1. Record Nr. UNINA9910739448903321

Autore	Burger John Robert <1940->
Titolo	Brain theory from a circuits and systems perspective : how electrical science explains neuro-circuits, neuro-systems, and qubits / / John Robert Burger
Pubbl/distr/stampa	New York, : Springer, 2013
ISBN	1-4614-6412-9
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (239 p.)
Collana	Springer series in cognitive and neural systems
Disciplina	612.822
Soggetti	Neural circuitry Optical communications
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 and index.
Nota di contenuto	Preface -- 1. Brain Structure -- 2. Brain Architecture For An Intelligent Stream Of Consciousness -- 3. Circuit Elements Required For Neural Systems -- 4. Long Term Memory, Simulated Qubits, Physical Qubits -- 5. Outline of a Cue Editor -- 6. Plans For A Recall Referee -- 7. Arithmetic Using Simulated Qubits -- 8. Long Term Memory Neural Circuits, Fast And Precise -- 9. Neuroquantology, The Ultimate Quest -- 10. The Phase Of The "1" -- Post Script -- Appendix 1 -- Appendix 2 -- Listing Of Sample WinSpice Code.
Sommario/riassunto	Brain Theory From A Circuits And Systems Perspective offers a theory of human consciousness as a natural result of pulsating neurons and synapses within a complex circuit. The book summarizes the electrical, as opposed to the chemical, nature of a brain, and so moves away from customary molecular biology- and biochemistry-focused explanations for consciousness. The book goes beyond the usual structures of artificial neural networks; employing first principles, a particular physical system is synthesized for conscious short term memory, as well as for associative (subconsciously edited) long term memory. It pursues the search for deeper computational power: Where ordinary concepts of logic fail to explain inspired choices concerning artistic appraisal, truth judgment, and understanding, pulsating qubit logic unleashes a fresh avenue for connectivity. Neuroquantology is discussed, including electron tunneling as a regulator of neural

actions, and proposed quantum computing within microtubules. This thought provoking work led the author to reveal neurons with qubit properties, or simulated qubits. Simulated qubits do not require a coherent quantum system, and so remain robust for massively parallel controlled toggling and probabilistic computations. Brain Theory From A Circuits And Systems Perspective is supported with physical circuit examples, end-of-chapter exercises, and neuron simulation experiments, and will be valuable to anyone interested in neuro-circuits, neuro-systems and qubits.

2. Record Nr. UNINA9910140128803321

Titolo	Interactions dans le groupe et apprentissages / / sous la direction de Marie-Anne Hugon et Catherine Le Cunff
Pubbl/distr/stampa	Presses universitaires de Paris Nanterre, 2011 [Place of publication not identified], : Presses universitaires de Paris Ouest, 2011
ISBN	9782821851115 2821851111
Descrizione fisica	1 online resource (178 pages)
Collana	Sciences humaines et sociales
Soggetti	Education Social Sciences Theory & Practice of Education
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Sommario/riassunto	Les échanges oraux entre apprenants au sein de travaux de groupes suscitent depuis longtemps l'intérêt des pédagogues et des chercheurs en sciences humaines intéressés par les apprentissages, en particulier à l'école. En France, les recherches sur les interactions dans les groupes d'apprentissage ont été le plus souvent conduites de façon dispersée. L'objet de cet ouvrage est de confronter les démarches et les modèles

d'analyse des différentes disciplines pour mieux comprendre les dynamiques d'apprentissages qui se développent (ou non) au sein de travaux de groupes. Chemin faisant, il s' agit d' identifier les paramètres affectifs, cognitifs, linguistiques, organisationnels, didactiques et pédagogiques favorisant ces apprentissages. Cet ouvrage s'adresse à la communauté scientifique mais se veut également une contribution à la réflexion des formateurs et des enseignants.

3. Record Nr. UNINA9910357852903321

Titolo	Entertainment Computing and Serious Games : First IFIP TC 14 Joint International Conference, ICEC-JCSG 2019, Arequipa, Peru, November 11–15, 2019, Proceedings / / edited by Erik van der Spek, Stefan Göbel, Ellen Yi-Luen Do, Esteban Clua, Jannicke Baalsrud Hauge
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-34644-7
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XIV, 490 p. 171 illus., 146 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 11863
Disciplina	005.437 4.019 794.81
Soggetti	User interfaces (Computer systems) Human-computer interaction Image processing - Digital techniques Computer vision Computer networks Computers, Special purpose Artificial intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Communication Networks Special Purpose and Application-Based Systems Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa

Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	This book constitutes the refereed proceedings of the First IFIP TC 14 Joint International Conference on Entertainment Computing and Serious Games, ICEC-JCSG 2019, held in Arequipa, Peru, in November 2019. The 26 full papers, 5 short papers, and 16 poster, demonstration, and workshop papers presented were carefully reviewed and selected from 88 submissions. They cover a large range of topics at the multidisciplinary intersection of design, art, entertainment, interaction, computing, psychology, and numerous serious application domains. The papers are organized in the following topical sections: mixed reality; virtual reality; entertainment algorithms; game design and development; interaction technologies; measurement and effects; and serious game applications. .