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Autore	Burnard, Lou
Titolo	Il manuale TEI Lite : introduzione alla codifica elettronica dei testi letterari / Lou Burnard e C. M. Sperberg-McQueen ; a cura di Fabio Ciotti
Pubbl/distr/stampa	Milano, : Sylvestre Bonnard, [2005]
Descrizione fisica	268 p. ; 23 cm
Altri autori (Persone)	Sperberg-McQueen, C. M.
Disciplina	410.285 006.74
Locazione	FARBC
Collocazione	BIBL B 528
Lingua di pubblicazione	Italiano
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Livello bibliografico	Monografia
Note generali	Segue: Appendici

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Titolo	Entertainment Computing - ICEC 2016 [[electronic resource]] : 15th IFIP TC 14 International Conference, Vienna, Austria, September 28-30, 2016, Proceedings / / edited by Günter Wallner, Simone Kriglstein, Helmut Hlavacs, Rainer Malaka, Artur Lugmayr, Hyun-Seung Yang
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-46100-1
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Disciplina	790.20285
Soggetti	Personal computers User interfaces (Computer systems) Computer graphics Multimedia systems Artificial intelligence Personal Computing User Interfaces and Human Computer Interaction Computer Graphics Media Design Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Games for Health, Learning, and Social Change -- Using Gamification Mechanisms and Digital Games in Structured and Unstructured Learning Contexts -- Abstract -- 1 Introduction -- 2 Constructing Structured and Unstructured Learning Contexts -- 2.1 Classroom-Based Lesson Plan -- 2.2 Gamified Learning -- 2.3 Blending Technology into Unstructured Learning Contexts -- 2.4 Game-Enhanced Learning with Tingo -- 3 Discussion and Next Steps -- Acknowledgement -- References -- The Challenge to Nurture Challenge -- Abstract -- 1 Introduction -- 2 Study Design -- 3 Results -- 3.1 Content -- 3.2 Motivational Aspects

-- 3.3 Learning Outcome -- 4 Discussion, Conclusions and Outlook -- Acknowledgements -- References -- Game System of Coordination Skills Training for Elderly People -- Abstract -- 1 Introduction -- 2 Previous Studies -- 2.1 Decline in Physical Capabilities with Age -- 2.2 Research Concerning Upper-Limb and Finger Coordination -- 2.3 Game Systems that Improve Physical and Cognitive Function -- 2.4 Analysis of Movements and Cognitive Function in the Elderly -- 3 System Summary -- 3.1 Upper-Limb Grasp Motion -- 3.2 Exercise Support System Summary -- 3.3 A Controller that Measures Upper-Limb Grasp Motion -- 4 Configuration of the Game Unit -- 4.1 Game Unit Overview -- 4.2 Content and Traits of Each Game Unit (a)(b)(c)(d)(e)(f) -- 5 Analysis and Visualization of Upper-Limb Grasp Motion -- 5.1 Motion Analysis -- 5.2 Supporting Training by Visualization -- 6 Evaluation Experiment -- 6.1 Experiment -- 6.2 Target Group -- 6.3 Method -- 6.4 Results -- 7 Investigations -- 8 Conclusion -- References -- A Grammar-Based Framework for Rehabilitation Exergames -- 1 Introduction -- 2 Related Research and Background -- 3 Software Architecture -- 3.1 Exercise Demonstration and Recording -- 3.2 The Exercise-Script Editor.
3.3 Kinect-Based Gameplay -- 3.4 Experience and Reflection -- 4 Conlcusions -- References -- Two Experimental Virtual Paradigms for Stress Research: Developing Avatar-Based Approaches for Inter ... -- Abstract -- 1 Introduction -- 1.1 Experimental Paradigms in Social Stress Research -- 1.2 Virtual Reality Based Solutions for Stress Research -- 1.3 Objective -- 2 Methods -- 2.1 Study 1 (Cyberball) -- 2.2 Study 2 (TSST) -- 2.3 Technical Implementation -- 3 Results -- 3.1 Study 1 (Cyberball) -- 3.2 Study 2 (TSST) -- 4 Discussion -- 4.1 Limitations and Conclusion -- Acknowledgements -- References -- Success Factors for Applied Game Projects - An Exploratory Framework for Practitioners -- Abstract -- 1 Introduction -- 2 Methodology -- 2.1 Two-Dimensional Framework -- 3 Literature Review -- 3.1 Applied Games -- 3.2 User Experience -- 3.3 Design Thinking -- 4 General Project Characteristics -- 5 Success Factors -- 5.1 Overall Success Factors -- 5.2 Phase 1: Exploration -- 5.3 Phase 2: Analysis -- 5.4 Phase 3: Ideation (Idea + Creation) -- 5.5 Phase 4: Design -- 5.6 Phase 5: Production -- 5.7 Phase 6: Go-Live and Maintenance -- 6 Discussion -- Acknowledgements -- References -- Use and Evaluation of Digital Entertainment -- Integrating and Inspecting Combined Behavioral Profiling and Social Network Models in Destiny -- 1 Introduction -- 2 Related Work -- 3 Background: Destiny -- 4 Behavioral Profiling with Extremes -- 5 Player Networks and Characteristics -- 5.1 Network Measures -- 5.2 Archetypes -- 6 Visualizations and Network Integration -- 7 Conclusion and Discussion -- References -- How Playstyles Evolve: Progression Analysis and Profiling in Just Cause 2 -- 1 Introduction -- 1.1 Contribution -- 1.2 Just Cause 2 -- 2 Profiling and Progression: Related Work -- 3 Dataset and Features -- 3.1 Feature Definition and Pre-processing -- 4 Analysis.
4.1 Progression Profiling via Cluster Analysis -- 4.2 Player Profile Descriptions -- 4.3 Player Progression Along the Missions -- 4.4 Visualizing Player Behavior Along the Main Story Line -- 5 Results -- 5.1 Player Behaviour over the Missions -- 6 Conclusion and Discussion -- References -- EyeCo: Effects of Shared Gaze on Social Presence in an Online Cooperative Game -- Abstract -- 1 Introduction -- 1.1 Social Presence in Online Games -- 1.2 Nonverbal Interaction and Gaze-Based Interaction in Games -- 2 Contribution -- 3 Experiment Description -- 3.1 Participants and Procedure -- 3.2 Technical Setup -- 3.3 Measures -- 3.4 Data Analysis -- 4 Results -- 4.1 Qualitative Data Results -- 5 Discussion & Lessons Learned -- 6 Conclusion -- Acknowledgements

