

1. Record Nr.	UNINA9910449887003321
Titolo	What justice? whose justice? [[electronic resource] ] : fighting for fairness in Latin America / / edited by Susan Eva Eckstein and Timothy P. Wickham-Crowley
Pubbl/distr/stampa	Berkeley, : University of California Press, c2003
ISBN	9786612359651 0-520-93698-1 1-282-35965-7 1-59734-999-2
Descrizione fisica	1 online resource (377 p.)
Altri autori (Persone)	EcksteinSusan <1942-> Wickham-CrowleyTimothy P. <1951->
Disciplina	303.3/72/098
Soggetti	Social justice - Latin America Democratization - Latin America Free trade - Social aspects - Latin America 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 and index.
Nota di contenuto	Front matter -- Contents -- List of Illustrations -- Preface -- 1. Struggles for Justice in Latin America -- 2. Social Inequality, Civil Society, and the Limits of Citizenship in Latin America -- 3. An Exception to Chilean Exceptionalism? The Historical Role of Chile's Judiciary -- 4. Presidential Crises and Democratic Accountability in Latin America, 1990-1999 -- 5. The Vicious Cycle of Inequality in Latin America -- 6. Perpetrators' Confessions: Truth, Reconciliation, and Justice in Argentina -- 7. Colombia: Does Injustice Cause Violence? -- 8. Progressive Pragmatism as a Governance Model: An In-Depth Look at Porto Alegre, Brazil, 1989-2000 -- 9. Citizen Responses to Conflict and Political Crisis in Peru: Informal Politics in Ayacucho -- 10. Social Justice and the New Indigenous Politics: An Analysis of Guatemala, the Central Andes, and Chiapas -- 11. The War of the Peace: Indigenous Women's Struggle for Social Justice in Chiapas, Mexico -- 12. Reflections on Remembrance: Voices from an Ixcán Village -- List of

## Sommariorassunto

The new millennium began with the triumph of democracy and markets. But for whom is life just, how so, and why? And what is being done to correct persisting injustices? Blending macro-level global and national analysis with in-depth grassroots detail, the contributors highlight roots of injustices, how they are perceived, and efforts to alleviate them. Following up on issues raised in the groundbreaking best-seller *Power and Popular Protest: Latin American Social Movements* (California, 2001), these essays elucidate how conceptions of justice are socially constructed and contested and historically contingent, shaped by people's values and institutionally grounded in real-life experiences. The contributors, a stellar coterie of North and Latin American scholars, offer refreshing new insights that deepen our understanding of social justice as ideology and practice.

## 2. Record Nr.

UNINA9910779221103321

## Autore

Hermans Hubert J

## Titolo

Between dreaming and recognition seeking [[electronic resource] ] : the emergence of dialogical self theory / / Hubert J.M. Hermans

## Pubbl/distr/stampa

Lanham, Md., : University Press of America, 2012

## ISBN

1-282-13397-7  
9786613806550  
0-7618-5888-1

## Descrizione fisica

1 online resource (127 p.)

## Disciplina

158.1

## Soggetti

Self (Philosophy)  
Recognition (Philosophy)  
Self-perception

## 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 and index.

## Nota di contenuto

Contents; Acknowledgments; Introduction; Autobiographical Events and Significant Memories; Chapter One. The Emergence of Dialogical Self Theory; Chapter Two. How an Incidental Remark Can Change a Life: The

Early Emergence of a Promoter Position; Chapter Three. Paradise Lost and the Imperfection of Being; Chapter Four. Revolutions in the Self and the Phenomenon of Dominance Reversal; Chapter Five. Uncertainty: A Burden or a Gift?; References; Index

**Sommario/riassunto**

In this book, Hubert J. M. Hermans, the creator of Dialogical Self Theory, applies this theory to his own life and explains how readers can do the same. Through a series of thought-provoking questions, he invites readers to explore the long-term meaning of significant events in their own lives.

3. **Record Nr.**

UNINA9910254995303321

**Titolo**

Computer Games : Fourth Workshop on Computer Games, CGW 2015, and the Fourth Workshop on General Intelligence in Game-Playing Agents, GIGA 2015, Held in Conjunction with the 24th International Conference on Artificial Intelligence, IJCAI 2015, Buenos Aires, Argentina, July 26-27, 2015, Revised Selected Papers / / edited by Tristan Cazenave, Mark H.M. Winands, Stefan Edelkamp, Stephan Schiffel, Michael Thielscher, Julian Togelius

**Pubbl/distr/stampa**

Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016

**ISBN**

3-319-39402-9

**Edizione**

[1st ed. 2016.]

**Descrizione fisica**

1 online resource (XII, 179 p. 51 illus.)

**Collana**

Communications in Computer and Information Science, , 1865-0937 ; ; 614

**Disciplina**

794.8

**Soggetti**

Artificial intelligence  
Microcomputers  
Computer science - Mathematics  
Computer science  
Artificial Intelligence  
Personal Computing  
Mathematics of Computing  
Theory of Computation

**Lingua di pubblicazione**

Inglese

**Formato**

Materiale a stampa

**Livello bibliografico**

Monografia

This book constitutes the refereed proceedings of the Fourth Computer Games Workshop, CGW 2015, and the Fourth Workshop on General Intelligence in Game-Playing Agents, GIGA 2015, held in conjunction with the 24th International Conference on Artificial Intelligence, IJCAI 2015, Buenos Aires, Argentina, in July 2015. The 12 revised full papers presented were carefully reviewed and selected from 27 submissions. The papers address all aspects of artificial intelligence and computer game playing. They discuss topics such as Monte-Carlo methods; heuristic search; board games; card games; video games; perfect and imperfect information games; puzzles and single player games; multi-player games; combinatorial game theory; applications; computational creativity; computational game theory; evaluation and analysis; game design; knowledge representation; machine learning; multi-agent systems; opponent modeling; planning; reasoning; search.

---