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Autore	Hansen Karen Lee
Titolo	Civil engineer's handbook of professional practice [[electronic resource] /] / Karen Lee Hansen and Kent Zenobia
Pubbl/distr/stampa	Hoboken, NJ, : Wiley, c2011
ISBN	0-470-90164-0 1-283-05226-1 9786613052261 0-470-95004-8 0-470-90161-6
Descrizione fisica	1 online resource (746 p.)
Altri autori (Persone)	ZenobiaKent
Disciplina	624.023
Soggetti	Civil engineering Engineering Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	CONTENTS; Preface; Acknowledgments; Contributing Authors; Contributing Editors; List of Abbreviations; Chapter 1 Introduction; Chapter 2 Background and History of the Profession; Chapter 3 Ethics; Chapter 4 Professional Engagement; Chapter 5 The Engineer's Role in Project Development; Chapter 6 What Engineers Deliver; Chapter 7 Executing a Professional Commission-Project Management; Chapter 8 Permitting; Chapter 9 The Client Relationship and Business Development; Chapter 10 Leadership; Chapter 11 Legal Aspects of Professional Practice; Chapter 12 Managing the Civil Engineering Enterprise Chapter 13 Communicating as a Professional EngineerChapter 14 Having a Life; Chapter 15 Globalization; Chapter 16 Sustainability; Chapter 17 Emerging Technologies
Sommario/riassunto	A well-written, hands-on, single-source guide to the professional practice of civil engineering There is a growing understanding that to be competitive at an international level, civil engineers not only must build on their traditional strengths in technology and science but also

must acquire greater mastery of the business of civil engineering. Project management, teamwork, ethics, leadership, and communication have been defined as essential to the successful practice of civil engineering by the ASCE in the 2008 landmark publication, Civil Engineering Body of Knowledge for the 21s

2. Record Nr.	UNINA9911047654603321
Autore	Wiafe Isaac
Titolo	Persuasive Technology. PERSUASIVE 2025 Satellite Events : Limassol, Cyprus, May 5–7, 2025, Proceedings / / edited by Isaac Wiafe, Areej Babiker, Jaap Ham, Kiemute Oyibo, Elena Vlahu-Gjorgievska
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-031-97177-9
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (247 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2542
Altri autori (Persone)	BabikerAreej HamJaap OyiboKiemute Vlahu-GjorgievskaElena
Disciplina	303.4834
Soggetti	Computers and civilization Computer networks Application software User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computers and Society Computer Communication Networks Computer and Information Systems Applications User Interfaces and Human Computer Interaction Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

## Nota di contenuto

-- Late Breaking Results. -- Immersive virtual reality to support hand exercises for stroke rehabilitation: A design science research approach. -- Training for Defense: The Influence of Knowledge about Influencing Strategies on Phishing Email Recognition Accuracy. -- The Effect of the Timing of Emotional Expression on Robot Persuasiveness. -- Empathy-Driven Persuasion: A Serious Game for Anti-Bullying Education via First-Person Perpetrator Experience. -- When Nudges Backfire: A Distinction Between Spillovers and Misfires. -- Laughing at Bias: An Exploratory Study on Generation Z's Persuasion and Skepticism Toward AI- vs. Human-Generated Sexist Humorous Ads. -- Poster Presentations. -- Evaluating and Influencing Strategy in Real-time: Example of a Collaborative Strategy Game. -- Who Plays? The Tension Between User Autonomy and Designer Control in Gamified Systems. -- Tailoring gamification in Mobility-as-a-Service apps. -- Demonstrations and Artefacts. -- APOLLO: An Open Platform for LLM-based Multi-Agent Interaction Research. -- A demo of Google Inject. -- Doctoral Consortium Papers. -- Role of Family, School Environments, and Barriers to Reporting Behavior: A Research Proposal on Combating Cyberbullying Through Online Forum Theater. -- Towards Personalisation and User-Agent Similarity in Persuasive Agents for Sustainability. -- Family-Based Persuasion in Digital Parenting Tools: A Research Proposal. -- Investigating Persuasive Software Features for Addiction Recovery.

## Sommario/riassunto

This book constitutes the proceedings of the PERSUASIVE 2025 Satellite Events, held together with the 20th International Conference on Persuasive Technology, in Limassol, Cyprus, during May 5–7, 2025. The 10 full papers and 5 short papers included in this book were carefully reviewed and selected from 19 submissions. They are organized in topical sections as follows: Late Breaking Results; Poster Presentations; Demonstrations and Artefacts and Doctoral Consortium Papers.