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Titolo	Ritual in early Bronze Age grave goods : an examination of ritual and dress equipment from Chalcolithic and early Bronze Age graves in England / / Ann Woodward [and four others] ; contributions by Peter Bray [and twelve others]
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Livello bibliografico	Monografia
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Nota di contenuto	Cover; Title Page; Copyright Page; Contents; Acknowledgements; List of Figures and Tables; CHAPTER 1: INTRODUCTION; CHAPTER 2: METHODOLOGY; The resource and investigative programme; Site database; Object identification; Examination process; Scientific analysis; Burial and age criteria; CHAPTER 3: ITEMS OF EQUIPMENT I: DAGGERS, POMMELS AND BELT FITTINGS; 3.1: Daggers and knives; 3.2: Pommels; 3.3: Belt hooks; 3.4: Belt and pulley rings; CHAPTER 4: ITEMS OF EQUIPMENT II: STONE, BONE, COPPER ALLOY AND MISCELLANEOUS OBJECTS; 4.1: Sponge finger stones; 4.2: Grooved stones; 4.3: Perforated stones 4.4: Worked stones without perforations 4.5: Bone and antler spatulae; 4.6: Copper alloy awls; 4.7: Bone points; 4.8: Bone tweezers; 4.9: Bone tubes; 4.10: Bone plates; 4.11: Bone toggles; 4.12: Miscellaneous

objects of bone and antler; 4.13: Miscellaneous objects of copper alloy; 4.14: Miscellaneous objects made from jet and jet-like materials; CHAPTER 5: ITEMS OF PERSONAL ADORNMENT I: JET AND JET-LIKE MATERIALS, AMBER, BONE AND COPPER ALLOY; 5.1: Tusks and teeth; 5.2: V-perforated buttons; 5.3: Button sets of jet and jet-like materials (with Alison Sheridan); 5.4: Earrings and tress rings 5.5: Dress pins 5.6: Studs (with Alison Sheridan); 5.7: Beads; 5.8: Spacer plates; 5.9: Pendants and individual necklace fasteners; 5.10: Decorated ornaments of copper alloy; CHAPTER 6: ITEMS OF PERSONAL ADORNMENT II: GOLD AND THE REGALIA FROM BUSH BARROW; 6.1: Gold Objects; 6.1.1 Mere G6a, Wiltshire; 6.1.2 Wilsford-cum-Lake G47, 49 or 50, Duke's barrow 20, Wiltshire; 6.1.3 Little Cressingham, Norfolk; 6.1.4 Upton Lovell G2e, Wiltshire; 6.1.5 Wilsford G8, Wiltshire; 6.1.6 Manton barrow, Preshute G1a, Wiltshire; 6.1.7 Clandon barrow, Winterborne St Martin G31, Clandon, Dorset 6.2: The Regalia from Wilsford G5, Wiltshire (Bush Barrow) 6.3: Discussion: Reappraising 'Wessex' Goldwork; Background; Early developments; Sheet-gold covers; Wessex and the goldwork repertoire of the early second millennium; Conclusions; CHAPTER 7: NECKLACES I: DISC BEADS AND SPACER PLATE NECKLACES; 7.1 Disc bead necklaces; 7.1.1 East Yorkshire; 7.1.2 Wessex; 7.1.3 Other regions; 7.2 Spacer plate necklaces of jet and jet-like materials; 7.2.1 East Yorkshire; 7.2.2 Peak District; 7.2.3 Other regions; 7.3 Discussion of disc bead and spacer plate necklaces of jet and jet-like materials Introduction Origins and development of the two traditions; Contexts and associations; Raw materials; Manufacture and the nature of production; Life histories of the necklaces; 7.4 Amber necklaces; 7.4.1 Wessex; 7.4.2 Other regions; 7.4.3 General discussion; Contexts, dating and associations; Composition variation; Raw material and manufacture; Life histories; CHAPTER 8: NECKLACES II: SIMPLE AND COMPOSITE NECKLACES; 8.1 Simple necklaces with components of variable shape; 8.1.1 Jet and jet-like materials; 8.1.2 Amber; 8.1.3 Bone; 8.1.4 Fossil; 8.1.5 Stone 8.2 Composite necklaces with two materials

Sommario/riassunto

The exotic and impressive grave goods from burials of the 'Wessex Culture' in Early Bronze Age Britain are well known and have inspired influential social and economic hypotheses, invoking the former existence of chiefs, warriors and merchants and high-ranking pastoralists. Alternative theories have sought to explain the how display of such objects was related to religious and ritual activity rather than to economic status, and that groups of artefacts found in certain graves may have belonged to religious specialists. This volume is the result of a major research that aimed to investigate Cha

