

1. Record Nr.	UNINA9910777855303321
Autore	Wittes Benjamin
Titolo	Starr [[electronic resource]] : a reassessment / / Benjamin Wittes
Pubbl/distr/stampa	New Haven, [CT], : Yale University Press, c2002
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Descrizione fisica	1 online resource (1 online resource (xvii, 251 p.))
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Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references (p. [203]-241) and index.
Nota di contenuto	Front matter -- Contents -- Preface -- chapter 1: Images of Starr -- chapter 2: Taming the Statute -- chapter 3: The Truth Commission and Whitewater -- chapter 4: The Truth Commission and Monica -- chapter 5: Separating Truth From Justice -- Notes -- Index
Sommario/riassunto	How is Kenneth Starr's extraordinary term as independent counsel to be understood? Was he a partisan warrior out to get the Clintons, or a savior of the Republic? An unstoppable menace, an unethical lawyer, or a sex-obsessed Puritan striving to enforce a right-wing social morality? This book is the first serious, impartial effort to evaluate and critique Starr's tenure as independent counsel. Relying on lengthy, revealing interviews with Starr and many other players in Clinton-era Washington, Washington Post journalist Benjamin Wittes arrives at a new understanding of Starr and the part he played in one of American history's most enthralling public sagas. Wittes offers a subtle and deeply considered portrait of a decent man who fundamentally misconstrued his function under the independent counsel law. Starr took his task to be ferreting out and reporting the truth about official misconduct, a well-intentioned but nevertheless misguided distortion of the law, Wittes argues. At key moments throughout Starr's probe--from the decision to reinvestigate the death of Vincent Foster, Jr., to the repeated prosecutions of Susan McDougal and Webster Hubbell to

the failure to secure Monica Lewinsky's testimony quickly--the prosecutor avoided the most sensible prosecutorial course, fearing that it would compromise the larger search for truth. This approach not only delayed investigations enormously, but it gave Starr the appearance of partisan zealotry and an almost maniacal determination to prosecute the president. With insight and originality, Witten provides in this account of Starr's term a fascinating reinterpretation of the man, his performance, and the controversial events that surrounded the impeachment of President Clinton.

2. Record Nr.	UNINA9910544846503321
Autore	Wolfel Matthias
Titolo	ArtsIT, Interactivity and Game Creation : Creative Heritage. New Perspectives from Media Arts and Artificial Intelligence. 10th EAI International Conference, ArtsIT 2021, Virtual Event, December 2-3, 2021, Proceedings / / edited by Matthias Wölfel, Johannes Bernhardt, Sonja Thiel
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	3-030-95531-1
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (474 pages)
Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 422
Disciplina	006.7 700.105
Soggetti	Telecommunication Computer networks Artificial intelligence User interfaces (Computer systems) Human-computer interaction Communications Engineering, Networks Computer Communication Networks Artificial Intelligence User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di contenuto

Media Arts and Virtual Reality -- Digital art and dissipative structures -- Web-Mindscape and REFLEXION – In Sync/Out of Sync – : Biofeedback and Physical Computing in Inter active New Media Art -- NerveLoop: Visualization as Speculative Process to Explore Abstract Neuroscientific Principles through New Media Art Anton Dragan Maslic -- Influence of Visual Appearance of Agents on Presence, Attractiveness, and Agency in Virtual Reality -- Reconstructing Facial Expressions of HMD Users for Avatars in VR -- Tackling online hate speech? Play Your Role! -- Dynamic Suspense Management Through Adaptive Gameplay -- Toward Injury-Aware Game Design -- Mental Jam: A Pilot Study of Video Game Co-creation for Individuals with Lived Experiences of Depression and Anxiety -- Statistical Models for Predicting Results in Professional League of Legends -- Real-time Dynamic Digital Scenography: An Electronic Opera as a Use Case -- The lost film Pontianak (1957) as a case study to evaluate different strategies of performance capture for virtual heritage -- Considering Authorial Liberty in Adaptive Interactive Narratives -- Towards Inclusive and Interactive Spaces for Breakdancing -- Collaboration, Inclusion and Participation -- Creative collaboration with the “brain” of a search engine: Effects on cognitive stimulation and evaluation apprehension -- Designing Mobile Tasks to Improve Art Description Accessibility for People with Visual Impairments -- Promoting Social Inclusion Around Cultural Heritage Through Collaborative Digital Storytelling -- Resonant Webs: an international online collaborative arts performance for individuals with and without a disability -- Facilitating Mixed Reality Public Participation for Modern Construction Projects: Guiding Project Planners with a Configurator -- Artificial Intelligence in Art and Culture -- AI in Art: Simulating the Human Painting Process -- Unusual Transformation: A Deep Learning Approach to Create Art -- Synthography – An invitation to reconsider the rapidly changing toolkit of digital image creation as a new genre beyond photography -- Contextual storytelling using machine learning representations of sound and music -- Questions and answers: Important steps to let AI chatbots answer questions in the museum -- Poetic Automatisms: A Comparison of Surrealist Automatisms and Artificial Intelligence for Creative Expression -- Approaches and Applications -- Design Patterns of Health Animation – Scaling pattern Languages Into a New Domain -- The Effect of Characters’ Locomotion on Audience Perception of Crowd Animation -- Information presentation in autonomous shuttle busses: - What and how? -- AI Assisted Design of Sokoban Puzzles using Automated Planning -- Logo Generation Using Regional Features: A Faster R-CNN Approach to Generative Adversarial Network -- User Study on the Effects of Explainable AI Visualizations on Non-Experts.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings of the 10th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2021 which was held in December 2021. Due to COVID-19 pandemic the conference was held virtually. The 31 revised full papers presented were carefully selected from 57 submissions. The papers are thematically arranged in the following sections: Media Arts and Virtual Reality; Games; Fusions; Collaboration, Inclusion and Participation; Artificial Intelligence in Art and Culture; Approaches and Applications.