1.

Record Nr.	UNINA9910337852403321
Titolo	Transactions on Edutainment XV / / edited by Zhigeng Pan, Adrian David Cheok, Wolfgang Müller, Mingmin Zhang, Abdennour El Rhalibi, Kashif Kifayat
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2019
ISBN	3-662-59351-3
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (X, 275 p. 138 illus., 86 illus. in color.)
Collana	Transactions on Edutainment, , 1867-7207 ; ; 11345
Disciplina	371.33
Soggetti	Optical data processing
	Education—Data processing
	Application software
	Computer security
	User interfaces (Computer systems)
	Image Processing and Computer Vision
	Computers and Education
	Computer Appl. in Social and Behavioral Sciences
	Systems and Data Security
	User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes Index.
Nota di contenuto	Wearable Sensors and Equipment in VR Games: A Review -- A Style Image Confrontation Generation Network Based on Markov Random Field -- A Point Cloud Registration Algorithm Based On 3D-SIFT -- Lip-reading based on deep learning model -- Parameter Estimation of Decaying DC Component via Improved Levenberg-Marquardt Algorithm -- Typing technology of virtual character of animation based on enneagram personality -- The Style-based Automatic Generation System for Xinjiang Carpet Patterns -- Research on teaching experiment of color and Digital color -- Cybersecurity Curriculum Design: A Survey -- Teaching as a Collaborative Practice: Reframing Security Practitioners as Navigators -- Pedagogical Approach to Effective Cybersecurity Teaching -- Choose Your Pwn Adventure:

Adding Competition and Storytelling to an Introductory Cybersecurity Course -- A Virtual Classroom for Cybersecurity Education -- The Cyber Security Knowledge Exchange: Working with Employers to produce authentic PBL scenarios and enhance employability -- Virtual Training and Experience System for Public Security Education -- Intelligent Coach Avatar Based Virtual Driving Training -- Multi-Channel Scene Synchronization Strategy in Real Time Rendering -- On the Characteristics of Mise-en-scène in Animated Audio-visual Language -- Human eye tracking based on CNN and Kalman filtering.

Sommario/riassunto	This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 19 papers presented in the 15th issue were organized in the following topical sections: multimedia; simulation; cybersecurity; and e-learning. .