

1. Record Nr.	UNINA9910783457203321
Titolo	Post-nationalist American studies [[electronic resource] /] / edited by John Carlos Rowe
Pubbl/distr/stampa	Berkeley, Calif., : University of California Press, c2000
ISBN	1-59734-826-0 0-520-92526-2 1-282-75885-3 9786612758850
Descrizione fisica	1 online resource (273 p.)
Altri autori (Persone)	RoweJohn Carlos
Disciplina	973
Soggetti	Nationalism - Study and teaching - United States Cultural pluralism - Study and teaching - United States United States Civilization Study and teaching United States Civilization 1970- Study and teaching United States Ethnic relations Study and teaching United States Race relations Study and teaching
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	Front matter -- Contents -- Preface -- Introduction -- Post-Nationalism, Globalism, and the New American Studies -- Creating the Multicultural Nation -- Rethinking (and Reteaching) the Civil Religion in Post-Nationalist American Studies -- Foreign Affairs -- Making Comparisons -- Race, Nation, Equality -- Joaquín Murrieta and the American 1848 -- My Border Stories -- How Tiger Woods Lost His Stripes -- List of Contributors -- Index
Sommario/riassunto	Post-Nationalist American Studies seeks to revise the cultural nationalism and celebratory American exceptionalism that tended to dominate American Studies in the Cold War era. The goal of the book's contributors is a less insular, more trans-national, comparative approach to American Studies, one that questions dominant American myths rather than canonizes them. Articulating new ways to think about American Studies, these essays demonstrate how diverse the

field has become. Contributors are concerned with cross-cultural communication, race and gender, global and local identities, and the complex tensions between symbolic and political economies. Their essays explore, among other topics, the construction of "foreign" peoples and cultures; the notion of borders-territorial, racial, economic, and sexual; the "multilingual reality" of the United States; the place of the Mexican-American War in U.S. history; and the significance of Tiger Woods in today's global market of consumption. Together, the essays propose a renewed vision of the United States' role in the world and how American Studies scholarship can address that vision. Each contributor includes a sample syllabus showing how the issues discussed in individual essays can be brought into the classroom.

2. Record Nr.	UNINA9910746081003321
Autore	Brooks Eva
Titolo	Virtual Reality Games for Rehabilitation // edited by Eva Brooks, David J. Brown
Pubbl/distr/stampa	New York, NY : , : Springer New York : , : Imprint : Springer, , 2023
ISBN	9781071633717 1071633716
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (279 pages)
Collana	Virtual Reality Technologies for Health and Clinical Applications, , 2199-4692
Altri autori (Persone)	BrownDavid J
Disciplina	610.285
Soggetti	Medical sciences Neuropsychology Application software Physical therapy Occupational therapy Clinical health psychology Health Sciences Computer and Information Systems Applications Physiotherapy Occupational Therapy Health Psychology Realitat virtual Jocs Rehabilitació Neuropsicologia Teràpia ocupacional Fisioteràpia

Psicologia mèdica
Llibres electrònics

Lingua di pubblicazione

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Monografia

Nota di contenuto

Preface -- Introduction -- 1. Games for stroke rehabilitation an overview -- 2. A Framework for Designing Tabletop Games in Group-based Motor Rehabilitation -- 3. The Role of VR Simulation and Game Technology in the Understanding and Treatment of Visual Impairments -- 4. Methodology for the Co-Design of shared VR environments with adults with developmental and intellectual disabilities using the Oculus Quest -- 5. Amplifying Ability: Engaging Young People with Autism Spectrum Disorders through Gesture, Movement and Sound Technologies -- 6. Investigating the Effectiveness of Paper-Based and Computer-Presented Social Stories for Children with Autism Spectrum Conditions in an Autism-Specific Special School -- 7. A Colour-Coded Analysis of Movement Dynamics Associated to Potentials of Motion-Based Commercial Games to Supplement Training of Patients Diagnosed with Fibromyalgia Syndrome -- 8. The design, development, and evaluation of an accessible serious gaming system for children with cerebral palsy -- 9. Designing a general open authorable digital ecosystem for educational games to support special learning needs -- 10. How does the alteration of an avatar's proportions affect experience and performance when controlling it? -- 11. Video Games for Players with Visual Disabilities.

Sommario/riassunto

This volume focuses on games to manage and facilitate rehabilitation. It emphasizes user practice, attitudes, and experience, and their changing place within developing rehabilitation frameworks. It looks at how users have adopted, integrated, and innovated with games to facilitate rehabilitation. Topics include game technology, game design and accessibility, web-based technologies vs pervasive and mobile technologies, social and collaborative aspects, and rehabilitative outcome. Games for rehabilitation are gaining interest from different communities such as medicine, psychology, and rehabilitation. A distinction can be made between games specifically made for rehabilitative purposes and games made for the general public but that are used in rehabilitation as well. Games have allowed the building of new/complementary forms for rehabilitation and offered new options to produce rehabilitative activities and experiences.