

1. Record Nr.	UNINA9910160321403321
Autore	Walters Eric
Titolo	An African alphabet / / Eric Walters ; illustrated by Sue Todd
Pubbl/distr/stampa	[Victoria, British Columbia] : , : Orca Book Publishers, , 2017 ©2017
ISBN	1-4598-1935-7 1-4598-1071-6
Descrizione fisica	1 online resource (29 pages) : color illustrations
Disciplina	428.1
Soggetti	English language - Alphabet Animals - Africa Africa
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The animals of Africa, from aardvark to zebra.--

2.	Record Nr.	UNISOBSOBE00048180
	Autore	Ainciburu, María Cecilia
	Titolo	Cuaderno de ejercicios / María Cecilia Ainciburu, Elisabeth Tayefeh, Graciela Vázquez ; novela: Lourdes Miquel
	Pubbl/distr/stampa	Barcelona, : Difusión, 2011
	ISBN	9788484436560
	Descrizione fisica	157 p. : ill.
	Altri autori (Persone)	Tayefeh, Elizabeth Vázquez, Graciela
	Lingua di pubblicazione	Spagnolo
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
3.	Record Nr.	UNICAMPANIAVAN00260893
	Autore	Caselli, Lorenzo
	Titolo	Il gruppo nell'evoluzione del sistema aziendale / L. Caselli, P. M. Ferrando, A. Gozzi
	Pubbl/distr/stampa	Milano, : Angeli, 1990
	ISBN	88-204-3871-2
	Descrizione fisica	220 p. ; 22 cm
	Altri autori (Persone)	Ferrando, Pier Maria Gozzi, Antonio
	Disciplina	658
	Soggetti	Gruppi industriali - Gestione
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

4. Record Nr.	UNINA9910135974003321
Autore	Steinicke Frank
Titolo	Being Really Virtual : Immersive Natives and the Future of Virtual Reality // by Frank Steinicke
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	9783319430782
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XVIII, 166 p. 51 illus., 40 illus. in color.)
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Cognitive psychology Computer graphics User Interfaces and Human Computer Interaction Cognitive Psychology Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Preface -- Part I The Past: Background and Motivation.-A Glance into the Future -- The Science and Fiction of the Ultimate Display -- Towards a Virtual Revolution -- Part II The Present: Research and Development -- Scientific, Technological and Social Challenges -- Unlimited Walking: One Small Step for a Man -- First Steps towards Being Really Virtual -- To Touch or Not to Touch? -- Part III The Future: Ethics and Responsibility -- More and More, and More than Moore's Law -- Anarchy, Principles and Rules -- The Coming Age of Different Realities.
Sommario/riassunto	This book focuses on the recent developments of virtual reality (VR) and immersive technologies, what effect they are having on our modern, digitised society and explores how current developments and advancements in this field are leading to a virtual revolution. Using Ivan Sutherland's 'The Ultimate Display' and Moore's law as a springboard, the author discusses both popular scientific and technological accounts of the past, present and possible futures of VR, looking at current

research trends, developments, challenges and ethical considerations to the coming age of differing realities. Being Really Virtual is for researchers, designers and developers of VR and immersive technologies and anyone with an interest in the exponential rise of such technologies and how they are changing the very way we perceive, interact and communicate within our digital society.
