

1. Record Nr.	UNINA9910701883403321
Titolo	Camarillo quadrangle, California--Ventura Co. : 7.5-minute series // produced by the United States Geological Survey
Pubbl/distr/stampa	[Reston, Va.] : , : U.S. Department of the Interior, U.S. Geological Survey, , 2012-
Descrizione fisica	1 online resource (maps) : color
Soggetti	Maps. Camarillo (Calif.) Maps Ventura County (Calif.) Maps California Camarillo California Ventura County
Lingua di pubblicazione	Inglese
Formato	Materiale cartografico a stampa
Livello bibliografico	Periodico
Note generali	Relief shown by contours and spot heights. Includes location map and index to adjoining quadrangles.

2. Record Nr.	UNINA9910783943103321
Titolo	Was the Industrial Revolution necessary? // edited by Graeme Donald Snooks
Pubbl/distr/stampa	London ; ; New York : , : Routledge, , 1994
ISBN	1-134-83905-7 1-283-70793-4 1-134-83906-5 0-585-44865-5 0-203-05943-3 9786612777639
Descrizione fisica	1 online resource (170 p.)
Altri autori (Persone)	SnooksG. D (Graeme Donald)
Disciplina	338.09
Soggetti	Industrial revolution Social history
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. 138-149) and index.
Nota di contenuto	BOOK COVER; TITLE; COPYRIGHT; CONTENTS
Sommario/riassunto	Was the Industrial Revolution Necessary? takes an innovative look at this much studied subject. The contributors ask new questions, explore new issues and use new data in order to stimulate interest and elicit new responses. By looking at it from such previously unexplored angles the book brings a new understanding to the Industrial Revolution and opens a new debate.

3. Record Nr.	UNINA9910765482403321
Autore	Mori Hirohiko
Titolo	HCI International 2023 – Late Breaking Papers : 25th International Conference on Human-Computer Interaction, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part III // edited by Hirohiko Mori, Yumi Asahi, Adela Coman, Simona Vasilache, Matthias Rauterberg
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	9783031480447 3031480449
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (485 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14056
Altri autori (Persone)	AsahiYumi ComanAdela VasilacheSimona RauterbergMatthias
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	HCI Design and User Experience -- Cognitive Engineering and Augmented Cognition -- Cultural Issues in Design -- Technologies for the Aging Population -- Accessibility and Design for All -- Designing for Health and Wellbeing -- Information Design, Visualization, Decision-making and Collaboration -- Social Media, Creative Industries and Cultural Digital Experiences -- Digital Human Modeling, Ergonomics and Safety -- HCI in Automated Vehicles and Intelligent Transportation -- Sustainable Green Smart Cities and Smart Industry -- eXtended Reality Interactions -- Gaming and Gamification Experiences -- Interacting with Artificial Intelligence -- Security, Privacy, Trust and Ethics -- Learning Technologies and Learning Experiences -- eCommerce, Digital Marketing and eFinance.
Sommario/riassunto	This seven-volume set LNCS 14054-14060 constitutes the proceedings of the 25th International Conference, HCI International 2023, in

Copenhagen, Denmark, in July 2023. For the HCCII 2023 proceedings, a total of 1578 papers and 396 posters was carefully reviewed and selected from 7472 submissions. Additionally, 267 papers and 133 posters are included in the volumes of the proceedings published after the conference, as “Late Breaking Work”. These papers were organized in the following topical sections: HCI Design and User Experience; Cognitive Engineering and Augmented Cognition; Cultural Issues in Design; Technologies for the Aging Population; Accessibility and Design for All; Designing for Health and Wellbeing; Information Design, Visualization, Decision-making and Collaboration; Social Media, Creative Industries and Cultural Digital Experiences; Digital Human Modeling, Ergonomics and Safety; HCI in Automated Vehicles and Intelligent Transportation; Sustainable GreenSmart Cities and Smart Industry; eXtended Reality Interactions; Gaming and Gamification Experiences; Interacting with Artificial Intelligence; Security, Privacy, Trust and Ethics; Learning Technologies and Learning Experiences; eCommerce, Digital Marketing and eFinance.
