

1.	Record Nr.	UNIORUON00340350
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	Titolo	Fernando Pessoa / António Apolinário Lourenço ; coordinador Carlos Reis
	Pubbl/distr/stampa	Lisboa, : Edições 70, stampa 2009
	ISBN	978-97-244-1567-3
	Descrizione fisica	275 p. ; 21 cm.
	Disciplina	869.09
	Soggetti	PESSOA FERNANDO
	Lingua di pubblicazione	Portoghese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910143889703321
	Titolo	Interactive Systems: Design, Specification, and Verification : 9th International Workshop, DSV-IS 2002, Rostock Germany, June 12-14, 2002 / / edited by Bodo Urban, Jean Vanderdonckt, Quentin Limbourg
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2002
	ISBN	3-540-36235-5
	Edizione	[1st ed. 2002.]
	Descrizione fisica	1 online resource (X, 274 p.)
	Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2545
	Disciplina	004
	Soggetti	User interfaces (Computer systems) Computer science Software engineering Computer logic Information storage and retrieval User Interfaces and Human Computer Interaction Computer Science, general Software Engineering Logics and Meanings of Programs Information Storage and Retrieval

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 at the end of each chapters and index.
Nota di contenuto	<p>From a Formal User Model to Design Rules -- A Coloured Petri Net Formalisation for a UML-Based Notation Applied to Cooperative System Modelling -- Adaptive User Interface for Mobile Devices -- Migratable User Interface Descriptions in Component-Based Development -- Task Modelling in Multiple Contexts of Use -- Notational Support for the Design of Augmented Reality Systems -- Tool-Supported Interpreter-Based User Interface Architecture for Ubiquitous Computing -- Combining Compound Conceptual User Interface Components with Modelling Patterns — A Promising Direction for Model-Based Cross-Platform User Interface Development -- Multiple User Interfaces: Towards a Task-Driven and Patterns-Oriented Design Model -- Foundations of Cognitive Support: Toward Abstract Patterns of Usefulness -- User Interface Design Patterns for Interactive Modeling in Demography and Biostatistics -- User Interface Conceptual Patterns -- Monitoring Human Faces from Multi-view Image Sequences -- Improving Mouse Navigation — A Walk through the “Hilly Screen Landscape” -- Designing User Interaction for Face Tracking Applications -- Performance Evaluation as a Tool for Quantitative Assessment of Complexity of Interactive Systems -- Blending Descriptive and Numeric Analysis in Human Reliability Design -- Towards a Ubiquitous Semantics of Interaction: Phenomenology, Scenarios, and Traces -- Architecture Considerations for Interoperable Multi-modal Assistant Systems.</p>
Sommario/riassunto	<p>This book constitutes the thoroughly refereed post-proceedings of the 9th International Workshop on the Design, Specification, and Verification of Interactive Systems, DSV-IS 2002, held in Rostock, Germany in June 2002. The 19 revised full papers presented have gone through two rounds of reviewing, selection, and improvement. All aspects of the design, specification, and verification of interactive systems from the human-computer interaction point of view are addressed. Particular emphasis is given to models and their role in supporting the design and development of interactive systems and user interfaces for ubiquitous computing.</p>