

1. Record Nr.	UNINA9910765744003321
Autore	Smarandache Florentin
Titolo	Algebraic Structures of Neutrosophic Triplets, Neutrosophic Duplets, or Neutrosophic Multisets: Volume 1 / Florentin Smarandache, Xiaohong Zhang, Mumtaz Ali
Pubbl/distr/stampa	Basel, Switzerland : , : MDPI, , 2019
ISBN	9783038973850 3038973858
Descrizione fisica	1 online resource (1 p.)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Neutrosophy (1995) is a new branch of philosophy that studies triads of the form $(, ,)$, where $is an entity \{i.e. element, concept, idea, theory, logical proposition, etc.\}$, $is the opposite of$, while $is the neutral (or indeterminate) between them, i.e., neither nor$. Based on neutrosophy, the neutrosophic triplets were founded, which have a similar form $(x, neut(x), anti(x))$, that satisfy several axioms, for each element x in a given set. This collective book presents original research papers by many neutrosophic researchers from around the world, that report on the state-of-the-art and recent advancements of neutrosophic triplets, neutrosophic duplets, neutrosophic multisets and their algebraic structures - that have been defined recently in 2016 but have gained interest from world researchers. Connections between classical algebraic structures and neutrosophic triplet / duplet / multiset structures are also studied. And numerous neutrosophic applications in various fields, such as: multi-criteria decision making, image segmentation, medical diagnosis, fault diagnosis, clustering data, neutrosophic probability, human resource management, strategic planning, forecasting model, multi-granulation, supplier selection problems, typhoon disaster evaluation, skin lesion detection, mining algorithm for big data analysis, etc.

2. Record Nr.	UNISA996635664503316
Autore	Marcus Aaron
Titolo	HCI International 2024 – Late Breaking Papers : 26th International Conference on Human-Computer Interaction, HCII 2024, Washington, DC, USA, June 29 – July 4, 2024, Proceedings, Part VII // edited by Aaron Marcus, Elizabeth Rosenzweig, Marcelo M. Soares, Pei-Luen Patrick Rau, Abbas Moallem
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783031768217 3031768213
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (425 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15380
Altri autori (Persone)	RosenzweigElizabeth SoaresMarcelo M RauPei-Luen Patrick MoallemAbbas
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	User Experience Design and Evaluation: Novel Approaches and Case Studies: Toward Individual Displays, the Role of Color Vision -- Improving the Understandability and Actionability of Clinical Notes to Support Self-Care in Patients with a Chronic Disease: A Pilot Study Applies Survey and Eye-Tracking Approach -- User Participatory In-Vehicle Gesture Interaction Design Based on Electric Vehicles -- Optimized User Experience for Labeling Systems for Predictive Maintenance Applications -- A Quantitative Study of the Impact of Icon Complexity on Users' Sense of Control.-A Computational Aesthetic Design Science Study on Online Video Based on Triple-Dimensional Multimodal Analysis -- Strategies for Creating Self-Avatars: Can Avatars be a Means of Self-Presentation? -- A Comparative Heuristic Evaluation of Kadi4Mat Through Human Evaluators and GPT-4 -- A

Usability Investigation of Parallax Scrolling for Web Pages -- Understanding and Enhancing the Usability of MCCD Forms: A Human-Centered Design Approach -- Serious Games Beyond Entertainment and Learning: An Evaluation Methodology for Assessing Awareness Raising, Empathy, and Social Change -- Assessing the Usability of GIS and Emergency Management Software: A Meta-Analysis of User Experience Methodologies Using Natural Language Processing -- Transforming User Experience through Extended Reality and Conversational AI: A Systematic Review -- Designing User Interface for Color Association Analysis Tool -- Exploring the Style Images of Complex Products with Exposed Structures: Taking aero-engines as an Example -- Video2Comic: A Dynamic Comic Editor with Video Clips -- Research on the Subway Social Design of Single Youths in Shanghai. Safety, Security and Privacy: Toward an Interdisciplinary Method for Ecosystem Architecture-Guided Regulatory Reasoning -- A Method Based on Recognition of Emotional Expressions, Behavior, and Objects for Security Monitoring in Educational Environments -- Multi-Role Actors and Rebounding Effects Across User Interfaces - Exploring Big Tech's Privacy Scandals and GDPR Limitations in Data Ecosystems -- Development of a Mobile Banking Risk Assessment Model: A Usability Perspective -- The Clash of Service Provider and Service User Expectations: How Causal Models Highlight Stakeholder Data-Protection Tussles -- Legal, Technical and User Perspectives on the Right to Modify -- A Cross-Cultural Investigation for How Safety Artefacts Impact Security Perception -- Assessing Ethical Risks in Smart Environment Use Cases: A ForSTI Methodological Approach -- Peering into the Algorithmic Cosmos: A Narrative Game for Demystifying Privacy Data Circulation -- Understanding and Fighting Scams: Media, Language, Appeals and Effects.

Sommario/riassunto

This nine-volume set LNCS 15473-15482 constitutes the proceedings of the 26th International Conference, HCI International 2023, in Washington, DC, USA, in June/July 2024. For the HCCII 2024 proceedings, a total of 1271 papers and 309 posters was carefully reviewed and selected from 5108 submissions. Additionally, 222 papers and 104 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 Theories, Methods and Tools; Multimodal Interaction; Interacting with Chatbots and Generative AI; Interacting in Social Media; Fintech, Consumer Behavior and the Business Environment; Design for Health and Wellbeing; Ergonomics and Digital Human Modelling; Virtual Experiences in XR and the Metaverse; Playing Experiences; Design for Learning; New Cultural and Tourism Experiences; Accessibility and Design for All; Design for Older Adults; User Experience Design and Evaluation: Novel Approaches and Case Studies; Safety, Security and Privacy; HCI in Automated Vehicles and Automotive; HCI in Aviation, Transport and Safety; Human-Centered AI; AI for Decision Making and Sentiment Analysis.
