1.	Record Nr.	UNISA996546818303316
	Autore	Brooks Anthony L
	Titolo	ArtsIT, Interactivity and Game Creation [[electronic resource]] : 11th EAI International Conference, ArtsIT 2022, Faro, Portugal, November 21-22, 2022, Proceedings / / edited by Anthony L. Brooks
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
	ISBN	9783031289934 9783031289927
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (640 pages)
	Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 479
	Disciplina	700.105
	Soggetti	Telecommunication Application software Signal processing Education Social sciences—Data processing Communications Engineering, Networks Computer and Information Systems Applications Signal, Speech and Image Processing Computer Application in Social and Behavioral Sciences
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Dialogues Between Geometry, Computer Graphics and the Visual Arts (Special session) -- [IN]Musicality: a collection of VR drawings and music as an artistic application of Hybrid Immersive Models -- 2000 eyes: Spherical View of La Fenice di Venezia. A Large-format equirectangular drawing with a gigapixel resolution -- A Comparative Study of Four 3D Facial Animation Methods: Skeleton, Blendshape, Audio-Driven, and Vision-Based Capture -- A Deep Learning-Based Approach for Generating 3D Models of Fluid Arts -- Using off-the-shelf AR and VR software for teaching immersive perspectives to 9th grade students -- Geometrical feature identification of cuneiform signs on micro survey reconstruction -- Games and Gamification -- Digital Game-based Second Language Learning of JLPT N5 & N4 Grammatical

Concepts for Japanese -- CryptoKitties vs. Axie Infinity: Computational Analysis of NFT Game Reddit Discussions -- Preferences of Student in-Game Elements for Implementation in Gamified Learning: a Survey Report -- Design Factors for an Educational Game where Girls and Boys Play Together to Learn Fundamental Programming -- Recreating Gaming Experience Through Spatial Augmented Reality -- IN[The Hate Booth]: a Gamified Installation to Counteract Hate Speech -- A Review of Game Design Techniques for Managing Suspense -- Implementation and Playtesting for a world adventure game's Procedural Content Generation System -- Museums and the Virtual -- Engaging Museum Visitors with AI-Generated Narration and Gameplay -- User experience of a conversational user interface in a museum -- Designing Virtual Guides' Characteristics for Remote Tourism in the Arctic -- User Experience in Virtual Museum - Evaluating Assassin's Creed Odyssey: Discovery Tour -- VR Diet Museum: A Virtual Experience Designed for Better Learning and Reflection on Eating Habits and Its Effects -- Animation, AI, Books and Behavior -- The Impact of hybrid animation on the future of Animation -- Investigation of the Relationship between Artworks and Real Objects Using AI and Psychological Experiment -- Transmediation Of The Illustrated Children's Book «Goodnight Moon»: A Web-based Traditional Animation -- Analysis of Affective Behavior in the Artistic Installation Moviescape -- Fate, Death and marketing. Is a book the same product as yogurt or a car? -- The singing bridge: sonification of a stress-ribbon footbridge -- Shadow Display Design Concepts for AI Enhanced Environments -- Fluency, Fashion, Emotion and Play -- Designing a multilingual, multimodal and collaborative platform of resources for higher education -- Desiring Machines and Affective Virtual Environments -- Development of Art Fashion by Integrating Art and Digital Textile Printing -- Developing Playful and Tangible Approaches to the Gap Between Academia and Civil Society: Inclusion and Access through Participatory Action-Research -- Movement, Film and Audio -- PirouNet: Creating Dance through Artist-Centric Deep Learning -- Simulating Idiosyncratic Movement Qualities -- Audial Kinetics and the Disembodied Voice -- Banging interaction in ubiquitous music -- Motion capture as a tool of empowerment for female main characters -- Next Level Choreography: Applying a Transformer Network to Generate Improvised Dance Motions -- Customising the Interactive Film -- Synaesthetic Sound Design in Virtual Reality -- Questioning Potentials of the Electrorganic aFrame in Music Therapy: Two client case studies with a single Music Therapist -- Enabling Genuine Connections in a Digital Learning Environment for Students Through Information Communication Technologies -- Designing an Interactive 2-Level Circular Algorithm to Visualize and Support Collaboration in Science -- Cross-Sections Between Geometric Patterns of the Past and the Generative Arts of Today -- The Resurrection of Art and Human Dignity MAGNETS case study -- Touchy Tap: a Slow Technology for Shared Reflections on Water Consumption -- Shadows as Ambient Displays - a Design Space.

| Sommario/riassunto | This book constitutes the refereed post-conference proceedings the 11th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2022 which was held in Faro, Portugal, November 21-22, 2022. The 45 revised full papers presented were carefully selected from 118 submissions. The papers are thematically arranged in the following sections: Dialogues Between Geometry, Computer Graphics and the Visual Arts; Games and Gamification; Museums and the Virtual; Animation, AI, Books and Behavior; Fluency, Fashion, Emotion and Play; Movement, Film and Audio. |

2. Record Nr.	UNINA9910522569603321
Titolo	Orchestration of Learning Environments in the Digital World / / edited by Dirk Ifenthaler, Pedro Isaías, Demetrios G. Sampson
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	9783030909444
	3030909441
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (323 pages)
Collana	Cognition and Exploratory Learning in the Digital Age, , 2662-5636
Disciplina	371.33
	371.334
Soggetti	Educational technology
	Educational psychology
	Digital Education and Educational Technology
	Educational Psychology
	Ensenyament assistit per ordinador
	Tecnologia educativa
	Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I – Learning Environments Focussed on Schools -- Chapter 1.– Adaptive exercises and formative assessment for english remedial action -- Chapter 2 – Learning How To Use A Digital Workbench: Guided Or Explorative? -- Chapter 3 – Longitudal Co-Teaching Projects - Scoping Review -- Part II – Learning Environments Focussed on Higher Education and Further Education -- Chapter 4 – Characterizing Personal Educational Goals -- Chapter 5 – A Digital Environment For University Guidance -- Chapter 6 – Examining The Influence Of Cognitive Ability On Situating To A Video Game -- Chapter 7 – "Study Properly" - Digital Support For The Pre-Student Phase -- Chapter 8 – Investigating How Word Clutter And Colour Impact Upon Learning -- Chapter 9 – Evaluating The Spatial Continuity Effects Of Augmented Reality System On Learning Performance And Psychological Factors -- Chapter 10 – Social Robots In Education -- Chapter 11 –

UndergraduateMathematics Students Engaging In Problem-Solving Through Computational Thinking And Programming -- Chapter 12 – Summary Writing With Graphic Organizers In Web-Based Investigative Learning -- Chapter 13 – Interaction Preferences In Digital Learning Environments – Does Gender And Achievement Matter? -- Chapter 14 – Development Of Fill-In Workbook System To Visualize Learning Attitude -- Chapter 15 – Mai Helper - Learning Support System For Time Management Skill Acquisition Using Learning Analytics -- Chapter 16 – The Development And Validation Of A Concept Mapping Emotions Scale (Cm-Es) For University Students. .

Sommario/riassunto	This volume focuses on the implications of digital technologies for educators and educational decision makers that are not widely represented in the literature. The chapters contained in the volume are based on the presentations at the 2020 edition of the CELDA conference and cover multiple developments in the field such as deploying learning technologies, proposing pedagogical approaches and practices to address digital transformation, and presenting case studies of specific technologies and contexts. The chapters form a lively debate and provide a comprehensive analysis of the contribution of learning technologies designed to improve the learning process and the experience of the students as well as to develop key competences.