1. Record Nr. UNINA9910458936103321

Titolo	Muslim perceptions of other religions [[electronic resource]] : a historical survey / / edited by Jacques Waardenburg
Pubbl/distr/stampa	New York, : Oxford University Press, 1999
ISBN	1-280-52880-X 0-19-535576-8 1-4294-0430-2
Descrizione fisica	1 online resource (367 p.)
Altri autori (Persone)	WaardenburgJacques <1930-2015.>
Disciplina	297.28 297.2809
Soggetti	Islam - Relations Islam - History Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 309-340) and indexes.
Nota di contenuto	Contents; Introduction; Contributors; I: Muslim Studies of Other Religions; II: Medieval Times; III: Modern Times; Selected Bibliography; General Index; Muslim Author Index
Sommario/riassunto	Since its inception, Islam and its civilization have been in continuous relationships with other religions. The essays collected here examine the many texts that have come down to us about these cultures and their religions, from Muslim theologians and jurists.

2. Record Nr. UNINA9910426044503321

Autore	Campagnolo Gian Marco <1977->
Titolo	Social data science xennials : between analogue and digital social research / / Gian Marco Campagnolo
Pubbl/distr/stampa	Cham, Switzerland : , : Springer : , : Palgrave Macmillan, , [2020] Â©2020
ISBN	3-030-60358-X
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (IX, 106 p. 3 illus., 2 illus. in color.)
Disciplina	621.382
Soggetti	Digital communications - Social aspects - Research Digital communications - Data processing Technological innovations - Research Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1 – Social Data Science Xennials -- Chapter 2 – Phenomenological Extensions -- Chapter 3 – The Analogue Mapping -- Chapter 4 – Participative Epistemology -- Chapter 5 – Ethnography as Data Science.
Sommario/riassunto	This book explores the tension between analogue and digital as part of an evolving research programme and focuses on the sequencing of methods within it. The book will be an invaluable reference for scholars who routinely engage in critical sociological analysis of the digital workplace and find it easier to treat the digital as an object of study. It describes how the transformations taking place in the 10-year arc of a career spent doing fieldwork in the IT sector led the author to progressively embrace new forms of data and methods. In a time where sociological imagination takes the shape of whatever new phenomenon can be studied by transactional data and machine learning methods, it is a reminder that longstanding engagement with a particular field of practice is the basis of empirical social science expertise. Gian Marco Campagnolo researches in the field of the social study of data science. He is Lecturer in Science, Technology and Innovation Studies at the University of Edinburgh and Faculty Fellow at the Alan Turing Institute,

		UK. He has previously had visiting appointments at the Copenhagen Centre for Social Data Science and the Centre de Sociologie de l'Innovation at the Ecole des Mines.

3.	Record Nr.	UNISA996200001603316
	Titolo	Human-Computer Interaction. Advanced Interaction, Modalities, and Techniques [[electronic resource]] : 16th International Conference, HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014, Proceedings, Part II / / edited by Masaaki Kurosu
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
	ISBN	3-319-07230-7
	Edizione	[1st ed. 2014.]
	Descrizione fisica	1 online resource (XXVI, 805 p. 355 illus.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8511
	Disciplina	005.437 4.019
	Soggetti	User interfaces (Computer systems) Education—Data processing Multimedia systems Artificial intelligence Information storage and retrieval Computer science User Interfaces and Human Computer Interaction Computers and Education Media Design Artificial Intelligence Information Storage and Retrieval Computer Science, general
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di contenuto	Gesture-Based Interaction -- RemoteHand: A Wireless Myoelectric

