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Titolo	Developing intelligent agent systems [[electronic resource]] : a practical guide / / Lin Padgham & Michael Winikoff
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Descrizione fisica	1 online resource (241 p.)
Collana	Wiley series in agent technology
Altri autori (Persone)	WinikoffMichael
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Soggetti	Intelligent agents (Computer software) Electronic data processing - Distributed processing Computer software - Development Electronic books.
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. [215]-220) and index.
Nota di contenuto	Developing Intelligent Agent Systems; Contents; Foreword from the Series Editor; Preface; Acknowledgement; 1 Agents and Multi-Agent Systems; 1.1 What is an Intelligent Agent?; 1.2 Why are Agents Useful?; 2 Concepts for Building Agents; 2.1 Situated Agents: Actions and Percepts; 2.2 Proactive and Reactive Agents: Goals and Events; 2.3 Challenging Agent Environments: Plans and Beliefs; 2.4 Social Agents; 2.5 Agent Execution Cycle; 2.5.1 Choice of Plan to Execute; 2.5.2 Many Ways to Achieve a Goal; 2.6 Summary; 3 Overview of the Prometheus Methodology; 3.1 Why a New Methodology? 3.2 Prometheus: A Brief Overview 3.2.1 System Specification; 3.2.2 Architectural Design; 3.2.3 Detailed Design; 3.3 Guidelines for Using Prometheus; 3.4 Agent-Oriented Methodologies; 4 System Specification; 4.1 Goal Specification; 4.1.1 Identify Initial Goals; 4.1.2 Goal Refinement; 4.2 Functionalities; 4.3 Scenario Development; 4.3.1 Goal Step Details; 4.3.2 Capturing Alternative Scenarios; 4.4 Interface

Description; 4.4.1 Percepts and Actions; 4.4.2 Data; 4.5 Checking for Completeness and Consistency; 5 Architectural Design: Specifying the Agent Types; 5.1 Deciding on the Agent Types
5.2 Grouping Functionalities5.3 Review Agent Coupling - Acquaintance Diagrams; 5.4 Develop Agent Descriptors; 6 Architectural Design: Specifying the Interactions; 6.1 Interaction Diagrams from Scenarios; 6.2 Interaction Protocols from Interaction Diagrams; 6.3 Develop Protocol and Message Descriptors; 7 Finalizing the Architectural Design; 7.1 Overall System Structure; 7.2 Identifying Boundaries of the Agent System; 7.3 Describing Percepts and Actions; 7.4 Defining Shared Data Objects; 7.5 System Overview Diagram; 7.6 Checking for Completeness and Consistency
7.6.1 Consistency between Agents and Functionalities7.6.2 Consistency between Interaction Diagrams, Scenarios and Protocols; 7.6.3 Consistency of Communication Specifications; 7.6.4 Consistency between Descriptors and the System Overview Diagram; 8 Detailed Design: Agents, Capabilities and Processes; 8.1 Capabilities; 8.2 Agent Overview Diagrams; 8.3 Process Specifications; 8.4 Develop Capability and Process Descriptors; 9 Detailed Design: Capabilities, Plans and Events; 9.1 Capability Overview Diagrams; 9.2 Sub-tasks and Alternative Plans; 9.2.1 Identifying Context Conditions
9.2.2 Coverage and Overlap9.3 Events and Messages; 9.4 Action and Percept Detailed Design; 9.5 Data; 9.6 Develop and Refine Descriptors; 9.7 Checking for Completeness and Consistency; 9.7.1 Agent Completeness; 9.7.2 Missing or Redundant Items; 9.7.3 Consistency between Artifacts; 9.7.4 Important Scenarios; 10 Implementing Agent Systems; 10.1 Agent Platforms; 10.2 JACK; 10.3 Example; 10.3.1 Agents; 10.3.2 Capabilities; 10.3.3 Data; 10.3.4 Messages/Events; 10.3.5 Plans; 10.4 Automatic Generation of Skeleton Code; A Electronic Bookstore; B Descriptor Forms; C The AUML Notation; Bibliography Index

