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| 1. Record Nr. | UNINA9910791163903321 |
| Titolo | Ireland : : Detailed Assessment of Observance of Basel Core Principles for Effective Banking Supervision |
| Pubbl/distr/stampa | Washington, D.C. : , : International Monetary Fund, , 2014 |
| ISBN | 1-4983-5949-3 1-4983-0426-5 1-4983-7985-0 |
| Descrizione fisica | 1 online resource (284 p.) |
| Collana | IMF Staff Country Reports |
| Disciplina | 332.109417 |
| Soggetti | Banks and banking - State supervision - Ireland Banks and Banking Money and Monetary Policy Finance: General Banks Depository Institutions Micro Finance Institutions Mortgages Financing Policy Financial Risk and Risk Management Capital and Ownership Structure Value of Firms Goodwill Monetary Policy, Central Banking, and the Supply of Money and Credit: General Financial Institutions and Services: Government Policy and Regulation General Financial Markets: Government Policy and Regulation Banking Financial services law & regulation Monetary economics Finance Credit Credit risk Market risk Operational risk Money Financial regulation and supervision Stress testing |

Financial sector policy and analysis
Banks and banking
Financial risk management
State supervision
Ireland

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| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di contenuto | Cover; CONTENTS; GLOSSARY; INTRODUCTION; INFORMATION AND METHODOLOGY USED FOR ASSESSMENT; BOX; 1. The 2012 Revised Core Principle; INSTITUTIONAL AND MARKET STRUCTURE - OVERVIEW; PRECONDITIONS FOR EFFECTIVE BANKING SUPERVISION; A. Macroeconomic Overview; B. Overview of the Banking Sector; C. Bank Resolution; D. Accounting and Auditing; E. Payment Systems Framework in Ireland; F. Trade in Irish Securities; G. Financial Safety Net (Deposit Insurance); H. Exceptional Liquidity Assistance (ELA); I. Recovery and Resolution; SUMMARY OF THE RESULTS A. Summary Compliance with the Basel Core Principles DETAILED ASSESSMENT; A. Detailed Assessment of Compliance with the Basel Core Principles; B. Prudential regulations and requirements; RECOMMENDED ACTIONS; A. Recommended Actions to Improve Compliance with the Basel Core Principles; AUTHORITIES' RESPONSE TO THE ASSESSMENT |
| Sommario/riassunto | This Detailed Assessment of Observance of Basel Core Principles for Effective Banking Supervision on Ireland reflects the regulatory and supervisory framework in place as of the date of the assessment. This assessment has been prepared according to the Revised Core Principles Methodology issued by the Basel Committee of Banking Supervision (BCBS). The Irish authorities chose to be assessed against the Essential and Additional Criteria but to be graded against only the Essential Criteria. Although there is no observed interference, the legislation provides for the approval of the Minister for Finance for: setting the levy structure to fund supervision, denying a license application, involuntary revocation of a banking license. The Central Bank of Ireland (CBI) undertakes supervisory activities to understand the overall structure of the banking group for which it is ultimately responsible and supervises and monitors material activities (including nonbanking activities conducted by entities in the wider group, both domestic and cross-border. |

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| 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 Automatism: A Comparison of Surrealist Automatism 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 buses: - 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.