Interface -- Early Prototyping of 3D-Gesture Interaction within the Presentation- Gesture-Dialog Design Space -- The Study of the Full Cycle of Gesture Interaction, The Continuum between 2D and 3D -- iPanel: A Computer-Vision Based Solution for Interactive Keyboard and Mouse -- Adding Multi-Touch Gesture Interaction in Mobile Web Applications -- Harmonic Navigator: An Innovative, Gesture-Driven User Interface for Exploring Harmonic Spaces in Musical Corpora -- HandyScope: A Remote Control Technique Using Circular Widget on Tabletops -- Comparing Hand Gesture Vocabularies for HCI -- Effectiveness of Virtual Hands in 3D Learning Material -- Proposal of the Effective Method of Generating Characteristic Gestures in Nonverbal Communication -- Hand-Object Interaction: From Grasping to Using -- Model-Based Multi-touch Gesture Interaction for Diagram Editors -- Multi-sensor Finger Ring for Authentication Based on 3D Signatures -- What You Draw Is What You Search: The Analog Gesture -- Remote Collaboration with Spatial AR Support -- Prediction of Multi-touch Gestures during Input -- “Will Use It, Because I Want to Look Cool” A Comparative Study of Simple Computer Interactions Using Touchscreen and In-Air Hand Gestures -- Beyond Presentation - Employing Proactive Intelligent Agents as Social Catalysts -- A Method for Lifelong Gesture Learning Based on Growing Neural Gas -- Gesture, Gaze and Activity Recognition -- The Issues of 3D Hand Gesture and Posture Recognition Using the Kinect -- Frontal-Standing Pose Based Person Identification Using Kinect -- A Virtual Handwriting Tablet Based on Pen Shadow Cues -- HOUDINI: Introducing Object Tracking and Pen Recognition for LLP Tabletops -- Detecting Address Estimation Errors from Users’ Reactions in Multi-user Agent Conversation -- Evaluation of Leap Motion Controller with a High Precision Optical Tracking System -- Proposal of a Method to Measure Difficulty Level of Programming Code with Eye-Tracking -- Expressing Observation Direction through Face and Body Rotation in a Multi-user Conversation Setting -- Gaze Location Prediction with Depth Features as Auxiliary Information -- Study and Evaluation of Separability Techniques and Occlusion in Multitouch Surfaces -- Human Activity Recognition from Kinect Captured Data Using Stick Model -- Multi-sensor Based Gestures Recognition with a Smart Finger Ring -- View-Invariant Human Detection from RGB-D Data of Kinect Using Continuous Hidden Markov Model -- A Survey of Datasets for Human Gesture Recognition -- Speech, Natural Language and Conversational Interfaces -- Accessing Cause-Result Relation and Diplomatic Information in Ancient “Journalistic” Texts with Universal Words -- Human Factors in the Design of Arabic-Language Interfaces in Assistive Technologies for Learning Difficulties -- Design and Development of Speech Interaction: A Methodology -- Introducing Consciousnet: Internet Content as an Environment for Human-Machine Interaction -- Can User-Paced, Menu-free Spoken Language Interfaces Improve Dual Task Handling While Driving? -- Chinese Romanization and Its Application in HCI -- Driving with a Speech Interaction System: Effect of Personality on Performance and Attitude of Driver -- Effects of Language Variety on Personality Perception in Embodied Conversational Agents -- Long Text Reading in a Car -- Let’s Get Personal: Assessing the Impact of Personal Information in Human-Agent Conversations -- Multimodal Behaviours in Comparable Danish and Polish Human-Human Triadic Spontaneous Interactions -- Building Rapport between Human and ECA: A Pilot Study -- The Effect of Voice Instruction on the Construction of Mental Model -- Discourse Particles and User Characteristics in Naturalistic Human-Computer Interaction -- The Effects of Working Memory Load and Mental Imagery on Metaphoric

Meaning Access in Metaphor Comprehension -- Natural and Multimodal Interfaces -- Human Factors in the Design of BCI-Controlled Wheelchairs -- Interface Design and Dynamic Audio -- A Pictorial Interaction Language for Children to Communicate with Cultural Virtual Characters -- Tangible or Not Tangible – A Comparative Study of Interaction Types for Process Modeling Support -- Body Image and Body Schema: Interaction Design for and through Embodied Cognition -- Exploring Initiative Interactions on a Proxemic and Ambient Public Screen -- Evaluation of Tactile Drift Displays in Helicopter -- Development of Interaction Concepts for Touchless Human-Computer Interaction with Geographic Information Systems -- Spyractable: A Tangible User Interface Modular Synthesizer -- Neural Interface Emotiv EPOC and Arduino: Brain-Computer Interaction in a Proof of Concept -- A Heuristic Model of Vibrotactile Haptic Feedbacks Elicitation Based on Empirical Review -- Auditory Emoticons: Iterative Design and Acoustic Characteristics of Emotional Auditory Icons and Earcons -- Natural Forms of Communication and Adaptive Behaviour in Human-Computer-Interaction -- Human-Robot Interaction -- Backchannel Head Nods in Danish First Meeting Encounters with a Humanoid Robot: The Role of Physical Embodiment -- Recommended Considerations for Human-Robot Interaction Communication Requirements -- An Emotional Framework for a Real-Life Worker Simulation: Emotional Valence Scoring Inside a Workflow Enhancement Simulator -- Behavioral Persona for Human-Robot Interaction: A Study Based on Pet Robot -- Robotic Border Crosser TNG - Creating an Interactive Mixed Reality -- Emotion Transmission System Using a Cellular Phone-Type Teleoperated Robot with a Mobile Projector -- Emotions Recognition -- Design of an Emotion Elicitation Framework for Arabic Speakers -- Analysing Emotional Video Using Consumer EEG Hardware -- Emotracking Digital Art -- Estimation of Emotion by Electroencephalography for Music Therapy -- Evaluating User's Emotional Experience in HCI: The PhysiOBS Approach -- Proposal for the Model of Occurrence of Negative Response toward Humanlike Agent Based on Brain Function by Qualitative Reasoning -- Current and New Research Perspectives on Dynamic Facial Emotion Detection in Emotional Interface -- Evaluation of Graceful Movement in Virtual Fitting through Expressed Emotional Response and Emotion Expressed via Physiology Measures.

Sommario/riassunto

The 3-volume set LNCS 8510, 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.

4.

Record Nr.	UNISALENTO991002039249707536
Autore	Associazione italiana biblioteche
Titolo	Catalogo dei periodici della biblioteca AIB / Associazione italiana biblioteche ; Istituto di studi sulla ricerca e documentazione scientifica del CNR
Pubbl/distr/stampa	Roma : AIB, 1989
Descrizione fisica	1 v. ; 16 cm
Altri autori (Enti)	Istituto di studi sulla ricerca e documentazione scientifica
Disciplina	302.2324
Soggetti	Associazione italiana biblioteche - Periodici - Catalogo
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia