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| 1. Record Nr.           | UNINA9910817253403321   |
| Autore                  | Genevois Fabrice  |
| Titolo                  | Banquise : une histoire naturelle et humaine // Fabrice Genevois ; Alain Bidart |
| Pubbl/distr/stampa      | Versailles : , : Editions Quae, , [2018]<br>©2018                               |
| ISBN                    | 2-7592-2721-9   |
| Descrizione fisica      | 1 online resource (166 pages)   |
| Disciplina              | 551.31  |
| Soggetti                | Ice - History   |
| Lingua di pubblicazione | Francese  |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
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| 2. Record Nr.      | UNINA9910484590303321  |
| Titolo             | Recent Advances in Technologies for Inclusive Well-Being : Virtual Patients, Gamification and Simulation // edited by Anthony Lewis Brooks, Sheryl Brahman, Bill Kapralos, Amy Nakajima, Jane Tyerman, Lakhmi C. Jain  |
| Pubbl/distr/stampa | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021  |
| ISBN               | 3-030-59608-7  |
| Edizione           | [1st ed. 2021.]  |
| Descrizione fisica | 1 online resource (551 pages)  |
| Collana            | Intelligent Systems Reference Library, , 1868-4408 ; ; 196   |
| Disciplina         | 006.8  |
| Soggetti           | Computational intelligence<br>Artificial intelligence<br>Medical education<br>Nursing—Study and teaching<br>Biomedical engineering<br>Computational Intelligence<br>Artificial Intelligence<br>Medical Education<br>Nursing Education<br>Biomedical Engineering and Bioengineering<br>Realitat virtual |

Realitat augmentada  
Benestar  
Ludificació  
Rehabilitació  
Innovacions tecnològiques  
Llibres electrònics

Lingua di pubblicazione	Inglese
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Nota di contenuto	Reflecting on Recent Advances in Technologies of Inclusive Well-Being -- Gaming, VR, and immersive technologies for education/ training -- VR/technologies for rehabilitation. .
Sommario/riassunto	<p>In a time of ongoing pandemic when well-being is a priority this volume presents latest works across disciplines associated to Virtual Patients, Gamification and Simulation. Chapters herein present international perspectives with authors from around the globe contributing to this impactful third edition to the series following a 2014 Springer book on Technologies for Inclusive Well-Being and a 2017 Springer book Recent Advances in Technologies for Inclusive Well-Being. Digital technologies are pervasive in life and the contributions herein focus on specific attributes and situations, especially in training and treatment programmes spanning across ranges of diagnosis, conditions, ages, and targeted impacts. This volume purposefully does not cover all (even if that was possible) aspects on how virtual interactive space can align to statial computing, which in turn can align with related embodied entities (whatever the terms used e.g. Virtual, Augmented, Extended, Mixed Realities) along with AI, Deep Learning etc. It also doesn't cover what some may refer to as 'trendy terms' such as 360 degree, video, WebXR, cryptocurrency, blockchain, virtual goods, AR museums, travel and teleportation...however, what is covered in this book, and the prior volumes it builds upon (as above), is a sharing and questioning of advancing technologies for inclusive well-being through research and practices from an avant-garde perspective.</p>