1. Record Nr.	UNINA9910453810103321
Autore	Kelly Brian E
Titolo	Retribution and eschatology in Chronicles [[electronic resource] /] / Brian E. Kelly
Pubbl/distr/stampa	Sheffield, England, : Sheffield Academic Press, c1996
ISBN	1-281-81375-3
	9786611813758
	0-567-63779-4
Descrizione fisica	1 online resource (289 p.)
Collana	Journal for the study of the Old Testament. Supplement series. ; ; 211
Disciplina	222.606
	222/.606
Soggetti	Eschatology - Biblical teaching
	Retribution - Biblical teaching
	Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [244]-260) and indexes.
Nota di contenuto	Contents; Acknowledgments; Abbreviations; Chapter 1 THE SCOPE OF THIS STUDY; Chapter 2 RETRIBUTION IN CHRONICLES: A SURVEY AND CRITIQUE OF RESEARCH; Chapter 3 EXEGETICAL STUDIES (l): INTRODUCTION AND LEXICAL TERMS; Chapter 4 EXEGETICAL STUDIES (2): NARRATIVE AND CONCLUSION; Chapter 5 THE USE OF SOURCES IN MOTIFS OF REWARD AND PUNISHMENT IN 2 CHRONICLES 10-36; Chapter 6 ESCHATOLOGICAL THOUGHT IN CHRONICLES: A SURVEY AND CRITIQUE OF RESEARCH; Chapter 7 ESCHATOLOGY IN CHRONICLES: AN INTEGRATIVE APPROACH; Chapter 8 SUBSIDIARY THEMES AND MOTIFS IN THE CHRONICLER'S PRESENTATION Chapter 9 CHRONICLES AS THE DEVELOPMENT OF TRADITIONChapter 10 CONCLUSIONS; Appendix: RETRIBUTIVE MOTIFS IN 2 CHRONICLES 10-36; Bibliography; Index of References; Index of Authors
Sommario/riassunto	The Jews who returned from exile in Babylonia to Jerusalem and Judah faced difficult and straitened times, in which the bright hopes of the Restoration had faded. The Chronicler wrote his history partly to encourage his community to have faith in God's ancient promises to David, that better things would come to a penitent people. Although

not often recognized as such, the books of Chronicles belong to the mainstream of biblical teaching on divine grace and hope, as the present study shows by analysing its themes of reward and punishment, and its teaching on the future. It differs significantly

2.	Record Nr.	UNISALENTO991002304239707536
	Autore	Ciranna, Alfonso
	Titolo	Giacomo Manzù : catalogo delle opere grafiche [incisioni e litografie], 1929-1968 : con un'appendice relativa ai libri illustrati con riproduzioni di disegni dell'artista / Alfonso Ciranna
	Pubbl/distr/stampa	Milano, A. Ciranna, 1968
	Descrizione fisica	295 p. : ill ; 36 cm.
	Altri autori (Persone)	Ciranna, Alfonso, author
	Disciplina	760/.0924
	Soggetti	Incisioni - Litografie - Cataloghi
		Manzù, Giacomo
		Manzù, Giacomo
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Bibliografia: p. 289-295.

3.

Record Nr.	UNISALENTO991002019239707536
Autore	Jung, Carl Gustav
Titolo	Gli archetipi e l'inconscio collettivo / Carl Gustav Jung
Pubbl/distr/stampa	Torino : Boringhieri, c1980
Descrizione fisica	XI, 521 p. ; 24 cm.
Collana	Opere di C. G. Jung ; 9*
Soggetti	Archetipo (Psicologia)
	INCONSCIO
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

4.

