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Autore	Perras Chantal
Titolo	La coopération policière globale contre le trafic de drogue transnational
Pubbl/distr/stampa	[Place of publication not identified], : L'Harmattan, 2014
ISBN	9782336701998 2336701995
Edizione	[1st ed.]
Descrizione fisica	1 online resource (258 pages)
Collana	Questions contemporaines La coopâeration policiâere globale contre le trafic de drogue transnational
Soggetti	Drug control - International cooperation Drug traffic - Investigation Judicial assistance Social Welfare & Social Work Social Sciences Substance Abuse
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph

2. Record Nr.	UNINA9910556899303321
Titolo	Intelligent Technologies for Interactive Entertainment : 13th EAI International Conference, INTETAIN 2021, Virtual Event, December 3-4, 2021, Proceedings / / edited by Zhihan Lv, Houbing Song
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	3-030-99188-1
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Descrizione fisica	1 online resource (422 pages)
Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 429
Disciplina	006.7
Soggetti	Interactive multimedia Multimedia systems Computer vision Education - Data processing Computer engineering Computer networks User interfaces (Computer systems) Human-computer interaction Media Design Computer Vision Computers and Education Computer Engineering and Networks User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Emerging Applications -- Some Questions Regarding the Nature of Experience and Interaction in Media -- 1 Introduction -- 2 Question 1: What is the Difference Between Interaction and Experience? -- 3 Question 2: What is the Relationship of Experience to Knowledge? -- 4 Question 3: Should We Be Treating Our Experiences with Media as a Being-With-Otherness? -- 5 Conclusion -- References -- Exploring the User Interaction

with a Multimodal Web-Based Video Annotator -- 1 Introduction -- 2 Related Work -- 3 MotionNotes -- 3.1 MotionNotes Implementation Overview -- 3.2 MotionNotes Interaction Example -- 4 User Study -- 4.1 Design and Participants -- 4.2 Results and Discussion -- 5 Future Work -- 6 Conclusion -- References

A Fast Region Segmentation Algorithm for Water Meter Image Based on Adaptive Seed Point Selection -- 1 The Introduction -- 2 Disadvantages of Binary Image Segmentation Algorithms -- 3 Improved Region Segmentation Algorithm -- 4 Experiment and Analysis of Result -- 4.1 Experiment Preparation -- 4.2 Preprocessing of Water Meter Images -- 4.3 Segmentation of Water Meter Images -- 5 Conclusion -- References

Enterprise Economic Forecasting Method Based on ARIMA-LSTM Model -- 1 Introduction -- 1.1 Research Significance -- 1.2 Research Background -- 2 Correlative Knowledge -- 2.1 The Relationship Between IOT and Economic Development -- 2.2 Application of Time Series Model in IOT Data Prediction -- 3 Enterprise Economic Forecasting Method Based on ARIMA-LSTM Model -- 3.1 Enterprise Development Environment -- 3.2 Model Principle -- 3.3 Model Process -- 4 Experiment and Analysis -- 4.1 Experimental Environment -- 4.2 Data Set Selection -- 4.3 Experimental Process -- 4.4 Results and Analysis -- 5 Conclusion -- References.

eXtended Reality (XR) Experiences in Museums for Cultural Heritage: A Systematic Review -- 1 Introduction -- 2 Reality-Virtuality Continuum -- 3 Research Methodology -- 3.1 Data Sources and Search Strategies -- 4 XR Experiences in Museums Case Studies -- 5 XR Case Studies Tables Analysis -- 6 Discussion and Future Directions -- References

Mesh2Measure: A Novel Body Dimensions Measurement Based on 3D Human Model -- 1 Introduction -- 2 Our Mesh2Measure Model -- 2.1 MeshNet -- 2.2 Measure -- 3 Results and Discussion -- 3.1 Datasets -- 3.2 Experimental Results -- 4 Conclusions -- References

