1. **Record Nr.**   UNISA990001625850203316
   Autore   GONZALO : de Berceo
   Titolo   Obras completas / Gonzalo de Berceo
   Pubbl/distr/stampa   London : Tamesis Books, 19..-
   Descrizione fisica   v. ; 23 cm
   Collana   Colección Támesis . Serie A , Monografias
   Disciplina   861.1
   Collocazione   II sp B Coll 19
   Lingua di pubblicazione   Spagnolo
   Formato   Materiale a stampa
   Livello bibliografico   Monografia

2. **Record Nr.**   UNINA990009868990403321
   Autore   Pough, F. Harvey
   Titolo   Zoologia dei vertebrati / F. Harvey Pough, Cristine M. Janis, John B. Heiser ; Davide Csermely
   Pubbl/distr/stampa   Milano, Torino : Pearson Italia, @2014
   ISBN   978-88-6518-193-5
   Edizione   [9. ed.]
   Descrizione fisica   xxviii, 621 p. : ill. ; 24 cm
   Altri autori (Persone)   Heiser, John B.
        Janis, Cristine M.
   Disciplina   596
   Locazione   SC1
   Collocazione   596-POU-2
        596-POU-2A
        596-POU-2B
        596-POU-2C
        596-POU-2D
        596-POU-2E
   Lingua di pubblicazione   Italiano
   Formato   Materiale a stampa
   Livello bibliografico   Monografia

3.	Record Nr.	UNINA9910412336303321
	Autore	Arnedo Joan
	Titolo	CHI PLAY '19 : proceedings of the Annual Symposium on Computer-Human Interaction in Play : October 22-25, 2019, Barcelona, Spain / / Joan Arnedo, Lennart E. Nacke
	Pubbl/distr/stampa	New York, New York : , : Association for Computing Machinery, , 2019
	Descrizione fisica	1 online resource (680 pages) : illustrations
	Disciplina	005.1019
	Soggetti	Computer software - Human factors
		Human-computer interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Sommario/riassunto	CHI PLAY is the international and interdisciplinary annual symposium conference series for researchers and professionals across all areas of play, games, and human-computer interaction (HCI). We call this area "player-computer interaction." The goal of CHI PLAY is to highlight and foster discussion of current high-quality research in games and HCI as the foundation for the future of digital play. This is the sixth year of the conference, which has proven to be a premier forum for research on leading-edge novel games and playful interaction, gamification, player experience evaluations, tangible play, serious games, exertion games, games user research, user experience design in games, player psychology, gameful design, social game and play systems, play-and-game-developer applications, personalized and adaptive play, and theoretical contributions. The mission of the conference is to share insights in game interaction design and analysis, and player experience among developers, researchers, and designers. The conference identifies new directions for future research and development in HCI and games. The conference includes a dynamic mix of academic, student, and industry engagement, with full papers and work-in-progress presentations, the student game design competition, workshops, a doctoral consortium, panels, and an interactivity

program. Also, new for this year, we have reimagined the "Spotlight" track as "Rapid Communications," which now highlights significant work from both industry and research, from innovative implementations to thought-provoking case studies. This year we have two inspiring keynote speakers, balancing academic research and industry. On one hand, Katja Hofmann, Senior Researcher and leader of the Game Intelligence group at Microsoft Research Cambridge. On the other hand, Adrian Cuevas, Co-Founder and Technical Director at Nomada Studio, and creator of the internationally acclaimed video game hit Gris. CHI PLAY 2019 is being held in the mediterranean vibrant city of Barcelona, Spain, in the 22@ district, characterized by its modern architecture and also known as the technological neighborhood-the most important project of urban transformation in the city during the last years. Barcelona is also one of the main hubs of the Spanish video game industry, housing big game developer companies as well as a bustling indie and retro scene. In that regard, the work of the Catalan Arts initiative, hosted by the Catalan Institute for Cultural Companies, is key in helping the conference reach the local ecosystem.