1. Record Nr. UNINA9910462304603321

Titolo	Using games to enhance learning and teaching : a beginner's guide / / edited by Nicola Whitton and Alex Moseley
Pubbl/distr/stampa	New York : , : Routledge, , 2012
ISBN	1-280-68342-2 9786613660367 1-136-34131-5 0-203-12377-8
Descrizione fisica	xiv, 210 p. : ill
Altri autori (Persone)	MoseleyAlex WhittonNicola
Disciplina	371.33/7
Soggetti	Educational games Computer games Education - Computer network resources Electronic books.
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	pt. 1. Background -- pt. 2. Applying game principles to education -- pt. 3. Creating games for learning -- pt. 4. Games in practice -- pt. 5. Conclusions.
Sommario/riassunto	"Despite growing interest in digital game-based learning and teaching, such as alternate reality games and virtual worlds, until now most teachers have lacked the resources and technical knowledge to create games that meet their needs. The only realistic option for many has been to use existing games which too often are out of step with curriculum goals, require high-end technology, and are difficult to integrate.This book offers a comprehensive solution, presenting five principles of games that can be embedded into traditional or online learning and teaching to enhance engagement and interactivity. Contributors highlight strategies and solutions for digital game design, showing how educationally sound games can be designed using readily accessible, low-end technologies. The authors are established researchers and designers in the field of educational games. Case

	studies explore specific academic perspectives, and featured insights from professional game designers provide an explicit link between theory and practice. Practical in nature, the book has a sound theoretical base that draws from a range of international literature and research"-- "Until now, most teachers have lacked the resources and knowledge to create games that meet their needs. This book presents five principles that can be embedded into traditional or online learning and teaching to enhance engagement and interactivity"--

2. Record Nr. UNINA9910299875603321

Titolo	Advances in Soft Computing and Machine Learning in Image Processing / / edited by Aboul Ella Hassanien, Diego Alberto Oliva
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-319-63754-1
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (XII, 718 p. 309 illus., 195 illus. in color.)
Collana	Studies in Computational Intelligence, , 1860-9503 ; ; 730
Disciplina	006.32
Soggetti	Computational intelligence Artificial intelligence Signal processing Computational Intelligence Artificial Intelligence Signal, Speech and Image Processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Color Spaces Advantages and Disadvantages in Image Color Clustering Segmentation -- Multi-objective Whale Optimization Algorithm for Multi-level Thresholding Segmentation -- Evaluating Swarm Optimization Algorithms for Segmentation of Liver Images -- Thermal Image Segmentation Using Evolutionary Computation Techniques -- News Videos Segmentation Using Dominant Colors Representation.

Sommario/riassunto

This book is a collection of the latest applications of methods from soft computing and machine learning in image processing. It explores different areas ranging from image segmentation to the object recognition using complex approaches, and includes the theory of the methodologies used to provide an overview of the application of these tools in image processing. The material has been compiled from a scientific perspective, and the book is primarily intended for undergraduate and postgraduate science, engineering, and computational mathematics students. It can also be used for courses on artificial intelligence, advanced image processing, and computational intelligence, and is a valuable resource for researchers in the evolutionary computation, artificial intelligence and image processing communities.