

1. Record Nr.	UNISALENTO991003976409707536
Titolo	Surréalisme de Belgique / Paul Aron ... [et al.]
Pubbl/distr/stampa	Bruxelles : Textyles, 1991
Descrizione fisica	391 p. ; 21 cm
Collana	Textyles ; 8
Altri autori (Persone)	Aron, Paulauthor
Disciplina	709.0403
Soggetti	Surrealismo - Belgio
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910810153803321
Titolo	Jonathan Swift and the eighteenth-century book / / edited by Paddy Bullard and James McLaverty [[electronic resource]]
Pubbl/distr/stampa	Cambridge : , : Cambridge University Press, , 2013
ISBN	1-139-89072-7 1-107-24127-8 1-316-60095-5 1-107-24756-X 1-107-24839-6 1-107-25005-6 1-107-25088-9 1-139-06089-9 1-107-24922-8
Descrizione fisica	1 online resource (xvi, 291 pages) : digital, PDF file(s)
Disciplina	828/.509
Soggetti	Printing - Great Britain - History - 18th century Books - Great Britain - History - 18th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa

Livello bibliografico	Monografia
Note generali	Title from publisher's bibliographic system (viewed on 05 Oct 2015).
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Swift as a manuscript poet / Stephen Karian -- Leaving the printer to his liberty: Swift and the London book trade, 1701-14 / Ian Gadd -- What Swift did in libraries / Paddy Bullard -- The uses of the miscellany: Swift, Curll, and piracy / Pat Rogers -- Swift's tale of a tub and the mock book / Marcus Walsh -- Epistolary forms: published correspondence, letter-journals and books / Abigail Williams -- Exploring the bibliographical limits of Gulliver's Travels / Shef Rogers -- George Faulkner and Swift's collected works / James Mclaverty -- Censorship, libel and self-censorship / Ian Higgins -- Swift's texts between Dublin and London / Adam Rounce -- Publishing posthumous Swift: Deane Swift to Walter Scott / Daniel Cook -- The mock-edition revisited: Swift to Mailer / Claude Rawson.
Sommario/riassunto	Jonathan Swift lived through a period of turbulence and innovation in the evolution of the book. His publications, perhaps more than those of any other single author, illustrate the range of developments that transformed print culture during the early Enlightenment. Swift was a prolific author and a frequent visitor at the printing house, and he wrote as critic and satirist about the nature of text. The shifting moods of irony, complicity and indignation that characterise his dealings with the book trade add a layer of complexity to the bibliographic record of his published works. The essays collected here offer the first comprehensive, integrated survey of that record. They shed new light on the politics of the eighteenth-century book trade, on Swift's innovations as a maker of books, on the habits and opinions revealed by his commentary on printed texts and on the re-shaping of the Swiftian book after his death.

3. Record Nr.	UNINA9910865263303321
Autore	Wei June
Titolo	Human-Centered Design, Operation and Evaluation of Mobile Communications : 5th International Conference, MOBILE 2024, Held as Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29–July 4, 2024, Proceedings, Part II // edited by June Wei, George Margetis
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031604874 9783031604867
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (333 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14738
Altri autori (Persone)	MargetisGeorge
Disciplina	5,437 4,019
Soggetti	User interfaces (Computer systems) Human-computer interaction Coding theory Information theory Computer engineering Computer networks Social sciences - Data processing User Interfaces and Human Computer Interaction Coding and Information Theory Computer Engineering and Networks Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 5th International Conference on Human-Centered Design, Operation and Evaluation of Mobile Communications (MOBILE 2024) -- HCI International 2025 Conference -- Contents - Part II -- Contents - Part I -- Mobile Commerce, Marketing and Retail -- Online Commerce and Beehive

