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| 1. Record Nr.           | UNISA996393123903316  |
| Autore                  | Hedges Charles, Sir, <1649 or 50-1714.>   |
| Titolo                  | Reasons for settling [sic] admiralty-jurisdiction, and giving encouragement to merchants, owners, commanders, masters of ships, material-men and mariners [[electronic resource] ] : humbly offered to the consideration of His Majesty, and the two Houses of Parliament |
| Pubbl/distr/stampa      | [London, : s.n.], 1690  |
| Descrizione fisica      | [2], 21 p   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Includes bibliographical references.<br>Reproduction of original in Huntington Library.   |
| Sommario/riassunto      | eebo-0113   |

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| 2. Record Nr.           | UNINA9910299269103321  |
| Autore                  | Bainbridge William Sims  |
| Titolo                  | Computer Simulations of Space Societies // by William Sims Bainbridge  |
| Pubbl/distr/stampa      | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018  |
| ISBN                    | 3-319-90560-0  |
| Edizione                | [1st ed. 2018.]  |
| Descrizione fisica      | 1 online resource (VII, 254 p. 45 illus. in color.)  |
| Collana                 | Space and Society, , 2199-3882   |
| Disciplina              | 004  |
| Soggetti                | Application software<br>Aerospace engineering<br>Astronautics<br>Sociology<br>Space sciences<br>Computer simulation<br>User interfaces (Computer systems)<br>Computer Appl. in Social and Behavioral Sciences<br>Aerospace Technology and Astronautics<br>Sociological Theory<br>Space Sciences (including Extraterrestrial Physics, Space Exploration and Astronautics)<br>Simulation and Modeling<br>User Interfaces and Human Computer Interaction                                    |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di contenuto       | 1. A Virtual Launch into a Computational Cosmos -- 2. Simulated Martian Social Science Laboratories -- 3. The Effect of Cultural Drift on Interstellar Colonization -- 4. Educational Simulations of the Evolution of Spaceflight -- 5. Computer Simulation for Space-Oriented Strategic Thinking -- 6. Interstellar Travel across Virtual Galaxies -- 7. Convergence of Real and Simulated Spaceflight -- 8. A Virtual Human-Centered Galaxy -- 9. Social Life on Distant Alien Worlds. |
| Sommario/riassunto      | At the intersection of astronautics, computer science, and social science, this book introduces the challenges and insights associated   |

with computer simulation of human society in outer space, and of the dynamics of terrestrial enthusiasm for space exploration. Never before have so many dynamic representations of space-related social systems existed, some deeply analyzing the logical implications of social-scientific theories, and others open for experience by the general public as computer-generated virtual worlds. Fascinating software ranges from multi-agent artificial intelligence models of civilization, to space-oriented massively multiplayer online games, to educational programs suitable for schools or even for the world's space exploration agencies. At the present time, physical spaceflight endures a problematic intermission, when computer simulations of space societies are an excellent way to prepare for a renaissance of exploration beyond the bounds of Earth.

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