Record Nr.	UNINA9910580153803321
Titolo	Computers Helping People with Special Needs : 18th International Conference, ICCHP-AAATE 2022, Lecco, Italy, July 11–15, 2022, Proceedings, Part I / / edited by Klaus Miesenberger, Georgios Kouroupetroglou, Katerina Mavrou, Roberto Manduchi, Mario Covarrubias Rodriguez, Petr Penáz
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	3-031-08648-1
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (573 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13341
Disciplina	362.4048
	362.40480285
Soggetti	User interfaces (Computer systems)
	Human-computer interaction
	Application software
	Computer networks
	Computers, Special purpose
	Computer vision
	User Interfaces and Human Computer Interaction
	Computer and Information Systems Applications
	Computer Communication Networks
	Special Purpose and Application-Based Systems

Computer Vision

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Art Karshmer Lectures in Access to Mathematics, Science and Engineering -- Art Karshmer Lectures in Access to Mathematics, Science and Engineering - Introduction to the Special Thematic Session -- Conversion of Multi-Lingual STEM Documents in E-Born PDF into Various Accessible E-Formats -- An Efficient Method to Produce Accessible Contents for Online STEM Education -- Making Equations Accessible in Scientific Documents -- Towards Semantically Enhanced Audio Rendering of Equations -- Accessible Chemical Structural Formulas through Interactive Document Labeling -- Designing an Inclusive and Accessible Mathematical Learning Environment Based on a Theorem Prover -- Developing a Corpus of Hierarchically Classified STEM Images for Accessibility Purposes -- Effective Non-visual Access to Diagrams via an Augmented Natural Language Interface -- Interface for Automatic Tactile Display of Data Plots -- Mobile e-Learning Platform for Audio-Tactile Graphics Presentation -- Digital Solutions for Inclusive Mobility: Solutions and Accessible Maps for Indoor and Outdoor Mobility -- Digital Solutions for Inclusive Mobility: Solutions and Accessible Maps for Indoor and Outdoor Mobility - Introduction to the Special Thematic Session -- Split It Up: Allocentric Descriptions of Indoor Maps for People with Visual Impairment -- Expert Study: Design and Use of Textures for Tactile Indoor Maps with varying Elevation Levels -- ATIM: Automated Generation of Interactive, Audio-Tactile Indoor Maps by Means of a Digital Pen -- An Audio-Tactile System for Visually Impaired People to Explore Indoor Maps -- Supporting Independent Travelling for People with Visual Impairments in Buildings by Harmonizing Maps on Embossed Paper and Pin-Matrix Devices for Accessible Info-Points -- The Accessible Tactile Indoor Maps (ATIM) Symbol Set: A Common Symbol Set for Different Printing Methods -- Indoor Navigation Assistance for Visually Impaired People via Dynamic SLAM and Panoptic Segmentation with an RGB-D Sensor -- Accessible Adaptable Indoor Routing for People with Disabilities -- Monocular Localization Using Invariant Image Feature Matching to Assist Navigation -- Can Route Previews Amplify Building Orientation for People with Visual Impairment -- Implementation and Innovation in the Area of Independent Mobility Through Digital Technologies -- Implementation and Innovation in the Area of Independent Mobility through Digital Technologies - Introduction to the Special Thematic Session -- The Impact of Subjective Technology Adaptivity on the Willingness of Persons with Disabilities to use Emerging Assistive Technologies: A European Perspective -- Towards Personalized Accessible Routing for People with Mobility Impairments -- Traveling to Unknown Buildings: Accessibility Features for Indoor Maps -- Acquiring Surrounding Visual Information without Taking Photo Actively for People with Visual Impairment -- Listening First: Egocentric Textual Descriptions of Indoor Spaces for People with Blindness -- Haptic and DigitalAccess to Art and Artefacts -- Non-Visual Access to an Interactive 3D Map -- Development of Tabletop Models of Internal