Adoption Services Through User-Centred Design: The MyHive Platform for Direct Beekeeper-Consumer Interaction -- 1 Introduction -- 2 Related Work -- 3 The Beehive Adoption Marketing Strategy -- 3.1 Benefits for Local Beekeepers -- 4 MyHive -- 5 Methodology: Research, Design and Evaluation -- 5.1 Research Phase -- 5.2 Design Phase -- 5.3 Evaluation -- 6 Discussion and Results -- References -- Research on Individualized Design of Youth Clothing Based on QFD Method -- 1 Introduction -- 1.1 Background -- 1.2 Purpose -- 2 Methods -- 2.1 Data Sources -- 2.2 Research Methodology -- 3 Building the House of Quality -- 3.1 Customer Requirements Acquisition and Arrangement -- 3.2 Importance of Customer Needs -- 3.3 Customer Needs and Design Requirements -- 4 Results and Analysis -- 4.1 House of Quality (HoQ) -- 4.2 Product Competitive Analysis -- 4.3 Product Design Analysis -- 5 Summary -- 5.1 Research Conclusions -- 5.2 Shortcomings and Prospects -- References -- Augmented Reality Marketing: Factors that Affect the Intention to Use a Virtual Try-on Mobile Application -- 1 Introduction -- 2 Theoretical Background -- 2.1 Augmented Reality -- 2.2 Technology Acceptance Model (TAM) -- 3 Methodology -- 3.1 Design and Data -- 3.2 Measures -- 4 Results -- 4.1 Descriptive Characteristics -- 4.2 Measurement Model -- 4.3 Structural Model -- 4.4 Hypotheses Testing -- 4.5 Additional Findings -- 5 Discussion -- 6 Conclusion. 6.1 Implications -- 6.2 Limitations and Further Research -- References -- Branded App Usability Study Focuses on Beverage Apps -- 1 Introduction -- 2 Background -- 3 Development and Study Procedure -- 3.1 Case Study -- 3.2 Design the Brand Identity -- 3.3 Branded App Development -- 3.4 Prototype of Branded App -- 3.5 Usability Study -- 4 Results and Findings -- 4.1 Pilot Study -- 4.2 Usability Test 1 -- 4.3 Usability Test 2 -- 4.4 Different Factors Affect Users' Behavior -- 5 Discussion -- 6 Conclusion -- References -- A Market-Ready Ecosystem for Publishing and Reading Augmented Books -- 1 Introduction and Related Work -- 2 Platform and Media Design -- 2.1 The Ecosystem -- 2.2 The a-book File Format -- 2.3 The a-book Player App -- 2.4 Professional Authoring of a Guide Book -- 3 Evaluation -- 3.1 Lab Study -- 3.2 Field Trial -- 3.3 Interview Survey -- 4 Discussion -- References -- Research on Tax Collection and Administration of Mobile Commerce Under Smart Taxation -- 1 Introduction -- 2 Mobile Commerce -- 2.1 The Implications of Mobile Commerce -- 2.2 The Necessity of Mobile Commerce Taxation -- 2.3 Tax Collection and Administration of Mobile Commerce -- 3 Smart Taxation -- 3.1 The Historical Development of Smart Taxation -- 3.2 The Connotation of Smart Taxation -- 4 The Application of Smart Taxation in Mobile Commerce Taxation -- 4.1 The Application of Data Technology in Mobile Commerce -- 4.2 The Suitability of Smart Taxation and Mobile Commerce -- 5 Conclusion and Suggestion -- References -- Interactive Elements in E-commerce Live Streaming: Key Influencing Factors in Consumer Purchase Decisions -- 1 Introduction -- 2 Research Framework and Hypotheses -- 2.1 The Impact of Live Streaming Characteristics on Purchase Intentions -- 2.2 The Impact of Consumer Satisfaction on Purchase Intentions -- 2.3 The Mediating Role of Consumer Satisfaction. 2.4 Theoretical Model Building -- 3 Research Methodology -- 4 Reliability and Validity -- 4.1 Reliability and Validity -- 4.2 Hypothesis Testing -- 5 Discussion -- 6 Limitations -- References -- Prediction and Analysis of Mobile Phone Export Volume Based on SVR Model -- 1 Introduction -- 2 Literature Review -- 2.1 Support Vector Regression and Prediction -- 2.2 Export Forecast -- 2.3 Support Vector Regression and Export Forecast -- 3 Methodology -- 3.1 Support Vector Machine

-- 3.2 Support Vector Regression -- 3.3 Kernel Function -- 3.4 Linear Control Model (ARIMA Model) and Prediction Ideas -- 3.5 Accuracy Test Method -- 4 Experimental Process -- 4.1 Data Acquisition -- 4.2 Data Pre-processing -- 4.3 Selection of Kernel Function -- 4.4 Parameter Optimization and Prediction -- 4.5 Precision Measurement -- 5 Results and Analysis -- 5.1 Outcome Evaluation -- 5.2 Accuracy Evaluation -- 6 Conclusion and Suggestion -- References -- Research on the Taxation of Mobile Commerce Digital Assets -- 1 Introduction -- 2 Overview of Digital Assets in the Context of Mobile Commerce -- 2.1 The Concept of Digital Assets -- 2.2 Composition of Mobile Commerce Digital Assets -- 2.3 Features of Mobile Commerce Digital Assets -- 3 Prerequisites for Taxation of Mobile Commerce Digital Assets -- 3.1 Definition of Mobile Commerce Digital Assets -- 3.2 Value-Based Data Elements of Mobile Commerce Based on Value Chain Theory -- 4 The Dilemma of Taxation of Mobile Commerce Digital Assets -- 4.1 Confirmation of Ownership of Mobile Commerce Digital Assets -- 4.2 Valuation of Mobile Commerce Digital Assets -- 5 Policy Recommendations -- 5.1 Suggestions for Confirming the Ownership of Mobile Commerce Digital Assets -- 5.2 Recommendations on Taxation of Mobile Commerce Digital Assets -- 6 Epilogue -- References.

