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| 1. Record Nr. | UNINA9910455591603321 |
| Autore | Lewis Peter |
| Titolo | Growing Apart [[electronic resource]] : Oil, Politics, and Economic Change in Indonesia and Nigeria |
| Pubbl/distr/stampa | Ann Arbor, : University of Michigan Press, 2009 |
| ISBN | 1-282-44468-9 9786612444685 0-472-02474-4 |
| Descrizione fisica | 1 online resource (358 p.) |
| Collana | Interests, Identities, And Institutions In Comparative Politics |
| Disciplina | 330.9598 |
| Soggetti | Indonesia -- Economic conditions -- 1945-1966 Indonesia -- Economic policy Nigeria -- Economic conditions -- 1970- Nigeria -- Economic policy Economic History Business & Economics Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di contenuto | Contents; Acknowledgments; Chapter 1. Introduction; Chapter 2. The Political Economy of Development; Chapter 3. Growing Apart Divergent Political Economies; Chapter 4. Indonesia Crisis, Reform, and Growth; Chapter 5. Nigeria Division, Distribution, and Decline; Chapter 6. Comparing Economic Performance; Chapter 7. After the Fall The Dynamics of Attempted Reform in Indonesia; Chapter 8. Predatory Rule, Transition, and Malaise in Nigeria; Chapter 9. Conclusion Indonesia and Nigeria in Comparative Perspective; Bibliography; Index |

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| 2. Record Nr. | UNISA996465638103316 |
| Titolo | Persuasive Technology [[electronic resource]] : Third International Conference, PERSUASIVE 2008, Oulu, Finland, June 4-6, 2008, Proceedings / / edited by Harri Oinas-Kukkonen, Per Hasle, Marja Harjumaa, Katarina Segerståhl, Peter Øhrstrøm |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008 |
| ISBN | 3-540-68504-9 |
| Edizione | [1st ed. 2008.] |
| Descrizione fisica | 1 online resource (XIV, 287 p.) |
| Collana | Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5033 |
| Disciplina | 153.8/520285 |
| Soggetti | User interfaces (Computer systems) Special purpose computers Computer communication systems Application software Artificial intelligence Data mining User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems Computer Communication Networks Computer Appl. in Social and Behavioral Sciences Artificial Intelligence Data Mining and Knowledge Discovery |
| 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 and index. |
| Nota di contenuto | Keynote Papers -- Affective Loop Experiences -- What Are They? -- Fine Processing -- Mass Interpersonal Persuasion: An Early View of a New Phenomenon -- Social Network Systems -- Online Persuasion in Facebook and Mixi: A Cross-Cultural Comparison -- Website Credibility, Active Trust and Behavioural Intent -- Network Awareness, Social Context and Persuasion -- Knowledge Management -- Persuasion in Knowledge-Based Recommendation -- Persuasive Technology Design -- A Rhetorical Approach -- Benevolence and |

Effectiveness: Persuasive Technology's Spillover Effects in Retail Settings -- Applications -- Persuasive Technology for Shaping Social Beliefs of Rural Women in India: An Approach Based on the Theory of Planned Behaviour -- Enabling Calorie-Aware Cooking in a Smart Kitchen -- perFrames: Persuasive Picture Frames for Proper Posture -- Persuasion for Stronger Passwords: Motivation and Pilot Study -- Conceptual Frameworks -- Six Patterns for Persuasion in Online Social Networks -- A Systematic Framework for Designing and Evaluating Persuasive Systems -- Digital Therapy: Addressing Willpower as Part of the Cognitive-Affective Processing System in the Service of Habit Change -- Perspectives on Persuasive Technology -- The Persuasive Power of Human-Machine Dialogue -- Designing Persuasive Dialogue Systems: Using Argumentation with Care -- Categorization as Persuasion: Considering the Nature of the Mind -- A Qualitative Study of Culture and Persuasion in a Smoking Cessation Game -- Peer-to-Peer and Social Networks -- Exploring the Acceptability of Delayed Reciprocity in Peer-to-Peer Networks -- How to Build a Persuasive Web Application -- "Hey World, Take a Look at Me!": Appreciating the Human Body on Social Network Sites -- Self-persuasion and Timing -- Digital Therapy: The Role of Digital Positive Psychotherapy in Successful Self-regulation -- Finding Kairos in Quitting Smoking: Smokers' Perceptions of Warning Pictures -- Exploring the Persuasiveness of "Just-in-time" Motivational Messages for Obesity Management -- Well-Being Applications -- BLB: A Persuasive and Interactive Installation Designed to Improve Well-Being -- A Case Study on an Ambient Display as a Persuasive Medium for Exercise Awareness -- Technology that Persuades the Elderly -- Theoretical Considerations -- Design with Intent: Persuasive Technology in a Wider Context -- The Influence of Gender and Involvement Level on the Perceived Credibility of Web Sites -- Embodied Agents on Commercial Websites: Modeling Their Effects through an Affective Persuasion Route.
