

1. Record Nr.	UNISALENT0991001539499707536
Autore	Apollonius ; Rhodius
Titolo	Das Argonautenepos Apollonios von Rhodos ; herausgegeben, übersetzt und erlautert von Reinhold Glei und Stephanie Natzel-Glei
Pubbl/distr/stampa	Damstadt : Buchgesellschaft, 1996
ISBN	3534121856 (V.1) 3534121856 (V.2)
Descrizione fisica	2 v. (193 ; XVI, 233 p.) ; 22 cm
Collana	Texte zur Forschung ; 63, 64.
Altri autori (Persone)	Glei, Reinhold Natzel-Glei, Stephanie
Soggetti	Letteratura greca - Traduzioni tedesche
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Vol. 1: Erstes und zweites Buch. Vol. 2: Drittes und viertes Buch.

2. Record Nr.	UNINA990009063770403321
Titolo	Studies on the morphology and systematics of scale insects
Pubbl/distr/stampa	Blacksburg, Va., : Virginia Polytechnic Institute
ISSN	0271-6348
Disciplina	081 s
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
3. Record Nr.	UNINA9910865245003321
Autore	Mori Hirohiko
Titolo	Human Interface and the Management of Information : Thematic Area, HIMI 2024, Held as Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29–July 4, 2024, Proceedings, Part III // edited by Hirohiko Mori, Yumi Asahi
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031601255 9783031601248
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (434 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14691
Altri autori (Persone)	AsahiYumi
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction
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 -- Human Interface and the Management of Information Thematic Area (HIMI 2024) -- HCI

International 2025 Conference -- Contents - Part III -- Information in Learning and Education -- Learning Support System for Relationships Among Forces, Accelerations, Velocities, and Movements in Error-Based Simulation -- 1 Introduction -- 2 Previous Study -- 3 Relationships Among Movement, Force, Acceleration, and Velocity -- 4 Proposed Method -- 5 System Development -- 6 Evaluation Experiment -- 6.1 Purpose -- 6.2 Method -- 6.3 Experimental Results -- 7 Conclusion -- References -- A Study on Forecasting Post-enrollment Grades of Students Using Gradient Boosting Decision Tree -- 1 Introduction -- 1.1 Social Issues on University Dropout -- 1.2 Forecasting Academic Grades of Students -- 1.3 Purpose -- 2 Related Research -- 3 Method -- 3.1 Explanatory Variables -- 3.2 Method for Forecasting Post-enrollment Grades -- 4 Experiment Environment -- 4.1 Dataset -- 4.2 Framework of Gradient Boosting Decision Tree -- 5 Result -- 5.1 Forecast Performance -- 5.2 Explanatory Variables that are Effective for the Task -- 6 Conclusion -- References -- Understanding Meaningful Arithmetic Operations in Word Problems: A Computational Model and Task Design -- 1 Introduction -- 2 Tri-quantitative Proposition Model -- 3 Meaningful and Integrated Interpretation of the Four Basic Operations -- 3.1 Inter- and Intra-situation Integrated Interpretation -- 3.2 Inter-situation Integrated Interpretation -- 3.3 Intra-situation Integrated Interpretation -- 4 Characteristics of Semantic and Integrated Interpretation with the Tri-quantity Proposition Model -- 4.1 Multiplication and Division as Conversion of Quantity.

4.2 Treatment of Partitive Division and Quotative Division -- 4.3 Proper Fraction as the Second Relational Quantity -- 5 Learning Task for Integrated Interpretation -- 5.1 Integrated Diagram Reconstruction -- 5.2 Pilot Implementation as an Unplugged Task -- 5.3 Considerations of the Implementation -- 6 Conclusion -- References -- Effectiveness of Digital Avatars in Student Engagement and Learning -- 1 Introduction -- 1.1 Types of Digital Avatars -- 1.2 Perception of Digital Avatar Designs -- 1.3 Implementing Avatars to Instructional Videos -- 1.4 Current Study -- 2 Method -- 2.1 Participants -- 2.2 Materials -- 2.3 Design -- 2.4 Procedure -- 3 Results -- 3.1 Experiment 1A -- 3.2 Experiment 1B -- 4 Discussion -- 5 Limitations -- 6 Conclusion -- References -- Development of an Eye-Movement Training System that Can Be Easily Used by Students Alone in Special Instructional Classrooms -- 1 Introduction -- 2 Concept -- 3 System Development -- 3.1 Hardware Development -- 3.2 Software Development and Operation Confirmation -- 3.3 Mini-game for Gaze Measurement -- 4 System Operation Evaluation -- 4.1 Overview -- 4.2 Evaluation of Measurement Accuracy -- 4.3 Operation Results -- 5 Conclusion -- References -- Development of Learning Support System for Acquisition of Convincing Argument Methods -- 1 Introduction -- 2 Research Design -- 2.1 Purpose -- 2.2 Materials and Methods -- 2.3 The Argument Unit -- 3 Experiment Design -- 3.1 Hypothesis -- 3.2 Learning Support System -- 3.3 The Components Used in the System -- 3.4 Diagnosis and Feedback by System -- 3.5 Subjects -- 3.6 Tasks -- 3.7 Procedure -- 4 Result and Discussion -- 4.1 Scoring Method -- 4.2 Comparison of Total Score and Total Score Rate -- 4.3 Comparison of Score and Score Rate in Each Task -- 5 Conclusion -- References. Comparing Human Versus Avatar Instructors of Different Ethnicities: Effects on Student Learning Outcomes Using a Virtual Learning Platform -- 1 Introduction -- 1.1 Global Education and the Emergence of E-Learning Environments -- 1.2 The Role of Avatars and Embodiment in Pedagogical Cyber Space -- 1.3 Avatar and Comprehension -- 1.4 Avatar and Trust -- 1.5 Avatars and Mental Effort -- 1.6 Usability

and Avatars -- 1.7 Avatar Engagement -- 1.8 The Role of Ethnicity in E-Learning Environments: -- 1.9 Research Question -- 2 Methods -- 2.1 Participants -- 2.2 Materials -- 2.3 Procedure -- 2.4 Results -- 3 Discussion -- 3.1 Limitations and Future Studies -- 3.2 Conclusion -- Appendix -- References -- Examining the Relationship Between Playing a Chord with Expressions and Hand Movements Using MediaPipe -- 1 Introduction -- 2 Experimental Method -- 2.1 Acquire Performance Data -- 2.2 Twelve Kinds of Chords -- 2.3 Data Recordings -- 2.4 Classifying Performance Data Using Machine Learning -- 2.5 Visually and Numerically Investigate Differences Between Images -- 3 Results -- 3.1 Note on Velocity -- 3.2 Note Off Velocity -- 3.3 Length of Time the Key Was Kept Being Pressed -- 3.4 Results of Learning -- 3.5 Comparisons Among Images -- 4 Discussion -- 5 Conclusion -- References -- Instructor Avatars and Virtual Learning: How Does Instructor Type and Gender Affect Student Perceptions and Learning Outcomes? -- 1 Introduction and Literature Review -- 1.1 Instructor Type -- 1.2 Instructor Gender -- 1.3 Lesson Difficulty -- 1.4 Hypotheses -- 2 Methods -- 2.1 Participants and Design -- 2.2 Materials -- 2.3 Procedure -- 3 Results -- 4 Discussion -- 4.1 Limitations and Future Directions -- 5 Conclusion -- References -- Modeling of the Problem-Solving Process and Development of a Learning Support System for Text-Based Programming Problems -- 1 Introduction.  
2 Modelling of Problem-Solving Processes in Mathematics and Mechanics -- 2.1 Surface and Formulation Structures -- 2.2 Constraint Structure -- 2.3 Solution Structure -- 3 Application of the Problem-Solving Process to Programming Tasks -- 3.1 Formulation Structure Creation Screen -- 3.2 Constraint Structure Creation Screen -- 3.3 Solution Structure Creation Screen -- 3.4 Challenges in Using the System for Programming -- 4 Modeling the Problem-Solving Process in Text Problems for Programming Tasks -- 5 System Implementation of the Proposed Method -- 5.1 Constraint Structure Creation Screen -- 5.2 Solution Structure Creation Screen -- 5.3 Operation Structure Creation Screen -- 5.4 Processing Structure Creation Screen -- 6 Discussion -- 7 Conclusion -- References -- Information in Business and eCommerce -- Characteristics and Relationships of Consumer Individual Demographics Regarding TV Commercial Advertising Effectiveness -- 1 Introduction -- 2 Theory and Hypothesis -- 3 Data and Analysis Method -- 3.1 Data -- 3.2 Analysis Method -- 4 Analysis Results -- 4.1 Analysis of Each Product's DID Estimation Values for the Attributes (Occupation, Household Income, Number of Children) -- 4.2 DID Estimation Values for Each Product by Household Financial Assets -- 4.3 DID Estimation Values for Each Product by Household Composition, Occupation, and Gender/age -- 4.4 DID Estimation Values for Each Product by Residential Area -- 5 Discussion -- 6 Contribution -- 7 Outlook -- 8 Limitations -- References -- A Study on Input Methods of User Preference for Personalized Fashion Coordinate Recommendations -- 1 Introduction -- 2 Experiments -- 2.1 1st Questionnaire Investigation on Preference Input Methods -- 2.2 2nd Questionnaire Investigation on Preference Input Methods -- 3 Experimental Results -- 4 Conclusion and Future Work -- References.  
Possibility of Practicing Effectual Selling by Non-salespersons -- 1 Introduction -- 2 Review of Prior Research -- 2.1 Eigyo (Japanese Sales and Marketing Style) -- 2.2 Sales in Service Research -- 2.3 Effectuation -- 2.4 Effectual Selling -- 3 Research Questions and Methods -- 4 Case Study -- 4.1 Opportunity for Service Creation -- 4.2 Thinking Process Towards Starting a Business -- 4.3 First

