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| 1. Record Nr.           | UNINA9910729894703321   |
| Autore                  | Riposo Julien   |
| Titolo                  | Some Fundamentals of Mathematics of Blockchain // by Julien Riposo  |
| Pubbl/distr/stampa      | Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023   |
| ISBN                    | 3-031-31323-2   |
| Edizione                | [1st ed. 2023.]   |
| Descrizione fisica      | 1 online resource (155 pages)   |
| Disciplina              | 005.74015113  |
| Soggetti                | Mathematics<br>Economics<br>Graph theory<br>General Mathematics<br>Graph Theory   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Nota di bibliografia    | Includes bibliographical references and index.  |
| Nota di contenuto       | I. Blockchain and the Underlying Mathematics -- II. Mathematical Settings of the Blockchain -- III. Digital Signature -- IV. Blockchain Contributors: the Network of Users -- V. Halving and Cycles Theorem -- VI. On Improving the Merkle Trees: the -Trees -- VII. Entropy of Peer-to-Peer Network -- VIII. Applications: Selection of Research Studies -- Conclusion -- References -- Index.-.   |
| Sommario/riassunto      | This book provides a foundation for the mathematics of blockchain. It is inspired by a general analysis and synthesis of the current knowledge of blockchain technology and starts by laying a foundation for the mathematics of blockchain. The aim is for research in the area of blockchain to lead their study from the construction highlighted in this book. First, the basis of a blockchain is set: block, transaction contents, block header, Merkle tree, nonce, Proof-of-Work. Connections with elliptic curves and cryptographic signatures are made. Second, the book ties this with a Graph and Matrix Theories approach and models the peer-to-peer relationship through the Bitcoin Network. Third, it is proposed further modelling, notably around halving, optimal storing, or diffusion of information, which are consequences of the mathematical foundation. The notion of Entropy of Privacy and the Particles model are introduced. Finally, the mathematical statements therein are proven |

and essential reminders can be found before each section, so the content can be accessible from a graduate level.

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| 2. Record Nr.           | UNINA9910947816903321  |
| Titolo                  | Live Performance and Video Games : Inspirations, Appropriations and Mutual Transfers   |
| Pubbl/distr/stampa      | Bielefeld : , : transcript Verlag, , 2024<br>©2024   |
| ISBN                    | 9783839471739<br>3839471737  |
| Edizione                | [1st ed.]  |
| Descrizione fisica      | 1 online resource (269 pages)  |
| Altri autori (Persone)  | HagemannSimon<br>Plutalzabella<br>RockenhausKordula  |
| Disciplina              | 794.8  |
| Soggetti                | Games and technology   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di contenuto       | Cover<br>-- Contents -- subTexte -- Acknowledgements -- Introduction --<br>Live Performance and Video Games: Introduction to an Interdisciplinary<br>Field of Research -- Introduction – Context, intentions, and origins<br>of this volume -- Gamification of live performance -- Crucial<br>turning points in contemporary live performance -- Gamification of<br>society and performance -- Towards a game theatre -- Gaming<br>as performance -- The integration of performance and video<br>games: A question of perspective -- The performative view of<br>games and gaming -- The sections and articles of this volume --<br>References -- Biographies -- Potential and Critique of a Gamified<br>Theatre -- 'It's (Not) Only a Game'... some GameChanging Potentials<br>of GameBased Theatre -- Introduction -- Play as ethos,<br>discipline, training -- Gameplay mechanics in the work of ZUUK and<br>State of the [Art] -- Playing the Game(show): Aesthetics, mechanics, |

care, and caretaking -- Playing together, 'inittogetherness':  
Temporary community and communitas -- Conclusion: Game  
changing play – Translations, transitions, transformations --  
References -- Biographies -- Video Games, Flow, and Immersive  
Theatre: Participatory Arts in the Ultraliberal Era -- Introduction --  
1. The flow state: Toward an optimal, total, and visceral experience

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Sommario/riassunto

This volume explores the intersections of live performance and video games, focusing on how digital technologies influence contemporary theatre practices and performance arts. Edited by Réjane Dreifuss, Simon Hagemann, and Izabella Pluta, the book examines the mutual inspirations and transfers between these mediums. It addresses topics such as gamified theatre, immersive experiences, the dramaturgy of video games, and the use of game technologies in live performances. Contributions from researchers and practitioners provide insights into the evolving narrative forms, participatory arts, and the interplay between physical and virtual realities. Intended for scholars, artists, and students in theatre studies and media arts, the publication aims to promote understanding of the cultural, technological, and performative dynamics shaping this interdisciplinary field.

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