

1. Record Nr.	UNINA9910481830003321
Autore	Meiger Samuel <1532-1610.>
Titolo	De panvrgia lamiarvm, sagarvm, strigum ac Veneficarum, totiusqve cohortis Magicæ Cacodaemonia libri tres. Dat ys: Nödige vnd nütte vnderrichtinge I. van der Töuerschen geschwinden list vnd geschicklicheit quadt tho donde. II. Vnde, dat Töuerye eine Düuelsche Sünde sy, de wedder alle teyn Gebade Gades strydet. III. Vnde, Wo eine Christlike Ouericheit mit sodanen gemeinen Fienden Minschlikes geschlechtes vmmeghan schöle Dorch Samvelem Meigerivm [[electronic resource]]
Pubbl/distr/stampa	Hamburg, : Hans Binder, 1569-1587, 1587
Descrizione fisica	Online resource ([448] s.)
Lingua di pubblicazione	Tedesco
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Livello bibliografico	Monografia
Note generali	Reproduction of original in Det Kongelige Bibliotek / The Royal Library (Copenhagen).

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Titolo	Human Interaction, Emerging Technologies and Future Systems V : Proceedings of the 5th International Virtual Conference on Human Interaction and Emerging Technologies, IHiet 2021, August 27-29, 2021 and the 6th IHiet: Future Systems (IHiet-FS 2021), October 28-30, 2021, France / / edited by Tareq Ahram, Redha Taiar
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Collana	Lecture Notes in Networks and Systems, , 2367-3389 ; ; 319
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Soggetti	Cooperating objects (Computer systems) User interfaces (Computer systems) Human-computer interaction Industrial design Cyber-Physical Systems User Interfaces and Human Computer Interaction Industrial Design
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Contents -- Human-Computer Interaction -- Human and Machine Trust Considerations, Concerns and Constraints for Lethal Autonomous Weapon Systems (LAWS) -- References -- A Multimodal Approach for Early Detection of Cognitive Impairment from Tweets -- 1 Introduction -- 2 Literature Review -- 3 Proposed Approach -- 4 Results and Discussion -- 5 Conclusion and Future Work -- References -- A Formal Model of Availability to Reduce Cross-Domain Interruptions -- 1 Introduction -- 2 Theoretical Framework -- 3 Approach -- 4 Application of the Model -- 5 Conclusions -- References -- Progressive Intensity of Human-Technology Teaming -- 1 Introduction -- 2 Limits of Human-Technology Bi-polarity Thinking -- 3 Humans and Technology Still Complementary -- 4 Progressive Intensity of Human-Technology Teaming -- 5 Conclusion --

