1. Record Nr. UNINA9910467619603321

Autore	Abram Christopher
Titolo	Evergreen ash : ecology and catastrophe in Old Norse myth and literature / / Christopher Abram
Pubbl/distr/stampa	Charlottesville ; ; London : , : University of Virginia Press, , 2019
ISBN	0-8139-4228-4
Descrizione fisica	1 online resource (255 pages)
Collana	Under the sign of nature : explorations in ecocriticism
Disciplina	839.609
Soggetti	Old Norse literature - History and criticism Mythology, Norse Disasters in literature Apocalypse in literature Environmental disasters Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Prologue: Ash -- Ecocriticism and Old Norse -- Remembering and dismembering a transcorporeal cosmos -- The nature of world in a world without nature: heimr, verold, jor? -- Tree-people and people-trees -- Trees, vines, and the golden age of settlement -- The asir and the anthropocene -- Reading Rangarok at the end of the world.
Sommario/riassunto	"This book explores the role of apocalypse in Old Norse mythology and literature, relating it to the threat of ecological catastrophe today"--

2. Record Nr. UNINA9910591030203321

Titolo	Innovative Technologies and Learning : 5th International Conference, ICITL 2022, Virtual Event, August 29–31, 2022, Proceedings / / edited by Yueh-Min Huang, Shu-Chen Cheng, João Barroso, Frode Eika Sandnes
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	9783031152733 3031152735
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (532 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13449
Disciplina	370 374.26
Soggetti	Education - Data processing Computer engineering Computer networks Application software Artificial intelligence Computers and Education Computer Engineering and Networks Computer and Information Systems Applications Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Developing a Game-Based Speech Recognition System to Facilitate Oral Training Performance for Hearing Loss Children -- Combining deep learning and computer vision techniques for automatic analysis of the learning process in STEM education Computer-assisted instruction -- Automatic Topic-based Lecture Video Segmentation -- Exploring the Relationship Between Learning Achievement and Discussion Records in Remote Maker Activities -- A Semi-Systematic Literature Review of Holoportation in Education: The Potential of Immersive Technology -- Interactive learning environments -- Designing STEM Learning Activity Based on Virtual Reality -- Using Immersive Virtual Reality to Explore

	the Learning Performance and Cognitive Load of Students in STEAM Electronic Circuits Learning -- The Application of Mind Map and Cooperative Learning Teaching Method on the Machining Technology Course -- A Pilot Study on Maker Spirit-PBL Innovation and Entrepreneurship Course Design and Effect Evaluation -- Collaborative learning -- Learning management systems -- Distance learning E-learning -- Computing education -- Computational thinking -- Computer engineering education -- Information technology education -- Information science education -- Computational science and engineering education -- Student assessment -- K-12 education -- Informal education -- Computer supported cooperative work -- Intelligent agents.
Sommario/riassunto	This book constitutes the refereed proceedings of the 5th International Conference on Innovative Technologies and Learning, ICITL 2022, held in Porto, Portugal, in August 2022. The 53 full papers presented together with 3 short papers were carefully reviewed and selected from 123 submissions. ICITL focuses on artificial intelligence in education, VR/AR/MR/XR in education, design and framework of learning systems, pedagogies to innovative technologies and learning, application and design of innovative learning.