1. | | |
   |---|---|
   | Record Nr. | UNINA9910150467603321 |
   | Autore | Pimsleur |
   | Titolo | Pimsleur Arabic (Eastern) Level 1 Lessons 21-25 : Learn to Speak and Understand Eastern Arabic with Pimsleur Language Programs |
   | Pubbl/distr/stampa | : Pimsleur (Simon & Schuster) |
   | ISBN | 1-4423-0644-0 |
   | Lingua di pubblicazione | Inglese |
   | Formato | Musica |
   | Livello bibliografico | Monografia |
   | Sommario/riassunto | Can learning another language be as easy as speaking your own? Yes with Pimsleur its that easy. Learn on your own time, at your own pace, and wherever you choose. Eastern Arabic Phase 1, Units 2125 build on material taught in prior units. Each lesson provides 30 minutes of spoken language practice, with an introductory conversation, and new vocabulary and structures. Detailed instructions enable you to understand and participate in the conversation. Each lesson contains practice for vocabulary introduced in previous lessons. The emphasis is on pronunciation and comprehension, and on learning to speak Eastern Arabic. |

2.	Record Nr.	UNINA9910484469803321
	Titolo	Interactive Storytelling : First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008 Erfurt, Germany, November 26-29, 2008, Proceedings / / edited by Ulrike Spierling, Nicolas Szilas
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
	ISBN	3-540-89454-3
	Edizione	[1st ed. 2008.]
	Descrizione fisica	1 online resource (XII, 334 p.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 5334
	Disciplina	006.3
	Soggetti	Computer networks
		Application software
		Computer engineering
		Computer graphics
		Artificial intelligence
		Computers, Special purpose
		Computer Communication Networks
		Computer and Information Systems Applications
		Computer Engineering and Networks
		Computer Graphics
		Artificial Intelligence
		Special Purpose and Application-Based Systems
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	International conference proceedings.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Future Perspectives on Interactive Digital Storytelling (Keynotes) -- Embracing the Combinatorial Explosion: A Brief Prescription for Interactive Story R&D -- Interactive Narrative, Plot Types, and Interpersonal Relations -- The IRIS Network of Excellence: Integrating Research in Interactive Storytelling -- Interactive Storytelling Applications -- Mobile Urban Drama – Setting the Stage with Location Based Technologies -- Say Anything: A Massively Collaborative Open Domain Story Writing Companion -- Locating Drama: A Demonstration of Location-Aware Audio Drama -- Lies and Seductions -- Animation-

Based Interactive Storytelling System -- Dear Esther: An Interactive Ghost Story Built Using the Source Engine -- Walking the Edit – A Research Project of the Master Cinema Network in Switzerland -- Virtual Characters and Agents -- 3D Immersion in Virtual Agents Education -- Exploring Non-verbal Behavior Models for Believable Characters -- Revisiting Character-Based Affective Storytelling under a Narrative BDI Framework -- VirtualActor: Endowing Virtual Characters with a Repertoire for Acting -- Steps towards a Generic Interface between Interactive Storytelling Applications and Character Animation Engines -- User Experience and Dramatic Immersion -- Looking at the Interactive Narrative Experience through the Eyes of the Participants -- Play and Narration as Patterns of Meaning Construction: Theoretical Foundation and Empirical Evaluation of the User Experience of Interactive Films -- Trying to Get Trapped in the Past – Exploring the Illusion of Presence in Virtual Drama -- The Functions of Music in Interactive Media -- Adaptive Musical Expression from Automatic Realtime Orchestration and Performance -- Architectures for Story Generation -- Narrative Generation for Suspense: Modeling andEvaluation -- A Use of Flashback and Foreshadowing for Surprise Arousal in Narrative Using a Plan-Based Approach -- Story Planning with Vignettes: Toward Overcoming the Content Production Bottleneck -- Schemas in Directed Emergent Drama -- Developing a Drama Management Architecture for Interactive Fiction Games -- Planning and Interaction Levels for TV Storytelling -- Exploiting Structure and Conventions of Movie Scripts for Information Retrieval and Text Mining -- Generation of Dilemma-Based Narratives: Method and Turing Test Evaluation -- Models for Drama Management and Interacting with Stories -- Emergent Stories Facilitated -- Making Stories Player-Specific: Delayed Authoring in Interactive Storytelling -- Verbal Communication of Story Facilitators in Multi-player Role-Playing Games -- Improvisation and Performance as Models for Interacting with Stories -- Let's Pretend I Had a Sword -- On the Use of Computational Models of Influence for Managing Interactive Virtual Experiences -- Authoring and Creation of Interactive Narratives -- Purposeful Authoring for Emergent Narrative -- From Debugging to Authoring: Adapting Productivity Tools to Narrative Content Description -- PRISM: A Framework for Authoring Interactive Narratives -- Tales for the Many: Process and Authorial Control in Multi-player Role-Playing Games -- An Intelligent Plot-Centric Interface for Mastering Computer Role-Playing Games -- StoryTec: A Digital Storytelling Platform for the Authoring and Experiencing of Interactive and Non-linear Stories -- Workshop: Impro Theatre -- Workshop: Pen-and-Paper Role-Playing -- Workshop and Panel: The Authoring Process in Interactive Storytelling.

| Sommario/riassunto | This book constitutes the refereed proceedings of the First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008, held in Erfurt, Germany, in November 2008. The 19 revised full papers, 5 revised short papers, and 5 poster papers presented together with 3 invited lectures and 8 demo papers were carefully reviewed and selected from 62 submission. The papers are organized in topical sections on future perspectives on interactive digital storytelling, interactive storytelling applications, virtual characters and agents, user experience and dramatic immersion, architectures for story generation, models for drama management and interacting with stories, as well as authoring and creation of interactive narrative. |