References -- Cultural Difference of Simplified Facial Expressions for Humanoids -- 1 Introduction -- 2 Facial Gestures with the Fewest Numbers -- 2.1 The Style -- 2.2 Patterns of Facial Expression Classification -- 2.3 Facial Expression Patterns Distributed in Mathematical Space -- 3 A Result of Classification and Spatial Distribution of Facial Expressions -- 3.1 Face Distribution in a Three-Dimensional Space -- 3.2 Two Neutral Facial Expressions and Eight Facial Expressions -- 4 Discussion and Conclusion -- References -- "I Think It's Quite Subtle, So It Doesn't Disturb Me": Employee Perceptions of Levels, Points and Badges in Corporate Training -- 1 Introduction -- 2 Related Work -- 3 Methods -- 4 The Gamification Design Flow -- 5 Results -- 5.1 Survey Responses -- 5.2 Interviews -- 6 Discussion -- 7 Conclusion and Further Research -- References -- Escape Rooms: A Formula for Injecting Interaction in Chemistry Classes -- 1 Introduction -- 2 Related Works -- 3 Method -- 3.1 Participants -- 3.2 Materials -- 3.3 Procedure. 4 Chemistry Escape Room Design -- 4.1 General Approach -- 4.2 The Narrative -- 4.3 Challenges Construction -- 4.4 Route Map -- 4.5 Final Rescue -- 5 Results and Discussion -- 6 Conclusions -- References -- Information Dissemination of COVID-19 by Ministry of Health in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Public Communication of Government -- 2.2 Social Media on Government -- 3 Research Method -- 4 Results and Discussion -- 4.1 COVID-19 Information Dissemination Activities -- 4.2 COVID-19 Information Indicators -- 4.3 The Most Frequently Used Words Tweeted by @KemenkesRI -- 4.4 Cluster Analysis of @KemenkesRI -- 5 Conclusion -- References -- Strengthening Mathematical Skills with M-Learning -- 1 Introduction -- 2 Technological Proposal -- 2.1 Develop Skills Around Whole Number Empowerment -- 3 Conclusions -- References -- Understand the Importance of Garments' Identification and Combination to Blind People -- 1 Introduction -- 2 Methodology -- 2.1 Sample -- 2.2 Instrument: Survey - Perception of the Importance in Identifying and Combining Clothing for Blind People -- 3 Results and Analysis -- 3.1 Participants Characterization -- 3.2 Identification of the Type of Disability -- 3.3 Aesthetics and Clothing -- 3.4 Technology -- 3.5 Research and Development -- 4 Final Remarks -- References -- International Employees' Perceptions and UX Design Utilization in Online Learning Development -- 1 Introduction -- 2 Related Research -- 3 Research Design -- 4 Results -- 5 Discussion -- 6 Conclusions -- References -- Iteration of Children with Attention Deficit Disorder, Impulsivity and Hyperactivity, Cognitive Behavioral Therapy, and Artificial Intelligence -- 1 Introduction -- 1.1 Concepts -- 2 Cognitive Behavioral Therapy Steps -- References -- Pros and Cons of Vaccine Program in Indonesia (Social Media Analysis on Twitter) -- 1 Introduction. 2 Literature Review -- 2.1 Twitter for Opinion Mining -- 2.2 The Spread of Opinion on the COVID-19 Period Based on Twitter -- 3 Method -- 4 Result and Discussion -- 4.1 The Opinion Spread on Media Social About Vaccine Program in Indonesia -- 4.2 Pro and Cons Vaccine Program in Indonesia -- 5 Conclusion -- References -- Cyber Risks in Maritime Industry - Case Study of Croatian Seafarers -- 1 Introduction -- 2 Cyber Risk Management -- 3 Results and Discussion of Quantitative Research on the Example of Seafarers Attending Special Education Program -- 4 Conclusion -- References -- Social Challenges to Communication in Digital Environment -- 1 Introduction -- 2 Protests in Bulgaria -- 3 Technology and Protests -- 4 Conclusion -- References -- Effectiveness of Disaster Mitigation Information by National Disaster Relief Agency in Indonesia -- 1 Introduction -- 2

Literature Review -- 2.1 Social Media Twitter as Public Communication for Disaster Mitigation -- 2.2 Disaster Mitigation -- 3 Method -- 4 Results and Discussion -- 4.1 Twitter Social Media Activity About Disaster Mitigation -- 4.2 Effectiveness of Disseminating Disaster Mitigation Information -- 5 Conclusion -- References -- Technology for Governance: Comparison of Disaster Information Mitigation of COVID-19 in Jakarta and West Java -- 1 Introduction -- 2 Literature Review -- 2.1 Technology for Government -- 2.2 Social Media Government and Related Disaster Communication -- 3 Research Methods -- 4 Analysis, Finding and Discussion -- 4.1 Information Topic Intensity on Official Twitter Government -- 4.2 Domination Information Message on @dinkesJKT and @pikobarjabar -- 4.3 Comparison Table of Mitigation Information -- 5 Conclusion, Research Limitations and Recommendations for Further Research -- References -- Social Media as a Tool for Social Protest Movement Related to Alcohol Investments in Indonesia.

