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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12983
Disciplina	620.00420285
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer engineering Computer networks Computers Artificial intelligence User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Engineering and Networks Computing Milieux Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Gamification and Application Features for Collaborative Environments -- Questions of incertainty in Cooperative Polls -- Crowd Cognitive Modeling as a Vital Process for Collaborative Disaster Management -- Animated Transitions for Multi-user Shared Large Displays -- A 360-degree video shooting technique that can avoid capturing the camera operator in frame -- Cooperative Digital Humanities: A Methodology -- GBMVis: Visual Analytics for Interpreting Gradient Boosting Machine -- Improvement for Time Series Clustering with the Deep Learning Approach -- Practitioner Experiences and Requirements for Rule

Translation Used for Building Information Model-based Model Checking -- Automatic Data Sheet Information Extraction for Supporting Model-based Systems Engineering -- Integrating 4D simulations and Virtual Reality environments: An innovative prototype -- Collective knowledge management in city planning: Building spatial-cognition ontologies -- Cooperative Dynamic Programmable Devices using Actor Model for Embedded Systems of Microcontrollers from literary works -- SMC: a new strategy based on Software-defined networking to Mitigate the impact of anomalies on cooperative Cloud -- Graph Attention Network based Object Detection and Classification in Crowded Scenario -- Collaborative Filmmaking: Extending the Modes of Working Together by a Digital Platform -- Building a Big Data Oriented Architecture for Enterprise Integration -- Supporting Undo and Redo for Replicated Registers in Collaborative Applications -- Designing Plots for Multiplayer Games with the Use of Graph Transformation Rules -- Graph Rules Hierarchy as a Tool of Collaborative Game Narration Creation -- Calligraphic Drawing for Collaborative Virtual Whiteboard Systems -- Large-Sized Tablet-Based Live Mobile Learning System with a Large Whiteboard Area -- The Potential of Campus Business and Estimated Cost of In-Class Advertising -- Smart, Practical, and Low-Cost Assistant System for Hospital Nutritionists in Times of a Pandemic -- Integrating Chatbot and RPA into enterprise applications based on open, flexible and extensible platforms -- Loan Default Prediction using Artificial intelligence for the Borrow – Lend Collaboration -- Identifying Human Factors for Remote Guidance on Physical Tasks -- Building a Remote Laboratory based on NVIDIA GeForce Experience and Moonlight Streaming -- A Sufficiency Agriculture Learning Platform for the Development of New Agriculturists -- Reproducible improvement of images quality through Nature Inspired Optimisation -- Virtual Learning Tools for Students with Delimited Ability.

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#### Sommario/riassunto

This book constitutes the proceedings of the 18th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2021, held in October 2021. Due to COVID-19 pandemic the conference was held virtually. The 25 full papers and 9 short papers presented were carefully reviewed and selected from 69 submissions. The achievement, progress and future challenges are reported in areas such as health care, industrial design, banking IT systems, cultural activities support, operational maritime cybersecurity assurance, emotion communication, and social network data analytics.

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