Sommario/riassunto

Build your own intelligent agent system... Intelligent agent technology is a tool of modern computer science that can be used to engineer complex computer programmes that behave rationally in dynamic and changing environments. Applications range from small programmes that intelligently search the Web buying and selling goods via electronic commerce, to autonomous space probes. This powerful technology is not widely used, however, as developing intelligent agent software requires high levels of training and skill. The authors of this book have developed and tested a methodology and to

2. Record Nr.	UNINA9910794784803321
Titolo	Fandom, Second Edition : Identities and Communities in a Mediated World // Jonathan Gray, Cornel Sandvoss, C. Lee Harrington
Pubbl/distr/stampa	New York, NY : , : New York University Press, , [2017] ©2017
Edizione	[Second edition.]
Descrizione fisica	1 online resource (350 pages)
Classificazione	AP 17040
Disciplina	306.019
Soggetti	Popular culture - Psychological aspects Subculture Fans (Persons)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Revised edition of Fandom, c2007.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front matter -- Contents -- Introduction. Why still study fans? -- 1. The death of the reader?: literary theory and the study of texts in popular culture -- 2. Intimate intertextuality and performative fragments in media fanfiction -- 3. Media academics as media audiences: aesthetic judgments in media and cultural studies -- 4. Copyright law, fan practices, and the rights of the author (2017) -- 5. Toy fandom, adulthood, and the ludic age: creative material culture as play -- 6. Loving music: listeners, entertainments, and the origins of music fandom in nineteenth- century America -- 7. Resisting technology in music fandom: nostalgia, authenticity, and Kate bush's "before the dawn" -- 8. I scream therefore i fan?: music audiences and affective citizenship -- 9. A sort of homecoming: fan viewing and symbolic pilgrimage -- 10. Reimagining the imagined community: online media fandoms in the age of global convergence -- 11. Do all "good things" come to an end?: revisiting Martha Stewart fans after imclone -- 12. The lives of fandoms -- 13. "what are you collecting now?": Seth, comics, and meaning management -- 14. Sex, utopia, and the queer temporalities of fannish love -- 15. the news: you gotta love it -- 16. memory, archive, and history in political fan fiction -- 17. Between rowdies and rasikas: rethinking fan activity in Indian film culture -- 18. Black twitter and the politics of viewing scandal -- 19.

Deploying oppositional fandoms: activists' use of sports fandom in the redskins controversy -- 20. Ethics of fansubbing in anime's hybrid public culture -- 21. Live from Hall H: Fan/Producer Symbiosis at San Diego Comic-Con -- 22. Fantagonism: Factions, Institutions, and Constitutive Hegemonies of Fandom -- 23. The Powers That Squeee: Orlando Jones and Intersectional Fan Studies -- 24. Measuring Fandom: Social TV Analytics and the Integration of Fandom into Television Audience Measurement -- About the Contributors -- Index

Sommario/riassunto

A completely updated edition of a seminal work on fans and communities We are all fans. Whether we follow our favorite celebrities on Twitter, attend fan conventions such as Comic Con, or simply wait with bated breath for the next episode of our favorite television drama—each of us is a fan. Recognizing that fandom is not unusual, but rather a universal subculture, the contributions in this book demonstrate that understanding fans--whether of toys, TV shows, celebrities, comics, music, film, or politicians--is vital to an understanding of media audiences, use, engagement, and participatory culture in a digital age. Including eighteen new, original essays covering topics such as activism directed at racism in sports fandom, fan/producer interactions at Comic Con, the impact of new technologies on fandom, and the politics and legality of fanfic, this wide-ranging collection provides diverse approaches to fandom for anyone seeking to understand modern life in our increasingly mediated, globalized and binge-watching world.