Customer and Lemonade -- 4.4 Leverage Social Media and Her Personality -- 4.5 Sales Results of No-Selling Sales Activities -- 4.6 Establishment of Her Own Company -- 5 Considerations -- 6 Conclusions, Limitations and Future Research -- References -- Characteristics of Men with High Purchase Intention of Cosmetics and Approaches to Increase Their Purchase Intention -- 1 Introduction -- 2 Analysis Method -- 2.1 Data Used -- 2.2 Basic Tabulation -- 2.3 Analysis Procedure -- 2.4 Bayesian Networks -- 3 Analysis Results -- 3.1 Understanding the Characteristics of Male Cosmetics Users from the Aspect of Basic Information -- 3.2 Understanding the Characteristics of Male Cosmetics Users in Terms of Personality and Purchasing Behavior -- 3.3 Understanding the Media in Which Men with High Intentions to Purchase Cosmetics Gather Information -- 3.4 Understanding the Means of Purchase Used by Men with High Intent to Purchase Cosmetics -- 4 Conclusion -- References -- Factor Analysis of Purchasing a Third-Category Beer -- 1 Introduction -- 1.1 Japanese Beer Market -- 1.2 A Third Beer -- 1.3 Disappearance of Price Advantage -- 1.4 Purpose of This Study -- 2 Flow of This Study -- 3 The Data Summary -- 4 Data Processing and Basic Analysis -- 4.1 Data Processing -- 4.2 Basic Analysis -- 5 Main Analysis -- 5.1 Latent Class Analysis -- 5.2 Chi-Square Test -- 5.3 Features Analysis of Each Class by Cross Tabulation -- 5.4 Analysis of Potential Customers' Web Use Frequency by Media. 6 Proposing for New Product Ideas and Promotion Methods for Third Beer.

---

#### Sommario/riassunto

This three-volume set LNCS 14789-14791 constitutes the refereed proceedings of the thematic area Human Interface and the Management of Information, HIMI 2024, held as part of the 26th International Conference on Human-Computer Interaction, HCI International 2024, which took place in Washington DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The proceedings address approaches and objectives of information and data design, retrieval, presentation and visualization, management, and evaluation in human computer interaction in a variety of application domains, such as, for example, learning, work, decision, collaboration, medical support, and service engineering, and much more.

---