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	Nota di contenuto	Title Page; Contents; Preface; Introduction; Part 1: Historical and Methodological Landmarks; Chapter 1: An Assessment of the Evolution of Research and Systems; 1.1. A few essential historical landmarks; 1.1.1. First motivations, first written systems; 1.1.2. First oral and multimodal systems; 1.1.3. Current systems: multiplicity of fields and techniques; 1.2. A list of possible abilities for a current system; 1.2.1. Recording devices and their use; 1.2.2. Analysis and reasoning abilities; 1.2.3. System reaction types and their manifestation; 1.3. The current challenges 1.3.1. Adapting and integrating existing theories 1.3.2. Diversifying systems' abilities; 1.3.3. Rationalizing the design; 1.3.4. Facilitating the implementation; 1.4. Conclusion; Chapter 2: Man-Machine Dialogue Fields; 2.1. Cognitive aspects; 2.1.1. Perception, attention and memory; 2.1.2. Representation and reasoning; 2.1.3. Learning; 2.2. Linguistic aspects; 2.2.1. Levels of language analysis; 2.2.2. Automatic processing; 2.3. Computer aspects; 2.3.1. Data structures and digital resources; 2.3.2. Man-machine interfaces, plastic interfaces and

ergonomics; 2.4. Conclusion

| Sommario/riassunto | This book summarizes the main problems posed by the design of a man-machine dialogue system and offers ideas on how to continue along the path towards efficient, realistic and fluid communication between humans and machines.A culmination of ten years of research, it is based on the author's development, investigation and experimentation covering a multitude of fields, including artificial intelligence, automated language processing, man-machine interfaces and notably multimodal or multimedia interfaces. Contents Part 1. Historical and Methodological Landmarks |

2. | Record Nr. | UNINA9910337805703321 |
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| Titolo | Cultural and Creative Industries : A Path to Entrepreneurship and Innovation / / edited by Marta Peris-Ortiz, Mayer Rainiero Cabrera-Flores, Arturo Serrano-Santoyo |
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| Nota di contenuto | Chapter1. Cultural and Creative Industries. An Overview -- Chapter2. Creative Arts Industries: Analysis of Scientific Production -- Chapter3. Creative Potential and Social Change. Independent Visual Arts Spaces in Tijuana -- Chapter4. A Model of Innovative, Social and Sustainable Entrepreneurship under the Roof of the World -- Chapter5. Creative Tourism as a new challenge to the development of destinations – the Portuguese case study -- Chapter6. Creative Tourism as a new challenge to the development of destinations – the Portuguese case study -- Chapter7. Innovation and Creativity in the Mobile Applications Industry: a case study of Mobile Health Applications (e-Health Apps) -- Chapter8. Gamification and new technologies to promote healthy lifestyles and its role in creative industries -- Chapter9. Innovation and Collaboration in the DNA of a Cultural Industry: Craft Beer in Baja California -- Chapter10. Wine tourism and wine vacation as a cultural and creative industry. The case of the Bullas Wine Route -- Chapter11. |

Wine industry in Baja California, Mexico: a gender perspective.-.

Sommario/riassunto	This book examines the ways in which cultural and creative industries can drive entrepreneurship, innovation, sustainability and overall regional development. It will address such issues as (1) the technical (tangible) components of creative and cultural industries in relation to innovation; (2) the intangible components of creative and cultural industries in relation to services provided; (3) the relationship between tangible and intangible components and economic and social innovation; and (4) the ways in which creative and cultural industries effect and influence regional sustainability and development. Cultural and creative industries and the creative economy as a whole have been increasingly prevalent in research literature because of their role in driving economic and social development. Cultural and creative industries also enable other forms of entrepreneurship and innovation beyond the traditional, technology-based focus of innovation, thereby enhancing regional growth and development through these channels. The contributions presented in this book discuss the main issues, challenges, opportunities and trends of cultural and creative industries through conceptual analysis and cases studies from different world regions. Featuring research from industries such as art, health care, beer and wine and education, this book provides researchers, academics, professionals and policy makers with a detailed examination of the development and potential of cultural and creative industries in regional and global economies.