1. Record Nr. UNINA9910798957703321

Autore	Bradley Janice
Titolo	Designing schools for meaningful professional learning : a guidebook for educators / / Janice Bradley ; foreword by Shirley M. Hord
Pubbl/distr/stampa	Thousand Oaks, California : , : Corwin, a SAGE Company, , [2015] 2015
ISBN	1-5063-0041-3 1-4833-3921-1 1-4833-3926-2 1-4833-3925-4
Descrizione fisica	1 online resource (xxiii, 163 pages) : illustrations
Collana	Gale eBooks
Disciplina	370.71/1
Soggetti	Teachers - In-service training - United States Teacher effectiveness - United States Teachers - Professional relationships - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A Joint Publication With Learning Forward."
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	chapter 1. Moving to meaningful professional learning in schools -- chapter 2. The five-part plan : how to design a school for meaningful professional learning -- chapter 3. Cycles of learning designs connected to the classroom -- chapter 4. The power of teachers selecting learning designs -- chapter 5. Assessing and evaluating changes -- chapter 6. The principal : the key to making learning happen -- chapter 7. Three dimensions of learning designs : technical, psychological/emotional, and social -- chapter 8. Building a school's professional knowledge base -- chapter 9. Meaningful learning to remember.
Sommario/riassunto	Learning designs are critical components of effective professsional learning and play an intregral role in the success of large-scale change initiatives such as the Common Core State Standards. However, most administrators and teacher leaders have no formal preparation in designing professional learning that has a real and lasting impact on teacher practice. The topic is important enough to merit its own Learning Forward standard.

2. Record Nr. UNINA9910829836803321

Autore	Winkler Stefan
Titolo	Digital video quality [[electronic resource]] : vision models and metrics / / Stefan Winkler
Pubbl/distr/stampa	Chichester, West Sussex ; ; Hoboken, NJ, : J. Wiley & Sons, c2005
ISBN	1-118-69126-1 0-470-02406-2 1-280-26882-4 9786610268825 0-470-02405-4
Descrizione fisica	1 online resource (191 p.)
Disciplina	006.6/96 006.696 621.38833
Soggetti	Digital video Image processing - Digital techniques Imaging systems - Image quality
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 (p. [157]-170) and index.
Nota di contenuto	Digital Video Quality; Contents; About the Author; Acknowledgements; Acronyms; 1 Introduction; 1.1 Motivation; 1.2 Outline; 2 Vision; 2.1 Eye; 2.1.1 Physical Principles; 2.1.2 Optics of the Eye; 2.1.3 Optical Quality; 2.1.4 Eye Movements; 2.2 Retina; 2.2.1 Photoreceptors; 2.2.2 Retinal Neurons; 2.3 Visual Pathways; 2.3.1 Lateral Geniculate Nucleus; 2.3.2 Visual Cortex; 2.4 Sensitivity to Light; 2.4.1 Light Adaptation; 2.4.2 Contrast Sensitivity; 2.5 Color Perception; 2.5.1 Color Matching; 2.5.2 Opponent Colors; 2.6 Masking and Adaptation; 2.6.1 Spatial Masking; 2.6.2 Temporal Masking 2.6.3 Pattern Adaptation2.7 Multi-channel Organization; 2.7.1 Spatial Mechanisms; 2.7.2 Temporal Mechanisms; 2.8 Summary; 3 Video Quality; 3.1 Video Coding and Compression; 3.1.1 Color Coding; 3.1.2 Interlacing; 3.1.3 Compression Methods; 3.1.4 Standards; 3.2 Artifacts; 3.2.1 Compression Artifacts; 3.2.2 Transmission Errors; 3.2.3 Other Impairments; 3.3 Visual Quality; 3.3.1 Viewing Distance; 3.3.2

Subjective Quality Factors; 3.3.3 Testing Procedures; 3.4 Quality Metrics; 3.4.1 Pixel-based Metrics; 3.4.2 Single-channel Models; 3.4.3 Multi-channel Models; 3.4.4 Specialized Metrics
3.5 Metric Evaluation3.5.1 Performance Attributes; 3.5.2 Metric Comparisons; 3.5.3 Video Quality Experts Group; 3.5.4 Limits of Prediction Performance; 3.6 Summary; 4 Models and Metrics; 4.1 Isotropic Contrast; 4.1.1 Contrast Definitions; 4.1.2 In-phase and Quadrature Mechanisms; 4.1.3 Isotropic Local Contrast; 4.1.4 Filter Design; 4.2 Perceptual Distortion Metric; 4.2.1 Metric Design; 4.2.2 Color Space Conversion; 4.2.3 Perceptual Decomposition; 4.2.4 Contrast Gain Control; 4.2.5 Detection and Pooling; 4.2.6 Parameter Fitting; 4.2.7 Demonstration; 4.3 Summary; 5 Metric Evaluation
5.1 Still Images5.1.1 Test Images; 5.1.2 Subjective Experiments; 5.1.3 Prediction Performance; 5.2 Video; 5.2.1 Test Sequences; 5.2.2 Subjective Experiments; 5.2.3 Prediction Performance; 5.2.4 Discussion; 5.3 Component Analysis; 5.3.1 Dissecting the PDM; 5.3.2 Color Space; 5.3.3 Decomposition Filters; 5.3.4 Pooling Algorithm; 5.4 Summary; 6 Metric Extensions; 6.1 Blocking Artifacts; 6.1.1 Perceptual Blocking Distortion Metric; 6.1.2 Test Sequences; 6.1.3 Subjective Experiments; 6.1.4 Prediction Performance; 6.2 Object Segmentation; 6.2.1 Test Sequences; 6.2.2 Prediction Performance
6.3 Image Appeal6.3.1 Background; 6.3.2 Quantifying Image Appeal; 6.3.3 Results with VQEG Data; 6.3.4 Test Sequences; 6.3.5 Subjective Experiments; 6.3.6 PDM Prediction Performance; 6.3.7 Performance with Image Appeal Attributes; 6.4 Summary; 7 Closing Remarks; 7.1 Summary; 7.2 Perspectives; Appendix: Color Space Conversions; References; Index

Sommario/riassunto

Visual quality assessment is an interdisciplinary topic that links image/video processing, psychology and physiology. Many engineers are familiar with the image/video processing; transmission networks side of things but not with the perceptual aspects pertaining to quality. Digital Video Quality first introduces the concepts of human vision and visual quality. Based on these, specific video quality metrics are developed and their design is presented. These metrics are then evaluated and used in a number of applications, including image/video compression, transmission and watermarking.<u

3. Record Nr. UNINA9910954627003321

Autore	Hoorn Johan
Titolo	Epistemics of the virtual / / Johan F. Hoorn
Pubbl/distr/stampa	Amsterdam ; ; Philadelphia, : John Benjamins Pub. Co., c2012
ISBN	9786613572349 9781280394423 1280394420 9789027274779 9027274770
Edizione	[1st ed.]
Descrizione fisica	1 online resource (241 p.)
Collana	Linguistic approaches to literature, , 1569-3112 ; ; v. 12
Disciplina	302.2/01
Soggetti	Communication - Philosophy Communication and technology Information technology - Social aspects Mass media and language Rhetoric
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	Epistemics of the Virtual; Editorial page; Title page; LCC data; Dedication page; Table of contents; Introduction; 1. Where does it come from?; 2.1 Fakes and frauds; 2.2 Placebos; 3. Creativity, play, and arts; 4. Science and technology; 5. Why a theory of fiction?; 6. The liar paradox; 7. Overview; Chapter 1. The reality-fiction friction; 1. Fiction versus reality; 1.1 Physical versus mental world; 1.2 Information, beliefs, representations, knowledge; 1.3 Beliefs are culturally determined; 1.4 What can be trusted is true; 1.5 The ethics of truth; 1.6 Truth claims appeal to authority 1.7 Authority is who provides security1.8 Internal consistency and external contrast; 1.9 Knowledge through contrasts; 1.10 Contrasts help adapt to change; 1.11 Challenging the contrast approach; 1.12 Confirmation and falsification; 1.13 Believers and skeptics; 1.14 Is it all in our minds?; 1.15 Is it all in our hands?; 2. What fiction is; 2.1 Separate the artifact from its contents; 2.2 Information not personally

verified remains fiction; 2.3 The categorization of fiction and reality; 2.4 Epistemic appraisals; 2.5 The fiction-reality framework; 3. Using the framework
4. The contours of a theoryAcknowledgements; Chapter 2. Enforcing the concepts: Genre labeling; 1. Genre labeling; 1.1 Genres are part of the physical world - as materialized concepts; 1.2 Pure genre does not exist, a work is prototypical for as long as it lasts; 1.3 Genre is culture-bound because belief systems are; 1.4 The number of genres is finite because the number of people and therefore the number of goals is; 1.5 Genres develop over time - change is everlasting; 1.6 The ontological function of genre labels; 1.7 All cows are animals but not all animals are cows
1.8 Represented reality and perceived realism2. Reality-based genre classification; 3. Applying genre to the fiction-reality framework; 4. Genre in the theory of fiction; Chapter 3. Derailing the concepts: From metamorphosis to impersonation to metaphor; 1. When the belief system hampers; 2. Natural metamorphosis opens the door to taking fiction for real; 3. Rules of metamorphosis; 3.1 Three test criteria; 4. True and false metamorphosis; 4.1 Impersonation; 4.2 What is an identity?; 4.3 Mistaken identity; 4.4 Identity theft; 5. Metaphor; 5.1 Metaphor, what is the extra meaning?
5.2 Different kinds of metaphor5.3 Words trigger more words; 5.4 Different references of features; 5.5 Understanding novel comparisons; 6. Seven types of metamorphosis; 6.1 Metamorphosis in the theory of fiction; 6.2 Form and meaning; 7. Metamorphosis in the fiction-reality framework; Chapter 4. Illusions and deviation tolerance; 1. Illusions in the experience of fiction; 2. Illusions in perception; 3. From 3D illusions to virtual worlds; 4. Signal detection; 4.1 Signal strength and individual sensitivity; 4.2 Tolerance and criterion placement; 4.3 The probability that fiction occurred
4.4 People living in an illusion (or not?)

Sommario/riassunto

Proposing a new theory of fiction, this work reviews the confusion about perceived realism, metaphor, virtual worlds and the seemingly obvious distinction between what is true and what is false. The rise of new media, new technology, and creative products and services requires a new examination of what 'real' friends are, to what extent scientific novelty is 'true', and whether online content is merely 'figurative'. In this transdisciplinary theory the author evaluates cognitive theories, philosophical discussion, and topics in biology and physics, and places these in the frameworks of compute