

1. Record Nr.	UNINA9910481830003321
Autore	Meiger Samuel <1532-1610.>
Titolo	De panvrgia lamiarvm, sagarvm, strigum ac Veneficarum, totiusque cohortis Magicæ Cacodaemonia libri tres. Dat ys: Nödige vnd nütte vnderrichtinge I. van der Töuerschen geschwinden list vnd geschicklichkeit quadt tho donde. II. Vnde, dat Töuerye eine Düuelsche Sünde sy, de wedder alle teyn Gebade Gades strydet. III. Vnde, Wo eine Christlike Ouericheit mit sodanen gemeinen Fienden Minschlikes geschlechtes vmmeghan schöle Dorch Samvelem Meigerivm [[electronic resource]]
Pubbl/distr/stampa	Hamburg, : Hans Binder, 1569-1587, 1587
Descrizione fisica	Online resource ([448] s.)
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Reproduction of original in Det Kongelige Bibliotek / The Royal Library (Copenhagen).

2. Record Nr.	UNINA9910301533203321
<b>Titolo</b>	Bulletin de la Société centrale de médecine vétérinaire
<b>Pubbl/distr/stampa</b>	Asselin
<b>ISSN</b>	2420-6326
<b>Lingua di pubblicazione</b>	Inglese
<b>Formato</b>	Materiale a stampa
<b>Livello bibliografico</b>	Periodico
3. Record Nr.	UNINA9910523717303321
<b>Titolo</b>	Human Interaction, Emerging Technologies and Future Systems V : Proceedings of the 5th International Virtual Conference on Human Interaction and Emerging Technologies, IHET 2021, August 27-29, 2021 and the 6th IHET: Future Systems (IHET-FS 2021), October 28-30, 2021, France / / edited by Tareq Ahram, Redha Taiar
<b>Pubbl/distr/stampa</b>	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
<b>ISBN</b>	3-030-85540-6
<b>Edizione</b>	[1st ed. 2022.]
<b>Descrizione fisica</b>	1 online resource (1330 pages)
<b>Collana</b>	Lecture Notes in Networks and Systems, , 2367-3389 ; ; 319
<b>Disciplina</b>	004.019
<b>Soggetti</b>	Cooperating objects (Computer systems) User interfaces (Computer systems) Human-computer interaction Industrial design Cyber-Physical Systems User Interfaces and Human Computer Interaction Industrial Design
<b>Lingua di pubblicazione</b>	Inglese
<b>Formato</b>	Materiale a stampa
<b>Livello bibliografico</b>	Monografia
<b>Nota di bibliografia</b>	Includes bibliographical references and index.
<b>Nota di contenuto</b>	Intro -- Preface -- Contents -- Human-Computer Interaction --

Human and Machine Trust Considerations, Concerns and Constraints for Lethal Autonomous Weapon Systems (LAWS) -- References -- A Multimodal Approach for Early Detection of Cognitive Impairment from Tweets -- 1 Introduction -- 2 Literature Review -- 3 Proposed Approach -- 4 Results and Discussion -- 5 Conclusion and Future Work -- References -- A Formal Model of Availability to Reduce Cross-Domain Interruptions -- 1 Introduction -- 2 Theoretical Framework -- 3 Approach -- 4 Application of the Model -- 5 Conclusions -- References -- Progressive Intensity of Human-Technology Teaming -- 1 Introduction -- 2 Limits of Human-Technology Bi-polarity Thinking -- 3 Humans and Technology Still Complementary -- 4 Progressive Intensity of Human-Technology Teaming -- 5 Conclusion -- References -- Cultural Difference of Simplified Facial Expressions for Humanoids -- 1 Introduction -- 2 Facial Gestures with the Fewest Numbers -- 2.1 The Style -- 2.2 Patterns of Facial Expression Classification -- 2.3 Facial Expression Patterns Distributed in Mathematical Space -- 3 A Result of Classification and Spatial Distribution of Facial Expressions -- 3.1 Face Distribution in a Three-Dimensional Space -- 3.2 Two Neutral Facial Expressions and Eight Facial Expressions -- 4 Discussion and Conclusion -- References -- "I Think It's Quite Subtle, So It Doesn't Disturb Me": Employee Perceptions of Levels, Points and Badges in Corporate Training -- 1 Introduction -- 2 Related Work -- 3 Methods -- 4 The Gamification Design Flow -- 5 Results -- 5.1 Survey Responses -- 5.2 Interviews -- 6 Discussion -- 7 Conclusion and Further Research -- References -- Escape Rooms: A Formula for Injecting Interaction in Chemistry Classes -- 1 Introduction -- 2 Related Works -- 3 Method -- 3.1 Participants -- 3.2 Materials -- 3.3 Procedure.

