1. | | |
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| Record Nr. | UNISA996328038603316 |
| Titolo | Cultures of Computer Game Concerns : The Child Across Families, Law, Science and Industry / Estrid Sorensen |
| Pubbl/distr/stampa | Bielefeld, : transcript Verlag, 2018 |
| ISBN | 3-8394-3934-5 |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource (175 pages) |
| Collana | VerKorperungen/MatteRealities - Perspektiven empirischer Wissenschaftsforschung ; 23 |
| Classificazione | AP 15963 |
| Disciplina | 794.8 |
| Soggetti | Computer Games; Science & Technology Studies; Matters of Concern; Comparison; Denmark; Germany; Computer Game Violence; Computer Game Addiction; Media; Youth; Sociology of Science; Law; Media Studies |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | Frontmatter   1 Inhalt   5 Introduction: Computer Games and Children - Concerns, Infrastructures and Cultures   9 If {battleState = BattleState.standby}: Bringing the Gamer Into Play in Computer Game Development   39 Safeguarding Children on the Online Gaming Platform MovieStarPlanet   67 Children's Participation in the Development of Online Games   77 The Legal Framework for Computer Games and Child Protection in Germany   95 The Political and Legal Basis for Labelling of Computer Games in Denmark   113 Textual Co-Construction of Game and Player in German Rating Decisions   119 The Privatization of Age Classification   137 Prizes, Endorsements and Recommendations: Positive Regulation of Computer Games   149 The Multiple, Volatile and Ambiguous Effects of Children's and Young People's Digital Play   165 The Micro-Politics of Time in Young People's Talk About Gaming   185 Parenting for Digital Literacy in Denmark and Germany: Between Techno-Invitationalism and Techno-Protectionism   205 Between Fears and Needs for Information: German Parents' Computer Game Concerns   231 And Yet Children Play: Echoing Voices of Computer Game Concerns in Barcelona   247 Does Exposure to Violence in Entertainment Media Make People Aggressive?   267 Psychology's Multiple Concerns About Research on |

Sommario/riassunto	The same computer games are played by youths all over the world, and worldwide games become matters of concern in relation to children: worries rise about addiction, violence, education, time, and economy. Yet, these concerns vary depending upon where they are situated: in families, legal contexts, industry or science. They also play out differently across countries and cultures. This situated nature of computer game concerns is generally neglected. Not in this book: It gives a detailed mosaic of the complex and multiple everyday realities of computer game concerns in relation to children, as they are variably situated throughout society and across cultures.
	Besprochen in: Choice, 56/6 (2019)

2.	Record Nr.	UNINA9910813081803321
	Autore	Tailor Krisa <1986->
	Titolo	The patient revolution : how big data and analytics are transforming the health care experience / / Krisa Tailor
	Pubbl/distr/stampa	Hoboken, New Jersey : , : Wiley, , 2016
		©2016
	ISBN	1-119-13018-2
		1-119-13017-4
	Edizione	[1]
	Descrizione fisica	1 online resource (223 p.)
		xix, 195 pages : illustrations ; ; 24 cm
	Collana	Wiley & SAS Business Series
	Classificazione	COM021030
	Disciplina	610.285
	Soggetti	Medical care - Technological innovations
		Medical innovations
		Medical technology - Management
		Delivery of Health Care, Integrated - trends
		Data Mining
		Patient Participation - trends
		Diffusion of Innovation
		United States
	Lingua di pubblicazione	Inglese

Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	"The future of the health care industry rests on advanced analytics Health Data's Destiny provides a visionary overview of how advanced analytics is set to transform the health care industry. Beginning with the plethora of opportunities already in place, this book addresses the ways in which each stakeholder--payers, providers, governments, consumers, entrepreneurs, employers, and others--can benefit from the next generation of health data. The future of the industry is laid out in terms of technology, data sources, and integrated systems, giving you an expansive, holistic, yet reality-based preview of what's to come. Claims and clinical data are only the beginning; upcoming sources like mobile applications, wearable technology, and more are beginning to provide the kind of patient data that will lead to an integrated, connected health care system in which advanced analytics is key in establishing premier patient care. The health care industry's size, scope, and sheer complexity make developing an integrated system all the more difficult. This book shows how big data and advanced analytics can streamline the process and make the vision a reality. Improve outcomes, reduce cost, and establish the best patient care Learn how data is being used, and how it will continue to evolve Discover how up-and-coming data sources will revolutionize health care Stay on the front lines of innovation with mobile and "wearable" data Data is the future of health care, and smart organizations are putting systems and strategies in place now to continue providing top-of-the-line care as technology evolves and the environment changes. Health Data's Destiny gives you a preview of the future, so you can stay out in front and not get left behind"--