

1. Record Nr.	UNISA996465328403316
Titolo	Engineering for Human-Computer Interaction [[electronic resource]] : 8th IFIP International Conference, EHCI 2001, Toronto, Canada, May 11-13, 2001. Revised Papers // edited by Murray R. Little, Laurence Nigay
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2001
ISBN	3-540-45348-2
Edizione	[1st ed. 2001.]
Descrizione fisica	1 online resource (XII, 364 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2254
Disciplina	621.398
Soggetti	User interfaces (Computer systems) Electrical engineering Software engineering Application software Computers and civilization User Interfaces and Human Computer Interaction Electrical Engineering Software Engineering Information Systems Applications (incl. Internet) Computers and Society
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Keynote Speakers -- Aura: Distraction-Free Ubiquitous Computing -- Supporting Casual Interaction Between Intimate Collaborators -- Turning the Art of Interface Design into Engineering -- Software Engineering Methods -- Towards a UML for Interactive Systems -- An Interdisciplinary Approach for Successfully Integrating Human-Centered Design Methods into Development Processes Practiced by Industrial Software Development Organizations -- From Usage Scenarios to Widget Classes -- Evaluating Software Architectures for Usability -- Formal Methods -- Interactive System Safety and Usability Enforced with the Development Process -- Detecting Multiple Classes

of User Errors -- Toolkits -- Exploring New Uses of Video with VideoSpace -- Prototyping Pre-implementation Designs of Virtual Environment Behaviour -- QtK - A Mixed Declarative/Procedural Approach for Designing Executable User Interfaces -- User Interface Evaluation -- Consistency in Augmented Reality Systems -- Heuristic Evaluation of Groupware Based on the Mechanics of Collaboration -- An Organizational Learning Method for Applying Usability Guidelines and Patterns -- User Interface Plasticity -- Pervasive Application Development and the WYSIWYG Pitfall -- A Unifying Reference Framework for the Development of Plastic User Interfaces -- 3D User Interfaces -- Building User-Controlled 3D Models and Animations for Inherently-3D Construction Tasks: Which Tool, Which Representation? -- Unconstrained vs. Constrained 3D Scene Manipulation -- Input and Output Devices -- Toward Natural Gesture/Speech Control of a Large Display -- An Evaluation of Two Input Devices for Remote Pointing -- Does Multi-modal Feedback Help in Everyday Computing Tasks? -- Mobile Interaction -- Information Sharing with Handheld Appliances -- Dynamic Links for Mobile Connected Context-Sensitive Systems -- Mobile Collaborative Augmented Reality: The Augmented Stroll -- Context Sensitive Interaction -- Modelling and Using Sensed Context Information in the Design of Interactive Applications -- Delivering Adaptive Web Content Based on Client Computing Resources -- How Cultural Needs Affect User Interface Design?.

Sommario/riassunto

The papers collected here are those selected for presentation at the Eighth IFIP Conference on Engineering for Human-Computer Interaction (EHCI 2001) held in Toronto, Canada in May 2001. The conference is organized by the International Federation of Information Processing (IFIP) Working Group 2.7 (13.4) for Interface User Engineering, Rick Kazman being the conference chair, Nicholas Graham and Philippe Palanque being the chairs of the program committee. The conference was co-located with ICSE 2001 and co-sponsored by ACM. The aim of the IFIP working group is to investigate the nature, concepts, and construction of user interfaces for software systems. The group's scope is: • to develop user interfaces based on knowledge of system and user behavior; • to develop frameworks for reasoning about interactive systems; and • to develop engineering models for user interfaces. Every three years, the working group holds a working conference. The Seventh one was held September 14-18 1998 in Heraklion, Greece. This year, we innovated by organizing a regular conference held over three days.

2. Record Nr.	UNINA9910433228603321
Autore	Leydesdorff Loet (Louis Andre), <1948->
Titolo	The Evolutionary Dynamics of Discursive Knowledge : Communication-Theoretical Perspectives on an Empirical Philosophy of Science // by Loet Leydesdorff
Pubbl/distr/stampa	Springer Nature, 2021 Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
ISBN	3-030-59951-5
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (X, 247 p. 50 illus., 30 illus. in color.)
Collana	Qualitative and Quantitative Analysis of Scientific and Scholarly Communication, , 2365-8371
Disciplina	301.072
Soggetti	Sociology—Research Sociology Communication Market research Semantics Research Methodology Knowledge - Discourse Communication Studies Market Research/Competitive Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Knowledge-Based Innovations and Social Coordination -- The Communication Perspective as an Empirical Philosophy of Science -- Scientific Communication and Cognitive Codification -- The Semantics of Shannon-type Information -- Relations, Positions, and Perspectives on Innovation -- Synergy in a Triple Helix of University-Industry-Government Relations -- Regions, Innovations, and the North-South Divide in Italy -- Horizons of Meaning in Anticipatory Systems -- The Generation of Redundancy against the Arrow of Time -- Codification and Anticipation in Techno-Cultural Evolutions -- Inter-Human Communications and the Possibility of Science -- Subject Index -- Author Index -- Bibliography.

This open access book has three themes that have been central to Leydesdorff's research: (1) the dynamics of science, technology, and innovation; (2) the scientometric operationalization of these concepts; and (3) the elaboration in terms of a Triple Helix of university-industry-government relations. In this study, I discuss the relations among these themes. Using Luhmann's social-systems theory for modelling meaning processing and Shannon's theory for information processing, I show that synergy can add new options to an innovation system as redundancy. The capacity to develop new options is more important for innovation than past performance. Entertaining a model of possible future states makes a knowledge-based system increasingly anticipatory. The trade-off between the incursion of future states on the historical developments can be measured using the Triple-Helix synergy indicator. This is shown, for example, for the Italian national and regional systems of innovation.
