| | | |
|---|---|---|
| 1. | Record Nr. | UNINA9910484754403321 |
| | Titolo | Web Engineering : 16th International Conference, ICWE 2016, Lugano, Switzerland, June 6-9, 2016. Proceedings / / edited by Alessandro Bozzon, Philippe Cudré-Mauroux, Cesare Pautasso |
| | Pubbl/distr/stampa | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016 |
| | ISBN | 3-319-38791-X |
| | Edizione | [1st ed. 2016.] |
| | Descrizione fisica | 1 online resource (XXVI, 626 p. 186 illus.) |
| | Collana | Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9671 |
| | Disciplina | 004.678 |
| | Soggetti | Application software |
| | | Information storage and retrieval |
| | | Software engineering |
| | | User interfaces (Computer systems) |
| | | Artificial intelligence |
| | | Information Systems Applications (incl. Internet) |
| | | Information Storage and Retrieval |
| | | Software Engineering |
| | | Computer Appl. in Administrative Data Processing |
| | | User Interfaces and Human Computer Interaction |
| | | Artificial Intelligence |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Includes index. |
| | Nota di contenuto | Web application modelling and engineering -- Human computation and crowdsourcing -- Web applications composition and mashups -- SocialWeb applications -- SemanticWeb -- The Web of Things. |
| | Sommario/riassunto | This book constitutes the refereed proceedings of the 16th International Conference on Web Engineering, ICWE 2016, held in Lugano, Switzerland, in June 2016. The 19 full research papers, 13 short papers, 3 vision papers, 11 demonstrations, 5 posters, 6 PhD Symposium and 4 tutorials presented were carefully reviewed and selected from 120 submissions. The 16th edition of ICWE accepted contributions related to different research areas revolving around Web |

engineering, including: Web application modelling and engineering, Human computation and crowdsourcing, Web applications composition and mashups, SocialWeb applications, SemanticWeb, and, for the first time, also the Web of Things.