4 Chemistry Escape Room Design -- 4.1 General Approach -- 4.2 The Narrative -- 4.3 Challenges Construction -- 4.4 Route Map -- 4.5 Final Rescue -- 5 Results and Discussion -- 6 Conclusions -- References -- Information Dissemination of COVID-19 by Ministry of Health in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Public Communication of Government -- 2.2 Social Media on Government -- 3 Research Method -- 4 Results and Discussion -- 4.1 COVID-19 Information Dissemination Activities -- 4.2 COVID-19 Information Indicators -- 4.3 The Most Frequently Used Words Tweeted by @KemenkesRI -- 4.4 Cluster Analysis of @KemenkesRI -- 5 Conclusion -- References -- Strengthening Mathematical Skills with M-Learning -- 1 Introduction -- 2 Technological Proposal -- 2.1 Develop Skills Around Whole Number Empowerment -- 3 Conclusions -- References -- Understand the Importance of Garments' Identification and Combination to Blind People -- 1 Introduction -- 2 Methodology -- 2.1 Sample -- 2.2 Instrument: Survey - Perception of the Importance in Identifying and Combining Clothing for Blind People -- 3 Results and Analysis -- 3.1 Participants Characterization -- 3.2 Identification of the Type of Disability -- 3.3 Aesthetics and Clothing -- 3.4 Technology -- 3.5 Research and Development -- 4 Final Remarks -- References -- International Employees' Perceptions and UX Design Utilization in Online Learning Development -- 1 Introduction -- 2 Related Research -- 3 Research Design -- 4 Results -- 5 Discussion -- 6 Conclusions -- References -- Iteration of Children with Attention Deficit Disorder, Impulsivity and Hyperactivity, Cognitive Behavioral Therapy, and Artificial Intelligence -- 1 Introduction -- 1.1 Concepts -- 2 Cognitive Behavioral Therapy Steps -- References -- Pros and Cons of Vaccine Program in Indonesia (Social Media Analysis on Twitter) -- 1 Introduction.

2 Literature Review -- 2.1 Twitter for Opinion Mining -- 2.2 The Spread

of Opinion on the COVID-19 Period Based on Twitter -- 3 Method -- 4  
Result and Discussion -- 4.1 The Opinion Spread on Media Social  
About Vaccine Program in Indonesia -- 4.2 Pro and Cons Vaccine  
Program in Indonesia -- 5 Conclusion -- References -- Cyber Risks  
in Maritime Industry - Case Study of Croatian Seafarers -- 1  
Introduction -- 2 Cyber Risk Management -- 3 Results and Discussion  
of Quantitative Research on the Example of Seafarers Attending Special  
Education Program -- 4 Conclusion -- References -- Social Challenges  
to Communication in Digital Environment -- 1 Introduction -- 2  
Protests in Bulgaria -- 3 Technology and Protests -- 4 Conclusion --  
References -- Effectiveness of Disaster Mitigation Information  
by National Disaster Relief Agency in Indonesia -- 1 Introduction -- 2  
Literature Review -- 2.1 Social Media Twitter as Public Communication  
for Disaster Mitigation -- 2.2 Disaster Mitigation -- 3 Method -- 4  
Results and Discussion -- 4.1 Twitter Social Media Activity About  
Disaster Mitigation -- 4.2 Effectiveness of Disseminating Disaster  
Mitigation Information -- 5 Conclusion -- References -- Technology  
for Governance: Comparison of Disaster Information Mitigation  
of COVID-19 in Jakarta and West Java -- 1 Introduction -- 2 Literature  
Review -- 2.1 Technology for Government -- 2.2 Social Media  
Government and Related Disaster Communication -- 3 Research  
Methods -- 4 Analysis, Finding and Discussion -- 4.1 Information  
Topic Intensity on Official Twitter Government -- 4.2 Domination  
Information Message on @dinkesJKT and @pikobarjabar -- 4.3  
Comparison Table of Mitigation Information -- 5 Conclusion, Research  
Limitations and Recommendations for Further Research -- References  
-- Social Media as a Tool for Social Protest Movement Related  
to Alcohol Investments in Indonesia.