Organs for Anatomy Learning to the Visually Impaired -- Semi-Automatic Contour \Gist" Creation for Museum Painting Tactile Exploration -- Inclusive Multimodal Discovery of Cultural Heritage: Listen and Touch -- Accessibility of Co-Located Meetings -- Accessibility of Co-Located Meetings - Introduction to the Special Thematic Session -- Non-verbal Communication and Joint Attention between People with Visual Impairments and the Sighted. Guidelines for Inclusive Conversations in Virtual Realities -- Emotion Recognition - A Tool to Improve Meeting Experience for Visually Impaired -- Pointing, Pairing and Grouping Gesture Recognition in Virtual Reality -- Accessible User Interface Concept for Business Meeting Tool Support Including Spatial and Non-Verbal Information for Blind and Visually Impaired People -- Interactions for Text Input and Alternative Pointing -- Study of User Behaviorwhen Using a List of Predicted Words -- Two-Bar Single-Switch Scanning for Target Selection -- Impact of Using an Eye-Gaze Technology by a Young Adult with Severe Cerebral Palsy Without Speech -- Proposal of \Micro:bit PC" powered by Numeric Key Programming for both Visually Impaired and Sighted Elementary School Students -- Extended Mouth/Tongue Gesture Recognition Module for People with Severe Motor Dysfunction -- Accessible Hands-Free Input Methods for VR Games -- Gaze-Contingent Screen Magni cation Control: A Preliminary Study -- Pardon? An Overview of the Current State and Requirements of Voice User Interfaces for Blind and Visually Impaired Users -- Learning a Head-Tracking Pointing Interface -- Cognitive Disabilities and Accessibility -- Cognitive Disabilities and Accessibility - Introduction to the Special Thematic Session -- First Attempt to an Easy-to-Read Adaptation of Repetitions in Captions -- ACCESS+: Designing a Museum Application for People with Intellectual Disabilities -- Investigating the Usability of Voice Assistant-based CBT for Age-related Depression -- Data-driven User Pro ling and Personalization in Tiimo: Towards Characterizing Time Management Behaviors of Neurodivergent Users of a Scheduling Application -- Voice Assistant-Based CBT for Depression in Students: Effects of Empathy-Driven Dialog Management -- Augmented Reality Game for Children with Autism Spectrum Disorder -- Making Person-Centred Health Care Bene cial for People with Mild Cognitive Impairment (MCI) or Mild Dementia - Results of Interviews with Patients and their Informal Caregivers -- Augmentative and Alternative Communication (AAC): Emerging Trends, Opportunities and Innovations -- Augmentative and Alternative Communication Emerging Trends, Opportunities and Innovations - Introduction to the Special Thematic Session -- Open Licensed AAC in a Collaborative Ecosystem -- Development of a Location and Situation Based Augmentative and Alternative Communication Service -- Augmentative and AlternativeInteraction Service with AI Speakers to Access Home IoT Devices and Internet Services for People with Multiple Disabilities -- Language Accessibility for the Deaf and Hard-Of-Hearing -- Language Accessibility for the Deaf and Hard-Of-Hearing – Introduction to the Special Thematic Session -- Contemporary Assistive Technologies for Students with Hearing Loss in Higher Education -- Comparing the Accuracy of ACE and WER Caption Metrics when Applied to Live Television Captioning Workload Evaluations for Closed Captioners -- Captions User Interface Accessibility in WebRTC -- See-Through Captions in a Museum Guided Tour: Exploring Museum Guided Tour for Deaf and Hard-of-Hearing People with Real-Time Captioning on Transparent Display.

| Sommario/riassunto | The two-volume set LNCS 13341 and 13342 constitutes the refereed proceedings of the Joint International Conference on Digital Inclusion, Assistive Technology, and Accessibility, ICCHP-AAATE 2022. The |

conference was held in Lecco, Italy, in July 2022. The 112 papers presented were carefully reviewed and selected from 285 submissions. Included also are 18 introductions. The papers are organized in the following topical sections: Part I: Art Karshmer Lectures in Access to Mathematics, Science and Engineering; Digital Solutions for Inclusive Mobility: solutions and accessible maps for indoor and outdoor mobility; implementation and innovation in the area of independent mobility through digital technologies; haptic and digital access to art and artefacts; accessibility of co-located meetings; interactions for text input and alternative pointing; cognitive disabilities and accessibility; augmentative and alternative communication (AAC): emerging trends, opportunities and innovations; language accessibility for the deaf and hard-of-hearing. Part II: Digital accessibility: readability and understandability; serious and fun games; internet of things: services and applications for people with disabilities and elderly persons; technologies for inclusion and participation at work and everyday activities; robotic and virtual reality technologies for children with disabilities and older adults; development, evaluation and assessment of assistive technologies; ICT to support inclusive education – universal learning design (ULD); design for assistive technologies and rehabilitation; assistive technologies and inclusion for older people.