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Nota di contenuto	Intro -- Preface -- Contents -- *-1pc Different Aspects of Cognitive Systems -- Methods for Analyzing Cognitive Architecture -- 1 Introduction -- 2 Adaptable Functions -- 3 Symmetry -- 4 Simulation Systems -- 5 Related Work -- 6 Conclusions -- References -- Cognitive Resonance and the Architecture Issues of Cognitive Information Systems -- 1 Introduction -- 2 What Makes CIS and What Is UBMSS? -- 3 UBMSS Versus CIS in Light of Zachman Framework -- 4 Cognitive Infocommunication and Cognitive Information Systems -- 5 Cognitive Mapping Approaches for Research of Cognitive Infocommunication -- 6 The Mental Model for the Carbon Agent -- 7 Reality and Expectations Form CIS in the Enterprise Environment -- 8 Zachman Architecture and Its Cognitive Elements -- 9 Cognitive Infocommunication in the Relation of CIS and Its Architecture -- 10 Conclusions -- References -- Dyspraxia: An Experimental Clinical Model for the Study of the Embodied Cognition -- 1 Introduction -- 2 Essential Aspects of the Embodied Cognition Theory -- 3 Clinical Description -- 4 Sensory Integration in the Dyspractic Child -- 5 The Voluntary Movement -- 6 Dyspraxia and Embodied Mind -- 7 An Extensive Research Program on the Emergence of the Mind from the Body -- References -- *-1pc Exploring the Use and Application of Virtual Reality -- Role of Presence, Memory and Spatial Ability in a Desktop Virtual Reality -- 1 Introduction -- 1.1 Desktop Virtual Reality

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Sommario/riassunto	{And We inspired Musa (Moses) (saying), 'Throw your staff',' and behold! It swallowed up straight away all the falsehoods which they showed.} (Al-A'raf: 117) Why is it that a garden is sometimes green and sometimes yellow? Why is it that the deserts are dry and the mountaintops are covered with snow? Why is it that the color of the sun is like fire when rising and like blood when setti...