1 Introduction -- 2 Literature Review -- 2.1 Social Media in Public  
Policy -- 2.2 Alcohol Policy -- 3 Research Method -- 4 Results  
and Discussion -- 4.1 What are the Functions and Links Between Social  
Media in the Social Protest Movement Regarding Alcohol Investment? --  
4.2 What Kind of Narratives are Circulating on Social Media About  
Alcohol Investment? -- 5 Conclusion -- References -- Reducing Online  
Sellers' Opportunistic Behavior: Designing Information Consistency  
and Information Relevancy -- 1 Introduction -- 2 Literature Review  
and Hypotheses -- 3 Methodology -- 3.1 Data Collection -- 3.2  
Measurement -- 4 Results -- 5 Discussion -- 6 Limitations and Future  
Study -- References -- Conceptualizing Opportunities and Challenges  
Relevant to the Inclusion of Humanoid Service Robots in the Context  
of COVID-19 -- 1 Introduction -- 2 Service Robots (SR) and the COVID-  
19 Pandemic -- 3 The Anthropomorphism - Opportunities  
and Challenges -- 4 The Social Exclusion - Opportunities  
and Challenges -- 5 Conclusion -- References -- Implementing  
"SIREKAP" Application Based on Election for Improving the Integrity  
of Election Administrators and Increasing Public Trust -- 1 Introduction  
-- 2 Literature Review -- 3 Method -- 4 The References Section -- 5  
Conclusion -- References -- The Effectiveness of Social Resilience  
in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1  
Effectiveness of Social Resilience -- 2.2 Social Media as Socialization --  
3 Research Methods -- 4 Results and Discussion -- 4.1 Accuracy  
of Program Targets -- 4.2 Program Monitoring -- 4.3 Program  
Socialization -- 4.4 Achieving Program Goals -- 5 Conclusion --  
References -- Economic Recovery for Tourism Sector Based on Social  
Media Data Mining -- 1 Introduction -- 2 Literature Review -- 2.1  
Indonesian Tourism During the Covid-19 Pandemic -- 2.2 Social Media  
as Tourism Recovery.  
2.3 Promotion, Price, Facility as Aspects of Tourism Recovery -- 3

Method -- 4 Result and Discussion -- 5 Conclusion -- References --  
SHEEN: Set of Heuristics to Evaluate Mobile Applications that Interact  
with External Equipment -- 1 Introduction -- 2 Methodology -- 2.1  
Exploratory Stage -- 2.2 Experimental Stage -- 2.3 Descriptive Stage  
-- 2.4 Correlation Stage -- 2.5 Selection Stage -- 2.6 Specification  
Stage -- 2.7 Validation Stage -- 2.8 Refinement Stage -- 3 Conclusions  
and Future Work -- References -- Differential Non-autonomous  
Representation of the Integrative Activity of a Neural Population  
by a Bilinear Second-Order Model with Delay -- 1 Introduction -- 2  
Dictionary of Terms and Problem Statement -- 3 A Characteristic  
Feature of the BDR Model -- 4 The Rayleigh-Ritz Operator Continuity  
in the Analysis of Solvability of the BDR Problem -- 5 Conclusion --  
References -- Human-Technology Interaction: The Cognitive Hack  
in the Automatic Speech Recognition Devices -- 1 Introduction -- 2  
Psychoacoustic Hiding and Hidden Command -- 3 Human-Computer  
Interface Design and the Hidden Affordance in ASR Devices -- 4 The  
Cognitive Hack -- 5 Information Operations in the Digital Voice  
Community -- 6 Human Dimensions of Cyber Cognitive Hacks in ASR  
Devices -- 7 Cognitive Security in the ASR Digital Voice Community --  
8 Conclusion -- References -- Participatory Visual Process Analysis  
of Manual Assembly Processes to Identify User Requirements for Digital  
Assistance Systems -- 1 Introduction -- 2 Related Work -- 2.1 Manual  
Assembly Process -- 2.2 Digital Assistance System -- 2.3 Participatory  
Design in Manufacturing -- 3 Research Gap and Problem Statement --  
4 Research Method -- 5 Results and Validation -- 6 Discussion -- 7  
Conclusion and Further Work -- References -- Volume Control  
Methods to Reduce Audible Discomfort for Watching Videos -- 1  
Introduction.  
2 Proposed Method.

---

### Sommario/riassunto

This book reports on research and developments in human-technology interaction. A special emphasis is given to human-computer interaction and its implementation for a wide range of purposes such as health care, aerospace, telecommunication, and education, among others. The human aspects are analyzed in detail. Timely studies on human-centered design, wearable technologies, social and affective computing, augmented, virtual and mixed reality simulation, human rehabilitation, and biomechanics represent the core of the book. Emerging technology applications in business, security, and infrastructure are also critically examined, thus offering a timely, scientifically grounded, but also professionally oriented snapshot of the current state of the field. The book gathers contributions presented at the 5th International Conference on Human Interaction and Emerging Technologies (IHIET 2021, August 27–29, 2021) and the 6th International Conference on Human Interaction and Emerging Technologies: Future Systems (IHIET-FS 2021, October 28–30, 2021), held virtually from France. It offers a timely survey and a practice-oriented reference guide to researchers and professionals dealing with design, systems engineering, and management of the next-generation technology and service systems. .

---