1.	Record Nr.	UNINA9910483782503321
	Titolo	Transactions on Edutainment XIII / / edited by Zhigeng Pan, Adrian David Cheok, Wolfgang Müller, Mingmin Zhang
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2017
	ISBN	3-662-54395-8
	Edizione	[1st ed. 2017.]
	Descrizione fisica	1 online resource (XI, 304 p. 164 illus.)
	Collana	Transactions on Edutainment, , 1867-7207 ; ; 10092
	Disciplina	794.8
	Soggetti	Optical data processing Computer graphics Artificial intelligence User interfaces (Computer systems) Special purpose computers Computer communication systems Image Processing and Computer Vision Computer Graphics Artificial Intelligence User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems Computer Communication Networks
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Exploring the Museum with a Handheld Projector in Your Own Room -- CPI Learning in Clothing Thermal Computational Design -- Study on Virtual Camera with Preset Shot types based on Composition Aesthetic computing -- A Synthesis Plot of PCP and MDS for the exploration of High Dimensional Time Series Data -- The Wearable Tactile Information Expression System based on Electrotactile Rendering -- Adaptable Behavior Coding Schema for Avatar Interaction in Network Virtual Environment -- A Virtual Music Control System Based on Dynamic Hand Gesture Recognition -- A real-time interactive system based on hand gesture recognition in virtual fitting -- A Robust Rectification Algorithm

for the Vision Navigation System of the Planetary Rover -- Research on interactive dynamic simulation method in virtual medical surgical visualization -- A Distributed Stream Computing Architecture for Dynamic Light-field Acquisition and Rendering System -- Real-time Rendering of Rut Based on Material Point Method -- GPU-based Post-Processing Color Grading Algorithms in Real-time Rendering for Mobile Commerce Service User -- Manifold Ranking for Sketch-Based 3D Model Retrieval -- Design and Simulation of Autonomous Mobile Robots Obstacle Avoidance System -- Depth Map Enhancement with Interaction in 2D-to-3D Video Conversion -- A Collaborative Work System of Urban Management Based on Multi-Agent -- A Vehicle Logo Recognition Approach based on Foreground-background Pixel-Pair Feature -- Content-aware Image Retargeting Using Line-based MLS Deformation -- Visualizing Geospatial Distribution of Pesticide Residue Pollution using Cartogram and Heat Map -- Research on Shot Detection Algorithm of Self-adaptive Dual Thresholds Based on Multi-feature Fusion -- An Indoor Positioning System Based on iBeacon -- Approach of Load Balancing in Network Monitoring -- Method and applications for multiple attribute decision-making based on converting triangular fuzzy numbers into connection numbers -- Local Feature Weighting For Data Classification.

| Sommario/riassunto | This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others. . |