

1.	Record Nr.	UNINA990002584890403321
	Autore	Edwards, David
	Titolo	Introduction to graphical modelling / David Edwards.
	Pubbl/distr/stampa	Berlin : Springer Verlag, 1995
	ISBN	0-387-94483-4
	Descrizione fisica	xii, 274 p. ; 24 cm
	Disciplina	519.5
	Locazione	MAS
	Collocazione	XI-A-45
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910456274903321
	Autore	Gonzalez de Santalla Tirso <1624-1705.>
	Titolo	Suarezismus [[electronic resource]] : Erkenntnistheoretisches aus dem Nachlass des Jesuitengenerals Tirso Gonzalez de Santalla (1624-1705) : Abhandlung und Edition / / Sven K. Knebel
	Pubbl/distr/stampa	Amsterdam ; ; Philadelphia, : B.R. Gruner, c2011
	ISBN	9786613059420 90-272-8721-X 1-283-05942-8
	Descrizione fisica	1 online resource (596 p.)
	Collana	Bochumer Studien zur Philosophie, , 1384-668X ; ; Bd. 51
	Altri autori (Persone)	KnebelSven K
	Disciplina	196/.1
	Soggetti	Philosophy Metaphysics Cognition Electronic books.
	Lingua di pubblicazione	Tedesco
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

Note generali	Text based on the partial edition of two Latin manuscripts in the Bibliotheca Universitaria de Salamanca: 1) Disputationes in octo libros Physicorum Aristotelis et in duo libros De Generatione et Corruptione and 2) Disputationes in Metaphysicam, et libros De Anima, quibus adiuncti sunt duo ultimi tractatus Logicae De Interpretatione, et de Priori, et Posteriori Resolutione.
Nota di bibliografia	Includes bibliographical references and index.

3. Record Nr.	UNISA996466836803316
Titolo	Advances in social simulation : proceedings of the 16th Social Simulation Conference, 20-24 September 2021 / / Marcin Czumryna and Bogumi Kaminski, editors
Pubbl/distr/stampa	Cham, Switzerland : , : Springer International Publishing, , [2022] ©2022
ISBN	3-030-92843-8
Descrizione fisica	1 online resource (463 pages)
Collana	Springer Proceedings in Complexity
Disciplina	300.285
Soggetti	Social sciences - Computer simulation Social sciences - Methodology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Preface -- Contents -- Contributors -- Sociality, Norms and Institutions -- Efficient Redistribution of Scarce Resources Favours Hierarchies -- 1 Introduction -- 1.1 Resource Models as Means of Redistribution -- 1.2 Previous Research -- 2 Methods -- 2.1 Model Design -- 2.2 Simulations, Model Parameters, and Variables -- 3 Results -- 4 Discussion -- 4.1 Present Findings -- 4.2 Model Validation: Intricacies in the Relations Between Resources and Redistribution Rules -- 5 Conclusion -- References -- Evaluation of COVID-19 Infection Prevention Measures Compatible with Local Economy -- 1 Introduction -- 1.1 COVID-19 Agent-Based Simulations -- 1.2 Summary of Related Studies and Positioning of This Study -- 2 COVID-19 Infection Model for Tourism Locations -- 2.1 Behaviour of

Citizen -- 2.2 Progress of Infection and Symptoms -- 3 Estimating Effects of Infection Prevention Measures -- 4 Experiment Results -- 5 Discussion -- 6 Conclusion -- References -- DIPP: Diffusion of Privacy Preferences in Online Social Networks -- 1 Introduction -- 2 Modelling Privacy Preference Diffusion -- 2.1 SIR Model for Privacy Preference Diffusion -- 2.2 Trust -- 2.3 Co-ownership -- 3 Realization of the DIPP Model -- 4 Evaluation -- 4.1 Measurements -- 4.2 Experiments -- 5 Conclusion -- References -- Explaining and Resolving Norm-Behavior Inconsistencies-A Theoretical Agent-Based Model -- 1 Theoretical Background -- 1.1 Norm-Behavior Inconsistencies -- 1.2 A Norm-Based Theory of Decision-Making -- 2 Method -- 2.1 Agents' Decision-Making -- 2.2 Norm Internalization and Its Effects on Decision-Making -- 3 Results -- 3.1 Explaining Norm-Behavior Inconsistencies -- 3.2 Resolving Norm-Behavior Inconsistencies -- 4 Discussion -- 4.1 Explaining and Resolving Norm-Behavior Inconsistencies -- 4.2 Limitations and Future Research -- 4.3 Conclusion -- References.

