1. Record Nr. UNINA9910770252503321 Autore Shetty N. R Titolo Advances in Computing and Information: Proceedings of ERCICA 2023, Volume 1 / / edited by N. R. Shetty, N. H. Prasad, N. Nalini Singapore:,: Springer Nature Singapore:,: Imprint: Springer,, 2024 Pubbl/distr/stampa 981-9976-22-7 **ISBN** Edizione [1st ed. 2024.] Descrizione fisica 1 online resource (646 pages) Collana Lecture Notes in Electrical Engineering, , 1876-1119; ; 1104 Altri autori (Persone) PrasadN. H NaliniN Disciplina 621.382 Soggetti Telecommunication Computational intelligence Computer networks Communications Engineering, Networks Computational Intelligence Computer Communication Networks Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia

of Fictionality -- "A Semiverse of Games -- The Game in the Context of Social Dramaturgy -- Culture and Life as Gameplay Experiences: Theological point of view -- The Social Function of Toy Models in Games of Science -- Constitutive Rules of Artificial Games and Natural Conventions of Ordinary Behavior -- Psychological Portrait of a Modern Young Gambler -- Identity strategies in the space of massively multiplayer online role-playing games (MMORPG) -- Beginning of the Gaming Era, Parental Controls and Technical Acumen -- Modern Initiation Practices: Gaming Technologies Application -- The Recursive Paradigm And Semiotic Models Of Games in Third-order Technical Cybernetics -- Liability In The World Of Games: The Interaction Of Positive And Soft Law -- Part II: Cities and Societies, Organization and

Nota di contenuto

Cooperation -- Communications Using Gamification For The Implementation Of Urban Projects -- The Best City Left": City 17 in The Half Life 2 Game Universe and The Transformation of The City Image of The Future -- Issues of city management in the context of game theory

Part I: Games of Life -- Games of Existence: The Digital Transformation

-- Possibilities for Applications of Game Theory in Relation to Land Use -- Play and Labour - Some Conceptual Remarks on Gamification in the Context of Manual Work -- Gamification in the Personnel Management of a Self-Learning Organization -- Gamification in Industry: Simulation-Game Modeling of Production Processes -- Improving Gamification Technology in Corporate Training in the Legal Industry --The Role Of Gamification In Human Resources Brand Development --Part III: Edutainment and Gamification -- Compatibility of Edutainment and Traditional Methods in the University's Educational Environment --The Immersive Approach and Gamification: New Forms of Educational Technologies through Games -- Edutainment as a New Educational Technology: A Comparative Analysis -- Gamification in Education: A Literature Review -- The Role of Game Practices in the Model University of the Future -- The Role of Game-Based Assessment for the Enhancement of Learning -- Game-based Assessment of 21st Century Skills: Communication And Creative Thinking in Foreign Language Education -- Gamification Techniques in Massive Open Online Courses: Challenges and Opportunities -- Improving Speaking And Listening Skills: An Educational Eco-system for Foreign Languages Teaching In Higher Education -- Digital Game-based Language Teaching in Russian University Settings: Beliefs and Constraints -- Teaching Gamification in a Virtual Learning Environment.

Sommario/riassunto

This book presents the proceedings of the International Conference on Emerging Research in Computing, Information, Communication and Applications (ERCICA) 2023. The conference provides an interdisciplinary forum for researchers, professional engineers and scientists, educators and technologists to discuss, debate and promote research and technology in the upcoming areas of computing, information, communication and their applications. Some of the topics include the Internet of Things (IoT), wireless communications, image and video processing, parallel and distributed computing, and smart grid applications, among others. The book discusses these emerging research areas, providing a valuable resource for researchers and practicing engineers alike.