-- References -- Evaluating Experiences in Different Virtual Reality Setups -- 1 Introduction -- 2 Background and Related Work -- 2.1 Comparing Experiences in Virtual Reality Environments -- 2.2 Cybersickness -- 3 The Setting -- 3.1 Virtual Environments -- 3.2 The Implemented Scenarios -- 4 Preliminary Study -- 4.1 Participants -- 4.2 Setup -- 4.3 Method -- 5 Findings -- 5.1 Experiences -- 5.2 The Tasks -- 6 Conclusion and Discussion -- References -- Proposing a New Conceptual Model Predicting Consumer Videogame Engagement Triggered Through Playful- ... -- Abstract -- 1 Introduction -- 2 Literature Review -- 3 The Development of Conceptual Model and Study Propositions -- 3.1 Conceptual Model -- 3.2 Study Hypothesis -- 4 Conclusions -- 5 Contribution and Future Research -- References -- Entertainment Technology -- Avatar Density Based Client Assignment -- 1 Introduction -- 2 Related Work -- 3 Requirements -- 4 Proposed Solution -- 4.1 CAM Components -- 4.2 Base Grouping Factor -- 4.3 Reassignment -- 5 Experiments -- 6 Results -- 7 Conclusion and Future Considerations -- References.
A Hybrid Game Contents Streaming Method: Improving Graphic Quality Delivered on Cloud Gaming -- 1 Introduction -- 2 Existing Techniques -- 2.1 Image-Based Streaming -- 2.2 Instruction-Based Streaming -- 3 Hybrid-Streaming System -- 3.1 System Structure Overview -- 3.2 Structure of GamingAnyWhere's Image-Based Streaming -- 3.3 Additional Features -- 4 Implementation -- 4.1 Instruction-Based Streaming -- 4.2 Arrangement at the Client Module -- 5 Measurement -- 5.1 Demo Application for Current Evaluation -- 5.2 System Environment -- 5.3 Procedure of Measuring Graphic Quality -- 5.4 Measuring GPU Usage and Network Traffic Load -- 6 Results -- 6.1 Results of PSNR and SSIM -- 6.2 GPU Workload at Server and Client -- 6.3 Network Bandwidth Consumption -- 7 Discussion -- 7.1 Determination of the Z-Value Threshold -- 7.2 Compatibility with Other Genres of Games -- 7.3 Significance of the Improvement -- 8 Conclusion and Future Works -- References -- Anyboard: A Platform for Hybrid Board Games -- 1 Introduction -- 2 Hybrid Board Games: The ITo Approach -- 2.1 Challenges to the Development of Hybrid Games -- 3 The Anyboard Platform -- 3.1 Design Entities -- 3.2 Interactive Game Tokens and Cardboard Template -- 3.3 AnyboardJS -- 4 Discussion: Making an Anyboard Game -- 5 Conclusion and Future Work -- References -- Accelerating the Physical Experience of Immersive and Penetrating Music Using Vibration-Motor Array in a Wearable Belt Set -- 1 Introduction -- 2 Related Works -- 3 Physical Experience System of Sound and Music -- 3.1 Summary of System Structure -- 3.2 Hardware Structure and Vibration-motor-array Device -- 3.3 Sound-Analysis Unit -- 3.4 Vibration-Motor Control Unit -- 4 Experiment -- 4.1 Evaluation of the Effect of Creating Realistic Sensations with Physical Vibrations in Synchronization with the Ongoing Music.
4.2 Evaluation of the Time Difference Among Vibration Motors for the Illusion of Physical Penetration of Sound -- 5 Discussion -- 5.1 The Effects of Vibration on the Realistic Sensation of Sound -- 5.2 Illusion of the Physical Penetration of Sound -- 6 Conclusions -- References -- The Concept of Pervasive Virtuality and Its Application in Digital Entertainment Systems -- Abstract -- 1 Introduction -- 2 Pervasive Virtuality -- 2.1 A New Reality-Virtuality Continuum Axis -- 2.2 Defining and Characterizing PV -- 3 Pervasive Virtuality Characteristics -- 3.1 Virtuality -- 3.2 Sociality -- 3.3 Spatiality -- 3.4 Communicability -- 3.5 Interaction -- 3.6 Context-Awareness -- 3.7 Resilience -- 4 Case Study -- 5 Conclusions -- Acknowledgments -- References -- Short Papers -- Metry Mouse Missions: An Interactive,

