1. Record Nr. UNISA996409042503316

Autore	Rider Cardanus
Titolo	Riders (1699.) British Merlin [[electronic resource]] : bedeckt with many delightful varieties, and useful verities, : fitting the longitude and latitude of all capacities within the islands of Great Britain's monarchy : and chronological observations of principal note to this year 1699, being the third after bissextile, or leap-year : with notes of husbandry, physick fairs, and marts : and directions and tables to all necessary uses / / made & compiled for his country's benefit, by Cardanus Riders
Pubbl/distr/stampa	London, : Printed by Edw. Jones for the Company of Stationers, 1699
Descrizione fisica	[48] p. : ill
Soggetti	Astrology Almanacs. Ephemerides.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Ms. notes. Reproduction of original in: Yale University Library.

2. Record Nr. UNINA9910484741303321

Autore	Gao Shuo
Titolo	Touch-Based Human-Machine Interaction : Principles and Applications / / by Shuo Gao, Shuo Yan, Hang Zhao, Arokia Nathan
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
ISBN	3-030-68948-4
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (244 pages)
Disciplina	620.8
Soggetti	Cooperating objects (Computer systems) User interfaces (Computer systems) Human-computer interaction Automatic control Robotics Automation Electronics Cyber-Physical Systems User Interfaces and Human Computer Interaction Control, Robotics, Automation Electronics and Microelectronics, Instrumentation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Ambient Touch Interactivities -- Properties of Touch Events -- Touch Detection -- Haptic -- Product Evaluation -- Emerging Applications -- Conclusions and Perspectives.
Sommario/riassunto	This textbook presents a comprehensive treatment of touch technologies, explaining current mainstream and new contact/non-contact based human-machine interactivity (HMI) techniques, which are ubiquitous in modern electronic devices and allow machines to exchange information with users in an efficient and reliable manner. The book provides a detailed study of HMI working principles and practical product examples. Haptic, which has become essential for users to gain immersive experience, is also discussed. The book

concludes with an overview of novel applications enabled by emerging technologies, such as advanced materials, virtual reality and machine learning, providing a roadmap for possible development trends for touch interactivities. The book can be used as a graduate text for students in display and touch interface technology courses in electrical and computer engineering, and a professional reference for researchers, practicing engineers, and product designers workingin broad areas of engineering. Helps students understand the working principles of current touch technologies; Offers design considerations for prototypes and products; Provides seamless connectivity between broad subject areas involved in HMI, including material science, microelectronic circuits, mechanical engineering, and digital signal processing.