1.	Record Nr.	UNINA9910483006803321
	Titolo	Emerging technologies for biorefineries, biofuels, and value-added commodities / / Zhi-Hua Liu, Art Ragauskas, editors
	Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2021] ©2021
	ISBN	3-030-65584-9
	Descrizione fisica	1 online resource (398 pages)
	Disciplina	662.8
	Soggetti	Biomass conversion Biomass chemicals Biomass - Refining
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNINA9910254824203321
	Titolo	Game Dynamics : Best Practices in Procedural and Dynamic Game Content Generation / / edited by Oliver Korn, Newton Lee
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
	ISBN	3-319-53088-7
	Edizione	[1st ed. 2017.]
	Descrizione fisica	1 online resource (X, 177 p. 92 illus., 77 illus. in color.)
	Disciplina	005.437 4.019
	Soggetti	User interfaces (Computer systems) Computational intelligence Application software User Interfaces and Human Computer Interaction Computational Intelligence Computer Appl. in Arts and Humanities
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
	Nota di contenuto	Introduction -- A Very Short History of Dynamic and Procedural Content Generation -- Procedural Content Generation in the Game Industry -- Design, Dynamics, Experience (DDE): An Advancement of the MDA Framework for Game Design -- Procedural Synthesis of Gunshot Sounds based on Physically Motivated Models -- Dynamics Player Pairing: Quantifying the Effects of Competitive vs. Cooperative Attitudes -- FaceMaker: A Procedural Face Generator to Foster Character Design Research -- A Primer on Procedural Character Generation for Games and Real Time Applications -- Procedural Terrain Generation: A Case Study from the Game Industry -- Procedural Adventure Generation: The Quest of Meeting Shifting Design Goals with Flexible Algorithms.
	Sommario/riassunto	This book offers a compendium of best practices in game dynamics. It covers a wide range of dynamic game elements ranging from player behavior over artificial intelligence to procedural content generation.

Such dynamics make virtual worlds more lively and realistic and they also create the potential for moments of amazement and surprise. In many cases, game dynamics are driven by a combination of random seeds, player records and procedural algorithms. Games can even incorporate the player's real-world behavior to create dynamic responses. The best practices illustrate how dynamic elements improve the user experience and increase the replay value. The book draws upon interdisciplinary approaches; researchers and practitioners from Game Studies, Computer Science, Human-Computer Interaction, Psychology and other disciplines will find this book to be an exceptional resource of both creative inspiration and hands-on process knowledge.