

1. Record Nr.	UNINA9910130469803321
Autore	Caneva Caterina
Titolo	Museo Masaccio d'arte sacra a Cascia di Reggello [[electronic resource] ] : guida alla visita del museo e alla scoperta del territorio // a cura di Caterina Caneva
Pubbl/distr/stampa	Firenze, : Polistampa, 2007
ISBN	88-596-0200-9
Descrizione fisica	267 p. : col. ill
Collana	Piccoli, grandi musei / Ente Cassa di risparmio di Firenze ; ; 10
Altri autori (Persone)	CanevaCaterina
Disciplina	708
Soggetti	Art - Italy - Reggello Christian art and symbolism - Italy - Reggello
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Museum guide. Text in English and Italian. Cascia di Reggello, near Florence (Tuscany).
Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910838353403321
Autore	Cullinane John
Titolo	Smarter Than Their Machines : Oral Histories of Pioneers in Interactive Computing
Pubbl/distr/stampa	San Rafael : , : Morgan & Claypool Publishers, , 2015 ©2015
ISBN	1-62705-550-9
Edizione	[1st ed.]
Descrizione fisica	1 online resource (218 pages)
Collana	ACM Bks.
Disciplina	004.0922
Soggetti	Computer scientists
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>Smarter Than Their Machines: Oral Histories of the Pioneers of Interactive Computing is based on oral histories archived at the Charles Babbage Institute, University of Minnesota. Included are the oral histories of some key pioneers of the computer industry selected by John that led to interactive computing, such as Richard Bloch, Gene Amdahl, Herbert W. Robinson, Sam Wyly, J.C.R. Licklider, Ivan Sutherland, Larry Roberts, Robert Kahn, Marvin Minsky, Michael Dertouzos, and Joseph Traub, as well as his own. John has woven them together via introductions that is, in essence, a personal walk down the computer industry road. John had the unique advantage of having been part of, or witness to, much of the history contained in these oral histories beginning as a co-op student at Arthur D. Little, Inc., in the 1950's. Eventually, he would become a pioneer in his own right by creating the computer industry's first successful software products company (Cullinane Corporation). However, an added benefit of reading these oral histories is that they contain important messages for our leaders of today, at all levels, including that government, industry, and academia can accomplish great things when working together in an effective way. This is how the computer industry was created, which then led to the Internet, both totally unanticipated just 75 years ago.</p>