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Nota di contenuto	-- Who's Behind The Service Robot? The Impact of Avatars on Priority Decisions. -- Parents' intention to adopt children's robots decreases after seven days of use. -- An Approach to Developing Assistive Robotics for Manual Forestry Work. -- Large Language Model Framework for Intuitive Interaction with Autonomous Mobile Robots. -- "Kissing Birds": Mediating Human-Human Interaction Through Poetic Engagements With Technology. -- What Makes an Educational Robot

Game Fun? Framework Analysis of Children's Design Ideas. -- Assessing Multimodal Communication in Human-Robot Interaction: A User Study. -- Development of an Inertial Gesture Recognition System for Affective Social Touch in Human-Robot Interaction. -- Context Matters: Understanding Socially Appropriate Affective Responses Via Sentence Embeddings. -- "Stop Touching Me": Soft Robotics with Aposematic Dynamic Color Change for Human-Robot Interaction. -- Co-Movement and Trust Development in Human-Robot Teams. -- A Soft Social Robot to Alleviate Anxiety Symptoms in Children. -- Robots as Coaches: Exploring User Expectations, Ethics, and Design Guidelines. -- Scenario-Based Learning in Human-Robot Interaction: Embedding User Centered Design into Computer Science Education. -- The Effect of Imperfect Labelling on an LSTM Deep Learning Intent Classifier for Assistive Technology. -- Investigating the proxemics shape in social navigation: an exploratory user study. -- Comparing Visual and Haptic Feedback Methods for VR-Based Human Robot Teleoperation. -- Enacting future robots with Namibian children. -- Scalable and low-cost remote lab platforms: Teaching industrial robotics using open-source tools and understanding its social implications. -- Perception Bias in Facial Expression Recognition: Implications for Social Robotics. -- Effect of Agents' Ways of Paraphrasing Users' Talk on Users' Trust and Likeability of Agent. -- Speech Method for Caregiving Robots Considering Uncertainty. -- Roll For Robot: A Tabletop Role-Playing Game for Designing Socially Assistive Robots for Depression Management. -- Gesture2Path: Imitation Learning for Gesture-Aware Navigation. -- "Socially Assistive Robot Privacy Model": A Multi-Model Approach to Evaluating Socially Assistive Robot Privacy Concerns. -- Perception of Emotions in Human and Robot Faces: Is the Eye Region Enough?. -- Ethical Deliberation in the presence of robots: heterophenomenological access to sociality experiences in human-robot interaction. -- Using role-play and Hierarchical Task Analysis for designing human-robot interaction. -- Towards Robot-Assisted Learning for Refugee Children and their Families - Interviews with Professionals. -- Upgrading Pepper Robot's Social Interaction with Advanced Hardware and Perception Enhancements. -- Effects of Virtual Agents' Affective Favoritism on Users' Self-Esteem and Perception of Agents. -- Development of a Robot-assisted Speech-Language Therapy System: Co design with Speech-Language Pathologists. -- Exploring the Design Space of Emotional Support Drones. -- Understanding Humans' True Perception of Robot by Means of a Thought Experiment "Ship of Theseus". -- The Imaginary Robot Teacher: The Value of Sci-Fi in the Field of Educational Robotics. -- Transparency-based action (TBA) model for a simulated teleoperated mobile robot. -- Social and Collaborative Robots in Prison. -- Robot or Employee? Exploring People's Choice for or against an Interaction with a Social Robot. -- Bridging the Communication Gap: Artificial Agents Learning Sign Language through Imitation. -- Charm or Harm? How Social Robotic Tutors Influence People's Learning with Correct and Incorrect Guidance. -- Intention Reading Architecture for Virtual Agents.

Sommario/riassunto

The 3-volume set LNAI 15561-15563 constitutes the refereed proceedings of the 16th International Conference on Social Robotics, ICSR + AI 2024, held in Odense, Denmark, during October 23–26, 2024. The 109 full papers and 19 short papers included in the proceedings were carefully reviewed and selected from 182 submissions. The theme of this year's conference was "Empowering Humanity: The Role of Social and Collaborative Robotics in Shaping Our Future". The contributions focus on social robotics and AI across the

domains of the visual and performing arts, including design, music, live performance, and interactive installations.