1. Record Nr.   UNINA9910450460903321

   Titolo   MasterCases Hand and wrist surgery [[electronic resource] /] / Kevin D.
                        Plancher [editor] ; assistant to the editor, Timothy Luke

   Pubbl/distr/stampa   New York, : Thieme, c2004

   ISBN   1-282-89120-0
                        9786612891205
                        1-4294-5567-5
                        1-58890-597-7

   Descrizione fisica   1 online resource (601 p.)

   Altri autori (Persone)   PlancherKevin D
                            LukeTimothy, M.D.

   Disciplina   617.5/75059

   Soggetti   Hand - Surgery
                        Wrist - Surgery
                        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   Mastercases Hand and Wrist Surgery; Half Title; Full Title; Copyright;
                        Table of Contents; Foreword; Preface; Acknowledgments; List of
                        Contributors; Dedication; Environmental Injuries to the Dermis;
                        Infections; Compression Neuropathy; Nerve Injuries / Palsies; Vascular
                        Disorders; Contractures; Tendon Injuries; Fractures and Dislocations of
                        the Hand; Fractures and Dislocations of the Wrist; Wrist Instability and
                        Arthroscopy; Arthritis of the Hand and Wrist; Congenital Anomalies of
                        the Hand; Tumors of the Hand and Wrist; Index

   Sommario/riassunto   Use this case-based text to prepare for any hand or wrist surgery!
                        _x000D__x000D_From treating rheumatoid arthritis to tendon repair,
                        this lavishly illustrated text examines ...

2.	Record Nr.	UNINA9910488720703321
	Autore	Soares Marcelo M.
	Titolo	Design, User Experience, and Usability: Design for Contemporary Technological Environments : 10th International Conference, DUXU 2021, Held as Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24–29, 2021, Proceedings, Part III / / edited by Marcelo M. Soares, Elizabeth Rosenzweig, Aaron Marcus
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
	ISBN	3-030-78227-1
	Edizione	[1st ed. 2021.]
	Descrizione fisica	1 online resource (599 pages)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12781
	Disciplina	004.019
	Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computer engineering Computer networks User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computer Engineering and Networks
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Hybrid Teaching Application and Exploration in the Mobile Media Era——Taking the "Interactive Animation" Course as an Example -- Effects of Visual Cue Design and Gender Differences on Wayfinding using Mobile Devices -- Can I talk to Mickey Mouse Through my Phone? Children's Understanding of the Functions of Mobile Phones -- Design Innovation of Intangible Cultural Heritage: Challenges on the Basis of Mobile Phone Culture -- The Influence of Icons on the Visual Search Performance of APP List Menu -- Usability Assessment of the XiaoAi Touch Screen Speaker -- Insights and Lessons Learned from the

Design, Development and Deployment of Pervasive Location-based Mobile Systems "in the Wild" -- Designing the Security Enhancement Features in the Future Headphone Experience -- Usability Assessment of the OSMO Pocket Mini Sport Video Camera and Improvement Plan -- The Design of a Mobile App to Promote Young People's Digital Financial Literacy -- User Experience in Augmented Reality: A Holistic Evaluation of a Prototype for Assembly Instructions -- Virtual Reality and Ergonomics: Making the Immersive Experience -- ExperienceDNA - A framework to Conduct and Analyse User Tests in VR Using the Wizard-of-Oz Methodology -- A Study on VR Training of Baseball Athletes -- Augmented Reality Enhanced Traditional Paper Book Reading Experience Design: A Case for University Library -- Potential Integration of Virtual Reality and Sound for University Student Experience Therapy -- Practical Use of Edutainment Systems for Science Museums with XR Technology -- Immersive and Interactive Digital Stage Design based on Computer Automatic Virtual Environment and Performance Experience Innovation -- Research on Virtual Reality for Intelligent Sculpting Teaching Experience of Printmaking Art in Primary and Secondary Schools -- An Experimental Study of the Cognitive Load of In-vehicle Multiscreen Connected HUD -- Interfacing With The Macromedium The Web 4.0 And The Digital Media Converging into a Medium of all Media -- Spheroids as Playful Audiovisual Interface on Tabletop Display -- Path of Protecting Intellectual Property Rights on Fashion Design -- Digital Fashion Communication: an Explorative Study of Fashion Newsletters -- COVID-19 Outbreak and Fashion Communication Strategies on Instagram: A Content Analysis -- Online Communication Design within Fashion Curricula -- Behavioral Analysis of eSports Spectators: a Research Proposal -- Exploration of Norms and Policies in Digital Fashion Domain Using Semantic Web Technologies -- A Photocomposition Search System to Improve Your Photo Skills -- Resonant Irregularities: Sculpture Creation Through Automatic Changes due to Machine Performance Limits -- Research on Interactive Design of Public Art Landscape at Night -- Usability Testing Experiment Applied to Redesign on Point-of-Sale Software Interfaces using User-Centered-Design Approach -- Research on the Influencing Factors of Users' Satisfaction with the Usability of News App Interface Under the Epidemic -- User Experience Design Study of Museum Website Based on TRIZ Theory: A Case of Heyuan Dinosaur Museum -- Understanding Task Differences to Leverage the Usability and Adoption of Voice Assistants (VAs) -- A Case Study of Usability in Virtual Controls -- Heuristic Evaluation of Android-based Applications with Multiple Screen Sizes Support: A Case Study -- UX Aspects of AI Principles: The Recommender System of VoD Platforms -- A Usability Evaluation Process Proposal for ATM Interfaces -- Usability Study of A Public Culture Website for Improvement: A Case of Guangzhou Museum of Art.

Sommario/riassunto	This three volume set LNCS 12779, 12780, and 12781 constitutes the refereed proceedings of the 10th International Conference on Design, User Experience, and Usability, DUXU 2021, held as part of the 23rd International Conference, HCI International 2021, which took place in July 2021. Due to COVID-19 pandemic the conference was held virtually. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of DUXU 2021, Part III are organized in topical sections named: Mobile UX Research and Design; DUXU for Extended Reality; DUXU for the Creative Industries; Usability and UX Studies. .