1.	Record Nr.	UNINA9910140298003321
	Autore	Scherer Lauri S.
	Titolo	Tina Fey / / by Lauri S. Friedman
	Pubbl/distr/stampa	Detroit, Mich. : , : Lucent Books, , 2010
	ISBN	1-4205-0327-8
	Descrizione fisica	1 online resource (96 pages) : illustrations (chiefly color)
	Collana	People in the News
	Disciplina	791.4502/8/092
	Soggetti	Television actors and actresses - United States
		Women television writers - United States
		Women comedians - United States
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	An improvised life -- Live from New York, it's Tina Fey -- Writing her way to the top -- The good girl -- The future is Fey's.
	Sommario/riassunto	A biography of writer, producer and Saturday Night Live funnygirl Tina Fey.

2.	Record Nr.	UNINA9910484590303321
	Titolo	Recent Advances in Technologies for Inclusive Well-Being : Virtual Patients, Gamification and Simulation / / edited by Anthony Lewis Brooks, Sheryl Brahman, Bill Kapralos, Amy Nakajima, Jane Tyerman, Lakhmi C. Jain
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
	ISBN	3-030-59608-7
	Edizione	[1st ed. 2021.]
	Descrizione fisica	1 online resource (551 pages)
	Collana	Intelligent Systems Reference Library, , 1868-4408 ; ; 196
	Disciplina	006.8
	Soggetti	Computational intelligence
		Artificial intelligence
		Medical education
		Nursing—Study and teaching
		Biomedical engineering
		Computational Intelligence
		Artificial Intelligence
		Medical Education
		Nursing Education
		Biomedical Engineering and Bioengineering
		Realitat virtual
		Realitat augmentada
		Benestar
		Ludificació
		Rehabilitació
		Innovacions tecnològiques
		Llibres electrònics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Reflecting on Recent Advances in Technologies of Inclusive Well-Being -- Gaming, VR, and immersive technologies for education/ training --

VR/technologies for rehabilitation. .

Sommario/riassunto	In a time of ongoing pandemic when well-being is a priority this volume presents latest works across disciplines associated to Virtual Patients, Gamification and Simulation. Chapters herein present international perspectives with authors from around the globe contributing to this impactful third edition to the series following a 2014 Springer book on Technologies for Inclusive Well-Being and a 2017 Springer book Recent Advances in Technologies for Inclusive Well-Being. Digital technologies are pervasive in life and the contributions herein focus on specific attributes and situations, especially in training and treatment programmes spanning across ranges of diagnosis, conditions, ages, and targeted impacts. This volume purposefully does not cover all (even if that was possible) aspects on how virtual interactive space can align to statial computing, which in turn can align with related embodied entities (whatever the terms used e.g. Virtual, Augmented, Extended, Mixed Realities) along with AI, Deep Learning etc. It also doesn't cover what some may refer to as 'trendy terms' such as 360 degree, video, WebXR, cryptocurrency, blockchain, virtual goods, AR museums, travel and teleportation…however, what is covered in this book, and the prior volumes it builds upon (as above), is a sharing and questioning of advancing technologies for inclusive well-being through research and practices from an avant-garde perspective.