Towards More Realism in Pedestrian Behaviour Models: First Steps and Considerations in Formalising Social Identity -- 1 Introduction -- 2 Social Identity Approach: The Basics and Pedestrians -- 3 Social Identity Approach Formalisation -- 3.1 Formalisation 1: Identity Representation Decision -- 3.2 Formalisation 2: Salience versus Social Identification -- 3.3 Formalisation 3: Salient IdentityBehaviour -- 4 Discussion and Conclusion -- References -- Developing a Stakeholder-Centric Simulation Tool to Support Integrated Mobility Planning -- 1 Introduction -- 2 Tools and Methods for Integrated Urban Mobility Planning -- 3 Previous Work -- 4 Materials and Methods -- 4.1 Case Study: Bornstedt, Potsdam -- 4.2 Sprint and Agile Project Management -- 4.3 Tool and Data Warehouse -- 4.4 Expert Interviews and Stakeholder Workshop -- 5 Preliminary Results: Identifying the Key Challenges -- 5.1 Challenge 1: Enhancing Collective Visioning -- 5.2 Challenge 2: Supporting Communication -- 5.3 Challenge 3: Increasing Credibility -- 6 Key Takeaways and Further Steps -- References -- Support Local Empowerment Using Various Modeling Approaches and Model Purposes: A Practical and Theoretical Point of View -- 1 Introduction -- 2 Scope: Modeling and Simulation for Local People Empowerment in Common Pool Resource Management -- 2.1 Local People Empowerment Using Agent Based Modeling and Simulation Techniques -- 2.2 Modeling and Simulation of Common Pool Resource Management Issues in Floodplains -- 3 Application: The Management of Renewable Resources in the Floodplains of the Lower Amazon -- 4 The VarzeaSaga Set of Models: A Brief History of a 10-Year Long Modeling Process -- 5 Conclusion -- References -- Heterogeneous and Diverse Economic Agents -- Exploring Coevolutionary Dynamics Between Infinitely Diverse Heterogeneous Adaptive Automated Trading Agents -- 1 Introduction.

2 Coevolution in a Bounded Infinite Space: PRZI -- 3 Coevolution in an Unbounded Infinite Space: STGP -- 4 Discussion and Conclusion -- References -- Pay-for-Performance and Emerging Search Behavior: When Exploration Serves to Reduce Alterations -- 1 Introduction and Related Research -- 2 Outline of the Simulation Model -- 2.1 Structure and Decision Problem of the Organizations -- 2.2 Incentive Structure -- 2.3 Search Strategies and Formation of Expectations -- 2.4 Learning-Based Selection of Search Strategies -- 3 Simulation Experiments and Parameter Settings -- 4 Results and Discussion -- 4.1 On the Analysis of Experiments -- 4.2 Overview of Results -- 4.3 Discussion of Scenarios -- 5 Conclusion -- References -- Effects of Limited and Heterogeneous Memory in Hidden-Action Situations -- 1

Introduction -- 2 The Hidden-Action Model -- 3 Agent-Based Model Variant -- 4 Results -- 4.1 Parameterization -- 4.2 Simulations and Reported Performance Measure -- 4.3 Results and Discussion -- 5 Conclusion -- References -- Autonomous Group Formation of Heterogeneous Agents in Complex Task Environments -- 1 Introduction -- 2 Model -- 2.1 Task Environment -- 2.2 Agents -- 2.3 Individual Learning -- 2.4 Group Self-organization -- 2.5 Decision-Making Process -- 2.6 Scenarios and Sequencing -- 3 Results and Discussion -- 3.1 Results of the Simulation Experiments -- 3.2 Discussion -- 4 Conclusion -- References -- Exploring Regional Agglomeration Dynamics in Face of Climate-Driven Hazards: Insights from an Agent-Based Computational Economic Model -- 1 Introduction -- 2 Methodology -- 2.1 The Capital Good Sector -- 2.2 The Consumption Good Sector -- 2.3 Labour Market -- 2.4 Migration -- 2.5 Climate -- 2.6 Timeline of Event -- 3 Results -- 3.1 Agglomeration Dynamics -- 3.2 Agglomeration Dynamics and Climate Hazard -- 4 Conclusion -- References.

Dynamics of Wealth Inequality in Simple Artificial Societies -- 1 Introduction -- 2 Wealth Inequality Dynamics -- 2.1 Dynamic Relaxation Times -- 2.2 Equilibrium Inequality and Sensitivities -- 2.3 Natural Selection of Growth Parameters -- 3 Conclusions -- References -- Social Simulation and Games -- Cruising Drivers' Response to Changes in Parking Prices in a Serious Game -- 1 Introduction -- 2 Literature Review -- 2.1 The Cruising Problem -- 2.2 Estimating Drivers' Behavior -- 2.3 Serious Games -- 3 Methods -- 4 Results -- 4.1 Search Time -- 4.2 On-Street Distance from the Destination -- 5 Discussion -- 5.1 Limitations -- 5.2 Closing Remarks -- References -- Quantum Leaper: A Methodology Journey From a Model in NetLogo to a Game in Unity -- 1 Introduction -- 2 The Settings: The Backdrop and Environment for the Story -- 3 The Characters: Their Role and Purpose -- 4 The Journey: The Travel From an ABM to a Game -- 5 The Conflict Resolution: Where the Protagonist Finally Overcomes the Conflict, Learns to Accept It, or Is Ultimately Defeated by It -- 6 Conclusion -- References -- How Perceived Complexity Impacts on Comfort Zones in Social Decision Contexts-Combining Gamification and Simulation for Assessment -- 1 Introduction -- 2 State of the Art -- 3 Research Questions and Approach -- 4 Model Description -- 5 Results -- 5.1 Metrics -- 5.2 Analysis -- 6 Discussion -- 7 Outlook -- References -- A Hybrid Agent-Based Model to Simulate and Re-Think Post-COVID-19 Use Processes in Educational Facilities -- 1 Introduction -- 2 Re-Thinking Use Processes in Educational Facilities -- 2.1 The COVID-19 Impact on Behaviors and Use Processes in Educational Facilities -- 2.2 The Case Study -- 3 Literature Review -- 4 Methodology -- 5 The Hybrid Agent-Based Model -- 5.1 Framework -- 5.2 Use Process Modeling -- 5.3 ABM/Behavioral Simulation.

5.4 Avatars/First-Person Experience -- 6 Impact of Simulation on Post-Covid-19 School Processes -- 7 Conclusions -- References -- Social Simulations-Theory and Applications -- Generation Gaps: An Agent-Based Model of Opinion Shifts Among Cohorts -- 1 Introduction -- 2 Methods -- 2.1 The Model -- 2.2 Empirical Data -- 2.3 Optimization, Simulations and Parameters Variation -- 3 Results -- 3.1 Decrease in Opinion Among Cohorts -- 3.2 Bias Inheritance of Opinions -- 3.3 Confidence Intervals (CI): Positive and Negative -- 3.4 Effect of Age on the Positive and Negative Impact of Interactions -- 4 Discussion -- References -- Comparison of Viral Information Spreading Strategies in Social Media -- 1 Introduction -- 2 Background and Previous Work -- 3 The Viral Information Spreading Model -- 3.1 Attitude Space -- 3.2 Agent Activities and Links -- 3.3 Seeding Infobits -- 3.4 Networks --

3.5 Target Attitude -- 3.6 Seeding Strategies -- 4 Experiments and Results -- 5 Conclusion -- References -- An Evidence-Driven Model of Voting and Party Competition -- 1 Introduction -- 2 Model Description -- 2.1 Party Strategies -- 2.2 Opinion Formation -- 2.3 Voter Decision Strategies -- 2.4 External Influences -- 3 Simulated Scenarios -- 4 Discussion and Conclusion -- References -- Shrinking Housing's Size: Using Agent-Based Modelling to Explore Measures for a Reduction of Floor Area Per Capita -- 1 Introduction -- 1.1 Previous Research in Switzerland -- 1.2 Measures to Reduce Floor Area Per Capita -- 2 Methods -- 2.1 Agent-Based Model -- 2.2 Simulations -- 3 Results -- 4 Discussion and Conclusion -- 4.1 Results in Perspective -- 4.2 Limitations -- 4.3 Recommendations and Future Research -- References -- The Problem with Bullying: Lessons Learned from Modelling Marginalization with Diverse Stakeholders -- 1 Introduction -- 2 Methodology -- 3 Results.
3.1 First Modelling Choices.

4.	Record Nr.	UNINA9910895010503321
	Titolo	Wiener Hausfrauen-Zeitung : Organ für hauswirtschaftliche Interessen
	Pubbl/distr/stampa	Wien, 1881-1914
	Descrizione fisica	Online-Ressource
	Disciplina	070 300 640
	Soggetti	Zeitung
	Lingua di pubblicazione	Tedesco
	Formato	Materiale a stampa
	Livello bibliografico	Periodico