Charting Science Fiction in Computer Science Literature -- 1 Introduction -- 2 Background -- 3 Method -- 3.1 Coding the Type of Research Paper-PubType -- 3.2 Coding the Contextual SF Referral-SFCont -- 3.3 Contextual SF Particulars-SFCont -- 4 Results -- 4.1 Type of Research Paper -- 4.2 Contextual SF Referral -- 4.3 Type of Research Paper/Contextual SF Referral -- 4.4 SF Authors -- 4.5 SF Writings -- 4.6 SF Movies and Shows -- 4.7 SF Characters -- 5 Discussion -- 5.1 SF Movies, Shows and Characters -- 6 Limitations -- 7 Conclusions -- 7.1 Future Work -- References

Deep Learning Based Video Compression -- 1 Motivation -- 2 Related Work -- 3 Implementation -- 4 Design and Approach -- 5 Theoretical Background -- 6 Result Evaluation and Discussion -- 6.1 File Size Comparison -- 6.2 Quality Measurement -- 6.3 Quantization -- 6.4 Limitations -- 6.5 Discussion and Future Work -- 7 Conclusion -- References

Validating the Proposed Framework for Visualising Music Mood Using Visual Texture -- 1 Introduction -- 2 Research Methodology -- 2.1 Phase 1: Awareness of the Problem -- 2.2 Phase 2: Suggestion -- 2.3 Phase 3: Development -- 2.4 Phase 4: Evaluation -- 3 Conclusion and Future Work -- References

Interactive Art Therapy for Mental Health Using Microsoft Kinect. 1 Introduction -- 2 Literature Review -- 3 Development of Interactive Art Therapy -- 4 Results and Discussion -- 5 Conclusion -- References

Impact of Games on People: A Comprehensive Review -- 1 Introduction -- 2 Background -- 3 Related Studies on the Impact of Video Games on People -- 3.1 Games and People -- 3.2 Virtual Reality -- 3.3 Mental Health -- 3.4 Alternatives Ways to Video Games -- 3.5 Devices and Software -- 4 Conclusion -- References

