

1. Record Nr.	UNISA996465613903316
<b>Titolo</b>	Foundations of augmented cognition : neuroergonomics and operational neuroscience ; 5th international conference, FAC 2009, held as part of HCI International 2009, San Diego, CA, USA, July 19-24, 2009 : proceedings / / Dylan D. Schmorow, Ivy V. Estabrooke, Marc Grootjen (editors)
<b>Pubbl/distr/stampa</b>	Berlin ; ; Heidelberg : , : Springer, , [2009] Â©2009
<b>ISBN</b>	3-642-02812-8
<b>Edizione</b>	[1st ed. 2009.]
<b>Descrizione fisica</b>	1 online resource (859 p.)
<b>Collana</b>	Lecture Notes in Artificial Intelligence ; ; 5638
<b>Classificazione</b>	DAT 610f DAT 758f PHY 825f SS 4800
<b>Disciplina</b>	004.019
<b>Soggetti</b>	Human-computer interaction
<b>Lingua di pubblicazione</b>	Inglese
<b>Formato</b>	Materiale a stampa
<b>Livello bibliografico</b>	Monografia
<b>Note generali</b>	Description based upon print version of record.
<b>Nota di bibliografia</b>	Includes bibliographical references and index.
<b>Nota di contenuto</b>	Understanding Human Cognition and Behavior in Complex Tasks and Environments -- Cognitive Modeling, Perception, Emotion and Interaction -- Cognitive Load and Performance -- Electroencephalography and Brain Activity Measurement -- Physiological Measuring -- Augmented Cognition in Training and Education -- Brain-Computer Interfaces -- Rehabilitation and Cognitive Aids.
<b>Sommario/riassunto</b>	The 13th International Conference on Human–Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human–Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social

Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight the human aspects of the design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.

2. Record Nr.	UNINA9910792018403321
Autore	Wolf Mark J. P
Titolo	Building imaginary worlds : the theory and history of subcreation / / Mark J. P. Wolf
Pubbl/distr/stampa	New York ; ; Oxfordshire, England, : Routledge, c2012 New York ; ; Oxfordshire, England : , : Routledge, , 2012
ISBN	1-136-22081-X 0-203-09699-1
Descrizione fisica	1 online resource (409 p.)
Disciplina	801/.92
Soggetti	Creation (Literary, artistic, etc.) Imaginary societies - Authorship Fiction - History and criticism - Theory, etc
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	Cover; Title Page; Copyright Page; Dedication; Table of Contents; List of Figures; Acknowledgements; Introduction; World-building as a Human Activity; Toward a Theory of Imaginary Worlds; 1 Worlds within the World; The Philosophy of Possible Worlds; Imagination, Creation, and Subcreation; Degrees of Subcreation; Story vs. World: Storytelling and

World-building; Invention, Completeness, and Consistency; Invention; Completeness; Consistency; Immersion, Absorption, and Saturation; World Gestalten: Ellipsis, Logic, and Extrapolation; Catalysts of Speculation

Connecting the Secondary World to the Primary World2 A History of Imaginary Worlds; Transnarrative Characters and Literary Cycles; The Mythical and Unknown World; Travelers' Tales and the Age of Exploration; Utopias and Dystopias; The Genres of Science Fiction and Fantasy; Science Fiction; Fantasy; The Rise of Mass Media; Early Cinema and Comic Strips; Oz: The First Great Transmedial World; Pulp Magazines; Developments in Cinema and Theater; Radio and Television; Developments in Literature; The Lord of the Rings and Tolkien's Influence; New Universes and the Rise of the Media Franchise Interactive WorldsInto the Computer Age; Worlds as Art and Thought Experiments; 3 World Structures and Systems of Relationships; Secondary World Infrastructures; Maps; Timelines; Genealogies; Nature; Culture; Language; Mythology; Philosophy; Tying Different Infrastructures Together; 4 More than a Story: Narrative Threads and Narrative Fabric; Narrative Threads, Braids, and Fabric; Backstory and World History; Sequence Elements and Internarrative Theory; Retroactive Continuity (Retcon) and Reboots; Crossovers, Multiverses, and Retroactive Linkages; Interactivity and Alternate Storylines The Story of the World: "Making Of" Documentation5 Subcreation within Subcreated Worlds; Importance of the Word; Self-reflexivity; Subcreated Subcreators and Diegetic World-building; Evil Subcreators; 6 Transmedial Growth and Adaptation; The Nature of Transmediality; Windows on the World: Words, Images, Objects, Sounds, and Interactions; Transmedial Expansion; Description; Visualization; Auralization; Interactivation; Deinteractivation; Encountering Transmedial Worlds; 7 Circles of Authorship; Open and Closed Worlds; Levels of Canonicity; Originator and Main Author Estates, Heirs, and TorchbearersEmployees and Freelancers; Approved, Derivative, and Ancillary Products; Elaborationists and Fan Productions; Participatory Worlds; Creation, Subcreation, and the *Imago Dei*; Appendix: Timeline of Imaginary Worlds; Notes; Glossary; Index

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### Sommario/riassunto

Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. *Building Imaginary Worlds* departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds—which are often transnarrative, transmedial, and transauthorial in nature—are compelling objects of inquiry for Media Studies. Chapters touch on:

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