design -- 3.1 Research Model -- 3.2 Game Design -- 4 Results and Discussion -- 5 Conclusions -- References -- Long-Term Gamification: A Survey -- 1 Introduction -- 2 Survey Method -- 3 Main Findings -- 3.1 Customization and Personalization -- 3.2 Integrated

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Result -- 4.1 Forestfire Simulator - Game Development -- 4.2 Preliminary Evaluation -- 5 Discussion -- 5.1 Contributions -- 5.2 Limitations and Future Work -- 5.3 Conclusion -- References -- Making Learning Engaging and Productive: SimLab, a VR Lab to Bridge Between Classroom Theory and Industrial Practice in Chemical Engineering Education.

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5.1 Recruitment and Preparation -- 5.2 Result -- 5.3 Tracking Experiment -- 6 Conclusion -- References -- Cloth Tiger Hunt: An Embodied Experiential Educational Game for the Intangible Cultural Heritage of Artistic Handicraft -- 1 Introduction -- 2 Related Work -- 2.1 Theoretical Basis of the Embodied Experience Game Model -- 2.2 The Architecture of the Embodied Experience Game Model and Its Application in Digitizing Handicraft ICH -- 3 Methods -- 3.1 Architecture of the Embodied Experience Game Model -- 3.2 Digitization of Handicraft Intangible Cultural Heritage -- 4 Game Design -- 4.1 Contextual Perception Module -- 4.2 Gameplay Module -- 4.3 Kinesthetic Interaction Module -- 5 Experimental Research -- 5.1 Questionnaire Development and Implementation -- 5.2 Evaluation of Learning Outcomes Through Objective Testing -- 5.3 Conducting Semi-Structured Interviews -- 6 Results -- 6.1 Analysis of Questionnaire Responses -- 6.2 Analysis of Objective Test Outcomes -- 6.3 Thematic Analysis of Semi-Structured Interview Transcripts -- 7 Conclusion and Discussion -- References -- Games and Artificial Intelligence -- Navigating Between Human and Machine-Based Evaluation: Judgment and Objectivity in Economic Games Exemplified in the Analysis of MMA Fights -- 1 Introduction -- 2 Materials -- 2.1 Matches -- 2.2 Winners -- 3 Methods -- 3.1 Objective Winners -- 3.2 Judges' Verdicts -- 3.3 Confusion Matrices -- 3.4 Tournament Rules -- 4 Findings -- 5 Our Suggestion for a Non-holistic Game Design -- 6

Further Developments -- 7 Conclusions -- References -- Managing
the Personality of NPCs with Your Interactions: A Game Design System
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-- 3 Methodology -- 3.1 The Architecture of System -- 3.2 Adaptive
Personality Model Manager -- 3.3 Drama Mechanism Manager Based
on RAG -- 3.4 Pipeline and Game Design.
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