1. **Record Nr.** UNISA996243650203316

   Titolo 6.: Procedimenti speciali. Libro 6, artt. 438-464-novies : aggiornamento / a cura di Fabio Alonzi ... [et al.] ; coordinamento di Pasquale Bronzo

   Pubbl/distr/stampa Milano : Giuffrè, 2017

   ISBN 978-88-14-21710-4

   Descrizione fisica XXXI, 855 p. ; 25 cm

   Disciplina 345.450502648

   Collocazione XXVI.2. A. 109 39

   Lingua di pubblicazione Italiano

   Formato Materiale a stampa

   Livello bibliografico Monografia

2. **Record Nr.** UNINA9910830214903321

   Titolo Methods for testing and evaluating survey questionnaires / / edited by Stanley Presser, Jennifer M. Rothgeb, Mick P. Couper, Judith T. Lessler, Elizabeth Martin, Jean Martin, Eleanor Singer

   Pubbl/distr/stampa Hoboken, New Jersey : , : Wiley-Interscience a John Wiley & Sons, Inc. publication, , [2004]
   ©2004

   ISBN 1-280-54198-9
   9786610541980
   0-471-65473-6
   0-471-65472-8

   Descrizione fisica 1 online resource (xvi, 606 pages) : illustrations

   Collana Wiley series in survey methodology

   Disciplina 300/.72/3

   Soggetti Social surveys - Methodology
   Questionnaires - Methodology
   Social sciences - Research - Methodology

   Lingua di pubblicazione Inglese

   Formato Materiale a stampa

   Livello bibliografico Monografia

Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Methods for testing and evaluating survey questions / Stanley Presser, Mick P. Couper, Judith T. Lessler, Elizabeth Martin, Jean Martin, Jennifer M. Rothgeb, and Eleanor Singer -- 2. Cognitive interviewing revisited : a useful technique, in theory? / Gordon B. Willis -- 3. The dynamics of cognitive interviewing / Paul Beatty -- 4. Data quality in cognitive interviews : the case of verbal reports / Frederick G. Conrad and Johnny Blair -- 5. Do different cognitive interview techniques produce different results? / Theresa J. DeMaio and Ashley Landreth -- 6. Evaluating survey questions by analyzing patterns of behavior codes and question-answer sequences : a diagnostic approach / Johannes van der Zouwen and Johannes H. Smit -- 7. Response latency and (para) linguistic expressions as indicators of response error / Stasja Draisma and Wil Dijkstra -- 8. Vignettes and respondent debriefing for questionnaire design and evaluation / Elizabeth Martin -- 9. The case for more split-sample experiments in developing survey instruments / Floyd Jackson Fowler, Jr. -- 10. Using field experiments to improve instrument design : the SIPP methods panel project / Jeffrey Moore, Joanne Pascale, Pat Doyle, Anna Chan, and Julia Klein Griffiths -- 11. Experimental design considerations for testing and evaluating questionnaires / Roger Tourangeau -- 12. Modeling measurement error to identify flawed questions / Paul Biemer -- 13. Item response theory modeling for questionnaire evaluation / Bryce B. Reeve and Louise C. Masse -- 14. Development and improvement of questionnaires using predictions of reliability and validity / Willem E. Saris, William van der Veld, and Irmtraud Gallhofer -- 15. Testing paper self-administered questionnaires : cognitive interview and field test comparisons / Don A. Dillman and Cleo D. Redline -- 16. Methods for testing and evaluating computer-assisted questionnaire / John Tarnai and Danna L. Moore -- 17. Usability testing to evaluate computer-assisted instruments / Sue Ellen Hansen and Mick P. Couper -- 18. Development and testing of web questionnaires / Reginald P. Baker, Scott Crawford, and Janice Swinehart -- 19. Evolution and adaptation of questionnaire development, evaluation, and testing methods for establishment surveys / Diane K. Willimack, Lars Lyberg, Jean Martin, Lilli Japec, and Patricia Whitridge -- 20. Pretesting questionnaires for children and adolescents / Edith de Leeuw, Natacha Borgers, and Astrid Smits -- 21. Developing and evaluating cross-national survey instruments / Tom W. Smith -- 22. Survey questionnaire translation and assessment / Janet Harkness, Beth-Ellen Pennell, and Alisu Schoua-Glusberg -- 23. A multiple-method approach to improving the clarity of closely related concepts : distinguishing legal and physical custody of children / Nora Cate Schaeffer and Jennifer Dykema -- 24. Multiple methods for developing and evaluating a stated-choice questionnaire to value wetlands / Michael D. Kaplowitz, Frank Lupi, and John P. Hoehn -- 25. Does pretesting make a difference? An experimental test / Barbara Forsyth, Jennifer M. Rothgeb, and Gordon B. Willis.
Sommario/riassunto	The definitive resource for survey questionnaire testing and evaluation Over the past two decades, methods for the development, evaluation, and testing of survey questionnaires have undergone radical change. Research has now begun to identify the strengths and weaknesses of various testing and evaluation methods, as well as to estimate the methods' reliability and validity. Expanding and adding to the research presented at the International Conference on Questionnaire

