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Disciplina	006.7
Soggetti	Interactive multimedia Multimedia systems Computer vision Education - Data processing Computer networks User interfaces (Computer systems) Human-computer interaction Media Design Computer Vision Computers and Education Computer Networks User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di contenuto	Games and Game-Based Learning -- Toward a better measurement of strategic skills: the multiple choice Strategic Quotient (mcSQ) -- Exploring the Effectiveness of Game-Based Learning in Teaching the 2030 Agenda to Middle School Students -- Introducing a Videogame Project in a Mobile Software Development Academic Course -- Artificial Intelligence in Video Games 101: an easy introduction -- A somaesthetic based approach to the design of multisensory interactive systems -- GFTLSTM: Dynamic Graph Neural Network Model Based on

Graph Framelets Transform -- Advancing Multi-Actor Graph
Convolutions for Skeleton-Based Action Recognition -- Improving
output visualization of an algorithm for the automated detection of the
perceived origin of movement -- Biases in Micro-level Probabilistic
Reasoning and Its Impact on the Spectators' Enjoyment of Tennis
Games -- A PLS-SEM approach for composite indicators: an original
application on the Expected Goal Model -- A comparison of hosting
techniques for online cybersecurity competitions -- Increasing
accessibility of online board games to visually impaired people via
machine learning and textual/audio feedback: the case of "Quantik" --
A novel approach to 3D storyboarding -- The WebCrow French
Crossword Solver -- Evaluating Touchless Haptics for Interaction with
Virtual Objects.

Sommario/riassunto

This book constitutes the refereed proceedings of the 14th
International Conference on Intelligent Technologies for Interactive
Entertainment, INTETAIN 2023 which was held in Lucca, Italy, during
November 27, 2023. The 15 full papers presented in this book were
selected from 56 submissions. They present novel and innovative work
in areas of methods (machine learning, movement), computer-based
systems (architectures, software, algorithms), and devices (digital
cameras, smartphones). The papers are grouped in sessions of
thematic issues on Games and Game-Based learning; Motion Capture;
Sports and Competitions; and Interfaces and Applications.