1 Introduction -- 2 Literature Review -- 2.1 Social Media in Public Policy -- 2.2 Alcohol Policy -- 3 Research Method -- 4 Results and Discussion -- 4.1 What are the Functions and Links Between Social Media in the Social Protest Movement Regarding Alcohol Investment? -- 4.2 What Kind of Narratives are Circulating on Social Media About Alcohol Investment? -- 5 Conclusion -- References -- Reducing Online Sellers' Opportunistic Behavior: Designing Information Consistency and Information Relevancy -- 1 Introduction -- 2 Literature Review and Hypotheses -- 3 Methodology -- 3.1 Data Collection -- 3.2 Measurement -- 4 Results -- 5 Discussion -- 6 Limitations and Future Study -- References -- Conceptualizing Opportunities and Challenges Relevant to the Inclusion of Humanoid Service Robots in the Context of COVID-19 -- 1 Introduction -- 2 Service Robots (SR) and the COVID-19 Pandemic -- 3 The Anthropomorphism - Opportunities and Challenges -- 4 The Social Exclusion - Opportunities and Challenges -- 5 Conclusion -- References -- Implementing "SIREKAP" Application Based on Election for Improving the Integrity of Election Administrators and Increasing Public Trust -- 1 Introduction -- 2 Literature Review -- 3 Method -- 4 The References Section -- 5 Conclusion -- References -- The Effectiveness of Social Resilience in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Effectiveness of Social Resilience -- 2.2 Social Media as Socialization -- 3 Research Methods -- 4 Results and Discussion -- 4.1 Accuracy of Program Targets -- 4.2 Program Monitoring -- 4.3 Program Socialization -- 4.4 Achieving Program Goals -- 5 Conclusion -- References -- Economic Recovery for Tourism Sector Based on Social Media Data Mining -- 1 Introduction -- 2 Literature Review -- 2.1 Indonesian Tourism During the Covid-19 Pandemic -- 2.2 Social Media as Tourism Recovery. 2.3 Promotion, Price, Facility as Aspects of Tourism Recovery -- 3 Method -- 4 Result and Discussion -- 5 Conclusion -- References -- SHEEN: Set of Heuristics to Evaluate Mobile Applications that Interact with External Equipment -- 1 Introduction -- 2 Methodology -- 2.1 Exploratory Stage -- 2.2 Experimental Stage -- 2.3 Descriptive Stage -- 2.4 Correlation Stage -- 2.5 Selection Stage -- 2.6 Specification Stage -- 2.7 Validation State -- 2.8 Refinement Stage -- 3 Conclusions and Future Work -- References -- Differential Non-autonomous Representation of the Integrative Activity of a Neural Population by a Bilinear Second-Order Model with Delay -- 1 Introduction -- 2 Dictionary of Terms and Problem Statement -- 3 A Characteristic Feature of the BDR Model -- 4 The Rayleigh-Ritz Operator Continuity in the Analysis of Solvability of the BDR Problem -- 5 Conclusion --

References -- Human-Technology Interaction: The Cognitive Hack in the Automatic Speech Recognition Devices -- 1 Introduction -- 2 Psychoacoustic Hiding and Hidden Command -- 3 Human-Computer Interface Design and the Hidden Affordance in ASR Devices -- 4 The Cognitive Hack -- 5 Information Operations in the Digital Voice Community -- 6 Human Dimensions of Cyber Cognitive Hacks in ASR Devices -- 7 Cognitive Security in the ASR Digital Voice Community -- 8 Conclusion -- References -- Participatory Visual Process Analysis of Manual Assembly Processes to Identify User Requirements for Digital Assistance Systems -- 1 Introduction -- 2 Related Work -- 2.1 Manual Assembly Process -- 2.2 Digital Assistance System -- 2.3 Participatory Design in Manufacturing -- 3 Research Gap and Problem Statement -- 4 Research Method -- 5 Results and Validation -- 6 Discussion -- 7 Conclusion and Further Work -- References -- Volume Control Methods to Reduce Audible Discomfort for Watching Videos -- 1 Introduction. 2 Proposed Method.

Sommario/riassunto

This book reports on research and developments in human–technology interaction. A special emphasis is given to human–computer interaction and its implementation for a wide range of purposes such as health care, aerospace, telecommunication, and education, among others. The human aspects are analyzed in detail. Timely studies on human-centered design, wearable technologies, social and affective computing, augmented, virtual and mixed reality simulation, human rehabilitation, and biomechanics represent the core of the book. Emerging technology applications in business, security, and infrastructure are also critically examined, thus offering a timely, scientifically grounded, but also professionally oriented snapshot of the current state of the field. The book gathers contributions presented at the 5th International Conference on Human Interaction and Emerging Technologies (IHiet 2021, August 27–29, 2021) and the 6th International Conference on Human Interaction and Emerging Technologies: Future Systems (IHiet-FS 2021, October 28–30, 2021), held virtually from France. It offers a timely survey and a practice-oriented reference guide to researchers and professionals dealing with design, systems engineering, and management of the next-generation technology and service systems. .