Analysis of Food Safety Issues in Cross-Border Mobile E-commerce Platforms Based on BTM-Taking Amazon US User Reviews as an Example -- 1 Introduction -- 2 Literature Review -- 2.1 Research on Thematic Modeling -- 2.2 Research on Cross-Border E-commerce Food Safety Issues -- 3 Research Design -- 3.1 Research Framework -- 3.2 Research Process -- 3.3 BTM Thematic Model Parameter Settings -- 4 Empirical Analysis and Discussion -- 4.1 Thematic Intensity Analysis -- 4.2 Thematic Area Analysis -- 4.3 Thematic Structure Analysis -- 4.4 Types and Regulatory Attribution of Food Safety Problems -- 4.5 Recommendations for Relevant Regulators -- 5 Conclusions and Outlook -- 5.1 Research Summary and Findings -- 5.2 Research Limitations and Directions for Improvement -- References -- Mobile Security, Privacy and Safety -- Voyager: Crowdsourcing Application for Safe Travelling Experience -- 1 Introduction -- 2 Background and Related Works -- 2.1 Related Research -- 2.2 Related Applications -- 3 Design -- 3.1 System Perspective -- 3.2 Use Case Diagram -- 3.3 Colour Theme -- 3.4 Design Rules -- 3.5 Hi-Fi Prototype -- 4 Implementation -- 4.1 System Overview -- 4.2 System Architecture -- 4.3 Search Implementation -- 4.4 Review -- 4.5 Recommendation Engine -- 5 Application Walkthrough -- 5.1 Main -- 6 Study on Intention to Use -- 6.1 TAM Model -- 6.2 ISSM Model -- 6.3 Questionnaire -- 6.4 Results and Analysis -- 6.5 Measures -- 7 Conclusion and Future Work -- References -- Cyber Risk Assessment Approach in Connected Autonomous Vehicles -- 1 Introduction -- 2 Literature Review -- 3 Research Model -- 4 Conclusion -- 5 Future Research Considerations -- References -- ChatAlone: An Anonymous Messaging Application for Enhanced Privacy and Open Communication -- 1 Introduction -- 1.1 Project Purpose -- 1.2 Project Scope -- 2 Related Works -- 2.1 Bridgefy -- 2.2 Briar. 2.3 FireChat -- 2.4 Comparison -- 3 Methodology -- 3.1 Bluetooth -- 3.2 Flutter -- 3.3 Hive -- 3.4 Message Packet -- 3.5 Image Byte Converter -- 4 ChatAlone: Anonymous Communication -- 4.1 Anonymous Communication -- 4.2 Platform of Possibilities -- 5 Design -- 5.1 Testing of Scenarios -- 6 Risk and Management -- 6.1 Power of Being Anonymous -- 6.2 Losing Credibility -- 6.3 Bluetooth Range -- 7 Conclusion -- 7.1 Future Works -- References -- Mobile User Experience and Design -- Automating Mobile App Review User

Feedback with Aspect-Based Sentiment Analysis -- 1 Introduction -- 2 Previous Work -- 2.1 Sentiment Analysis -- 2.2 Aspect-Based Sentiment Analysis -- 3 Research Method -- 3.1 Triplet Definition -- 3.2 ABSA Model Selection -- 3.3 Data Sampling -- 3.4 Data Processing -- 3.5 Training and Testing -- 4 Results and Discussion -- 4.1 PyABSA Results -- 4.2 Discussion -- 5 Conclusion -- 5.1 Limitations -- 5.2 Future Work -- References -- The Differences of Choice Preference on WeChat Mini Program and Native Apps Between Utilitarian and Hedonic Programs -- 1 Introduction -- 2 Theoretical Backgrounds -- 2.1 User Experience Theory -- 2.2 Hedonic vs. Utilitarian Product -- 2.3 Consumer Preference Theory -- 3 Research Methodology -- 3.1 Overview of Current Research -- 4 Results -- 4.1 Demographic Analysis Results -- 4.2 Reliability and Validity -- 4.3 Main Verification -- 5 Discussion -- 6 Limitations and Future Research Directions -- References -- Study on User Experience Evaluation and Enhancement of Library Mobile Information Services -- 1 Introduction -- 2 Construction of Evaluation Model Based on User Experience -- 2.1 Overview -- 2.2 Concept Definition -- 2.3 Model Construction -- 2.4 Questionnaire Survey -- 3 Data Analysis -- 3.1 Background Analysis -- 3.2 Reliability Analysis -- 3.3 Validity Analysis -- 3.4 Weight Analysis. 3.5 Classification of Experience Dimensions.

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### Sommario/riassunto

This book constitutes the refereed proceedings of the 5th International Conference on Design, Operation and Evaluation of Mobile Communications, MOBILE 2024, held as part of the 26th International Conference, HCI International 2024, which was held in Washington, DC, USA, during June 29-July 4, 2024. The total of 1271 papers and 309 posters included in the HCI 2024 proceedings was carefully reviewed and selected from 5108 submissions. The MOBILE 2024 proceedings were organized in the following topical sections: Part I: Mobile health and wellbeing; mobile applications, serious games and advanced interfaces; Part II: Mobile commerce, marketing and retail; mobile security, privacy, and safety; mobile user experience and design.

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