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Altri autori (Persone)	Floodlan IssaRaymond
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Nota di contenuto	""Cover""; ""Contents""; ""Applications of Ontology and Semantics""; ""Evaluation of Existing Sensor Ontologies to Support Capturing of Construction Field Data with Data Acquisition Technologies""; ""Framework for Production of Ontology-Based Construction Claim Documents""; ""i-Con: Geometric Topologies for Semantic Interpretation of Building Components Based on a Semiotic Framework""; ""Data Modeling Management and Mining""; ""Exploration and Comparison of Approaches for Integrating Heterogeneous Information Sources to Support Performance Analysis of HVAC Systems"" ""Hierarchical Sampling for Efficient and Comprehensive Community Connectivity Analysis: A Michigan Case""""Semi-Structured Data Modelling for a Web-Enabled Engineering Application""; ""Decision Support Systems""; ""A Multi-Objective Scheduling Model for Solving the Resource-Constrained Project Scheduling and Resource Leveling Problems""; ""A Framework for Construction Workspace Management: A Serious Game Engine Approach""; ""A Machine-Learning Classification

Approach to Automatic Detection of Workers' Actions for Behavior-Based Safety Analysis"

"RBU: A Model for Reducing Bias and Uncertainty in Multi-Evaluator

Multi-Criterion Decision Making"; "Identifying Scheduling Inefficiencies

for Industrial Projects Using the Flowline View: A Case Study"; "An

Expert System for Construction Decision-Making Using Case-Based

Reasoning"; "Education and Training"; "Cognitive Design of Learning

Modules for Field Management Education"; "Using a Virtual Gaming

Environment in Strength of Materials Laboratory"

"Developing 3D Safety Training Materials on Fall Related Hazards for

Limited English Proficiency (LEP) and Low Literacy (LL) Construction

Workers"; "Simulation of the Policy Landscape of Transportation

Infrastructure Financing Using Agent-Based Modeling"; "Building an

Emergent Learning Environment for Construction Health and Safety by

Merging Serious Games and 4D Planning"; "A Serious Game for

Learning Sustainable Design and LEED Concepts"; "Multi-Agent

Systems"; "An Autonomous Landslide Monitoring System Based on

Wireless Sensor Networks"

"Colored Petri-Net and Multi-Agents: A Combination for a Time-

Efficient Evaluation of a Simulation Study in Construction

Management"; "Organization-Centered Multi-Agent Systems for

Dynamic Highway Maintenance Planning"; "4D/5D/nD Mod, Visual,

and Sim"; "Recovering the 3D Structure of Poorly Textured

Infrastructure Scenes Using Point and Line Features"; "CAD/CAE in a

Complex Structural Reinforced Concrete Design: Case Study of a

Cathedral"; "A Novel Approach for Automated Selection of Key Video

Frames for 3D Reconstruction of Civil Infrastructure"

"Real-Time 3D Positioning and Visualization of Articulated

Construction Equipment: Case of Backhoe Excavators"