Review of Gamified MOOC's Impact Toward Learner's Motivation in Learning

Effectiveness Context -- 1 Introduction -- 1.1 Research Background -- 2 Theoretical Basis -- 2.1 Malone's Intrinsic Motivation Theory -- 2.2 ARCS Motivation Theory -- 2.3 Flow Theory -- 3 Massive Open Online Class (MOOC) -- 3.1 Classification of MOOC -- 3.2 cMOOCs -- 3.3 xMOOCs -- 4 MOOC Gamification Design -- 4.1 Gamification -- 4.2 MOOC Gamification -- 4.3 Overview of Competition and Collaboration -- 4.4 Perceive Challenge and Attention -- 4.5 Gamification Design Conditions -- 4.6 The Moderating Role of Gamification Design -- 5 Conclusion -- References -- On-Device Image Labelling Photo Management System Using Flutter and ML Kit -- 1 Introduction -- 2 Literature Review and Related Work -- 2.1 Google Cloud Vision -- 2.2 Flutter -- 2.3 Widget Lifecycle Events -- 2.4 Widget Lifecycle Events -- 2.5 Object Detection and Image Labelling -- 2.6 Comparison of Image Recognition Tool in the Market -- 3 Proposed Method -- 4 Result and Discussion -- 4.1 List of Categories -- 4.2 Strength and Uniqueness -- 5 Conclusion -- References -- The Dynamic Scattering Coefficient on Image Dehazing Method with Different Haze Conditions -- 1 Introduction -- 2 Atmospheric Scattering Model -- 3 Methodology -- 4 Haze Simulation Algorithm -- 5 Image Dehazing Algorithm -- 5.1 Depth Estimation -- 5.2 Dynamic Scattering Coefficient -- 6 Image Dehazing Result. 7 Benchmark for Comparative Analysis -- 8 Conclusion -- References -- Adaptive Gamification: User/Player Type and Game Elements Mapping -- 1 Introduction -- 2 Related Works -- 2.1 Player/User Type -- 2.2 HEXAD Gamification User Type -- 2.3 Adaptive Gamification -- 3 Methodology -- 3.1 Respondents Profile -- 3.2 Process -- 4 Result -- 4.1 HEXAD User Type -- 4.2 User Type and Game Element - Matrix -- 4.3 Correlation Between HEXAD User Types -- 4.4 Relationship Between Game Elements and HEXAD User Types -- 5 Discussion -- 5.1 Designing a Gamification Application -- 5.2 Adaptive Gamification (User Type and Game Elements Mapping) -- 6 Conclusion -- References -- Federated Parking Flow Prediction Method Based on Blockchain and IPFS -- 1 Introduction -- 2 Correlative Knowledge -- 2.1 LSTM Neural Network -- 2.2 Federated Learning -- 2.3 Blockchain -- 2.4 IPFS -- 3 Federated Parking Flow Prediction Method Based on Blockchain and IPFS -- 3.1 Training of Federated Parking Flow Prediction Model -- 3.2 Incentive Mechanism -- 4 Experimental Results and Analysis -- 4.1 Experimental Parameter Settings -- 4.2 Experimental Data Processing -- 4.3 Experimental Result Analysis -- 5 Conclusion -- References -- Augmented Reality -- Investigating the Motivational Effect of Fantasy and Similarity Through Avatar Identification in AR Game-Based Learning -- 1 Introduction -- 2 Related Work -- 2.1 Motivation -- 2.2 Augmented Reality for Learning -- 2.3 Fantasy and Similarity -- 2.4 Avatar Identification -- 3 The Game Design -- 4 The Experiment Design -- 5 Results -- 5.1 Reliability -- 5.2 Descriptive Data and Controlled Factors -- 5.3 Two-Way Repeated Measures ANOVA -- 5.4 Partial Correlation -- 6 Discussion. 6.1 RQ1: Do Players Have Distinct Avatar Identifications (Similarity and Wishful Identification) for a Fantasy or a Real-Life Avatar Setting, for a Similar or a Dissimilar Avatar Setting? -- 6.2 RQ2: How Do Fantasy and Similarity Settings in Games Affect Their Motivation in GBL Through Player Identification? -- 6.3 Design with Similarity and Fantasy -- 7 Limitation -- 8 Conclusion -- References -- Research on the Application of Augmented Reality Technology in the Transformation and Development of Cultural and Creative Industries -- 1 Introduction -- 2 Present Situation and Existing Problems of Hainan Cultural and Creative Industry -- 3 Introduction

of Augmented Reality and Its Application Advantages -- 3.1
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Literature Review -- 2.1 Aesthetic Experience (AX) -- 2.2 User
Experience (UX) -- 2.3 Augmented Reality Comics (AR Comics) -- 3
Fuzzy Delphi Method (FDM) -- 3.1 FDM Initial Model Formulation -- 4
The Heptagon of Aesthetic User Experience (AUX) Model -- 4.1
Storytelling -- 4.2 Amusement -- 4.3 Harmony -- 4.4 Inspiration --
4.5 Incentive -- 4.6 Mindfulness -- 4.7 Efficiency -- 5 Conclusion --
References.
AREDAPPS: Mobile Augmented Reality Development and Learning
Framework Based on Augmented Reality Technology for Engineering
Drawing Course.

Sommario/riassunto

This book constitutes the refereed proceedings of the 13th International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2021. Due to the COVID-19 global pandemic, the conference was held virtually. This year's conference put an emphasis on the future of technologies for interactive entertainment. The 25 full papers presented at the conference and thus included in this book were selected from 50 submissions, and present novel and innovative work in areas including art, science, design and engineering regarding computer-based systems or devices that provide intelligent human interaction, learning, or entertainment experiences. The papers are grouped in 2 sessions of thematic issues on emerging applications and augmented reality.