Geometric Obstacle Course of Daredevil Proportions -- 1 Introduction -- 2 Related Work -- 3 Theoretical Framework -- 4 Game Design -- 5 Conclusion -- References -- Little Fitness Dragon: A Gamified Activity Tracker -- 1 Introduction -- 2 Related Work -- 3 The Design -- 4 Player Experience -- 5 Future Work -- References -- Promoting Stretching Activity with Smartwatch - A Pilot Study -- 1 Introduction -- 2 Active-Assistance Operations -- 3 Evaluation and Feedback -- 4 User Study: Result and Discussion -- 4.1 Procedure -- 4.2 Questionnaire and Result -- 4.3 Discussion -- 5 Conclusion -- References -- Evaluation and Redesign of a Curriculum Framework for Education About Game Accessibility -- Abstract -- 1 Introduction -- 2 Method -- 3 Results and Analysis -- 3.1 Basic Level for Designers -- 3.2 Basic Level for Engineers -- 3.3 Advanced Level for Designers and Engineers -- 4 Discussion -- 4.1 Broad Learning Objectives and Outcomes -- 4.2 Structure of the Curriculum Content, Learning Areas and Subjects. 4.3 Standards of Resources Required for Implementation.

Sommario/riassunto

This book constitutes the refereed proceedings of the 15th International Conference on Entertainment Computing, ICEC 2016, held in Vienna, Austria, in September 2016. The 16 full papers, 13 short papers, and 2 posters presented were carefully reviewed and selected from 46 submissions. The multidisciplinary nature of entertainment computing is reflected by the papers. They are organized in the following topical sections: games for health, learning, and social change; use and evaluation of digital entertainment; and entertainment technology.

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Collana	Il giurista europeo. Approfondimenti tematici ; 7
Altri autori (Persone)	Cicero, Cristiano
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Soggetti	Contratti di diritto pubblico
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia