1.
Record Nr.	UNISA990005939390203316
Autore	SKINNER, Patricia
Titolo	Medieval Amalfi and its diaspora, 800-1250 / Patricia Skinner
Pubbl/distr/stampa	Oxford [etc.] : Oxford University Press, 2013
ISBN	978-0-19-964627-2
Descrizione fisica	XIX, 280 p. ; 24 cm
Disciplina	945.04
Soggetti	Repubbliche marinare
Collocazione	X.1.B. 1539
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2.
Record Nr.	UNINA9910829852403321
Autore	Jackson John (Cybersecurity professional)
Titolo	Corporate cybersecurity : identifying risks and the bug bounty program / / John Jackson
Pubbl/distr/stampa	Hoboken, New Jersey ; ; Chichester, England : , : John Wiley & Sons, Ltd., , [2022] ©2022
ISBN	1-119-78253-8 1-119-78256-2 1-119-78254-6
Descrizione fisica	1 online resource (273 pages)
Disciplina	658.478
Soggetti	Business enterprises - Computer networks - Security measures Penetration testing (Computer security) Cyberspace - Security measures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

| Sommario/riassunto | "Understanding the evolution of bug bounty programs first requires familiarity with the hacking landscape, or as many in the information security field know it, penetration testing. Security researchers haven't always been respected nor given the opportunity to shine. Throughout history, hacking has been a word that scares the public and creates waves of fear inside of a company when rumors of a 'hack' spread. The first bounty paid for breaking into something (in recorded history) was in 1851. Charles Alfred Hobbs was paid roughly the equivalent of $20,000 US Dollars to pick a physical lock. (https://www.itspmagazine.com/itsp-chronicles/history-and-interesting-facts-about-bug-bounties-an-appsec-usa-2017-panel-recap)."-- |

3.

Record Nr.	UNINA9910413438003321
Autore	Lahiri Uttama
Titolo	A Computational View of Autism : Using Virtual Reality Technologies in Autism Intervention / / by Uttama Lahiri
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-40237-1
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XIII, 173 p. 52 illus., 46 illus. in color.)
Disciplina	616.85882
Soggetti	User interfaces (Computer systems)
	Human-computer interaction
	Therapeutics
	Life skills
	Artificial intelligence
	User Interfaces and Human Computer Interaction
	Life Skills
	Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	This book first explains autism, its prevalence, and some conventional

intervention techniques, and it then describes how virtual reality technology can support autism intervention and skills training. The approaches and technologies covered include immersive virtual reality, augmented reality and mixed reality. The tasks covered include emotion recognition, affective computing, teaching communication skills, imparting literacy skills, training for imitation skills, and joint attention skills. Most of the chapters assume no prerequisite knowledge of autism or virtual reality, and they are supported throughout with detailed references for further investigation. While the author is an engineer by profession, with specialist knowledge in robotics and computer-based platforms, in this book she adopts a user perspective and cites many real-life examples from her own experience. The book is suitable for students of cognitive science, and researchers and practitioners engaged with designing and offering technological assistance for special needs training.