Development, Evaluation and Testing Methods, this title presents the most up-to-date knowledge in this burgeoning field.The only book dedicated to the evaluation and testing of survey questionnaires, this practical reference work brings together the expertise of over fifty leading, international researchers from a broad range of fields. The volume is divided into seven sections: *Cognitive interviews *Mode of administration *Supplements to conventional pretests *Special populations *Experiments *Multi-method applications *Statistical modeling.Comprehensive and carefully edited, this groundbreaking text offers researchers a solid foundation in the latest developments in testing and evaluating survey questionnaires, as well as a thorough introduction to emerging techniques and technologies.

3.	Record Nr.	UNINA9910149489803321
	Titolo	Emotion in Games : Theory and Praxis / / edited by Kostas Karpouzis, Georgios N. Yannakakis
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
	Edizione	[1st ed. 2016.]
	Descrizione fisica	1 online resource (XV, 338 p. 43 illus., 32 illus. in color.)
	Collana	Socio-Affective Computing, , 2509-5706 ; ; 4
	Disciplina	794.81536
	Soggetti	Neurosciences
		User interfaces (Computer systems)
		Educational technology
		Artificial intelligence
		Application software
		Education—Data processing
		User Interfaces and Human Computer Interaction
		Educational Technology
		Artificial Intelligence
		Computer Appl. in Social and Behavioral Sciences
		Computers and Education
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Foreword -- Preface -- Part I Theory -- The Aesthetic Motives of Play -- Affect Channel Model of Evaluation in the context of digital games -- Affective Involvement in Digital Games -- PART II - Emotion Modelling and Affect-Driven Adaptation -- Multimodal sensing in affective gaming -- Emotion Modelling via Speech Content and Prosody – in Computer Games and Elsewhere -- Comparing two commercial brain computer interfaces for serious games and virtual environments -- Psychophysiology in Games -- Emotion and Attitude Modeling for Non-player Characters -- Emotion-driven Level Generation -- Emotion-Driven Narrative Generation -- Game Cinematography: from Camera Control to Player Emotions -- From Sinewaves to Physiologically-Adaptive Soundscapes: The Evolving Relationship between Sound and Emotion in Video Games -- Emotional Appraisal Engines for Games -- Part III Applications -- Emotion and Body-based Games: Overview and Opportunities -- Posttraumatic Stress Disorder (PTSD) and the role of computer games in treatment of PTSD -- Understanding and Designing for Conflict Learning Through Games -- Games robots play: once more, with feeling -- Lovotics: Love and Sex with Robots -- Index.
Sommario/riassunto	The core message of this book is: computer games best realise affective interaction. This book brings together contributions from specialists in affective computing, game studies, game artificial intelligence, user experience research, sensor technology, multi-modal interfaces and psychology that will advance the state-of-the-art in player experience research; affect modelling, induction, and sensing; affect-driven game adaptation and game-based learning and assessment. In 3 parts the books covers Theory, Emotion Modelling and Affect-Driven Adaptation, and Applications. This book will be of interest to researchers and scholars in the field of affective computing, and artificial intelligence. .