1.	Record Nr.	UNINA9910789673003321
	Autore	Downing F. Gerald <1935->
	Titolo	Making sense in (and of) the first Christian century / / F. Gerald Downing
	Pubbl/distr/stampa	Sheffield, England : , : Sheffield Academic Press, , [2000] ©2000
	ISBN	1-283-19726-X 9786613197269 0-567-37621-4
	Descrizione fisica	1 online resource (275 p.)
	Collana	Journal for the study of the New Testament. Supplement series ; ; 197
	Disciplina	270.1
	Soggetti	Church history - Primitive and early church, ca. 30-600
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references (pages [236]-249) and indexes.
	Nota di contenuto	CONTENTS; Acknowledgments; Abbreviations; Introduction; Chapter 1; 'HONOUR' AMONG EXEGETES; Chapter 2; PERSONS IN RELATION; Chapter 3; FORGIVINGNESS? - OF FORGIVENESS? - OR THE REMISSION OF OFFENCES ?; Chapter 4; THE AMBIGUITY OF 'THE PHARISEE AND THE TOLL COLLECTOR' (LUKE 18.9-14) IN THE GRAECO-ROMAN WORLD OF LATE ANTIQUITY; Chapter 5; THE WOMAN FROM SYROPHOENICIA, AND HER DOGGEDNESS MARK 7.24-31 (MATTHEW 15.21-28); Chapter 6; DEEPER REFLECTIONS ON THE JEWISH CYNIC JESUS; Chapter 7; CYNICS AND CHRISTIANS, OEDIPUS AND THYESTES; Chapter 8; EXILE IN FORMATIVE JUDAISM; Chapter 9 COMMON STRANDS IN PAGAN, JEWISH AND CHRISTIAN ESCHATOLOGIES IN THE FIRST CHRISTIAN CENTURIESChapter 10; CHRISTOLOGICAL REALISM IN PAUL, HEBREWS AND JOHN; Chapter 11; MAGIC AND SCEPTICISM IN AND AROUND THE FIRST CHRISTIAN CENTURY; Chapter 12; INTERPRETATION AND THE 'CULTURE GAP'; Chapter 13; REFLECTING IN THE FIRST CHRISTIAN CENTURY: 1 CORINTHIANS 13.12; Bibliography; Index of References; Index of Authors; Index of Subjects
	Sommario/riassunto	The first Christian century must be approached with careful attention to its cultural and linguistic heterogeneity. It should not simply be assumed that this past 'is a different place, they do things differently

there'. Downing treats the ways in which early Christians tried to 'make things make sense' within their cultures, noting both the similarities and differences between their ways and contemporary ones and stressing the variety of contexts and influences on first-century communication. Downing brings his renowned expertise to bear in illuminating the cultural features of early Christia

2.	Record Nr.	UNINA9910483917103321
	Titolo	Entertainment Computing - ICEC 2015 : 14th International Conference, ICEC 2015, Trondheim, Norway, September 29 - Ocotober 2, 2015, Proceedings / / edited by Konstantinos Chorianopoulos, Monica Divitini, Jannicke Baalsrud Hauge, Letizia Jaccheri, Rainer Malaka
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
	ISBN	3-319-24589-9
	Edizione	[1st ed. 2015.]
	Descrizione fisica	583 s : ill
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 9353
	Disciplina	790.20285
	Soggetti	Microcomputers
		User interfaces (Computer systems)
		Human-computer interaction
		Computer graphics
		Interactive multimedia
		Multimedia systems
		Artificial intelligence
		Personal Computing
		User Interfaces and Human Computer Interaction
		Computer Graphics
		Media Design
		Artificial Intelligence
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.

Nota di contenuto	Computer games -- Serious games for learning -- Interactive games -- Design and evaluation methods for Entertainment Computing; Digital storytelling -- Games for health and well-being -- Digital art and installations; Artificial intelligence and machine learning for entertainment -- Interactive television and entertainment.
Sommario/riassunto	This book constitutes the refereed proceedings of the 14th International Conference on Entertainment Computing, ICEC 2015, held in Trondheim, Norway, in September/October 2015. The 26 full papers, 6 short papers, 16 posters, 6 demos and 6 workshops/tutorial descriptions presented were carefully reviewed and selected from 106 submissions. The multidisciplinary nature of Entertainment Computing is reflected by the papers. They focus on computer games; serious games for learning; interactive games; design and evaluation methods for Entertainment Computing; digital storytelling; games for health and well-being; digital art and installations; artificial intelligence and machine learning for entertainment; interactive television and entertainment.