1. Record Nr.   UNISA996465613903316

   Titolo   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. Schmorrow, Ivy V. Estabrooke, Marc Grootjen (editors)

   Pubbl/distr/stampa   Berlin ; ; Heidelberg : , : Springer, , [2009]
                         Â©2009

   ISBN   3-642-02812-8

   Edizione   [1st ed. 2009.]

   Descrizione fisica   1 online resource (859 p.)

   Collana   Lecture Notes in Artificial Intelligence ; ; 5638

   Classificazione   DAT 610f
                         DAT 758f
                         PHY 825f
                         SS 4800

   Disciplina   004.019

   Soggetti   Human-computer interaction

   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   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.

   Sommario/riassunto   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

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: