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Titolo	Organizational simulation [[electronic resource] /] / edited by William B. Rouse, Kenneth R. Boff
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Descrizione fisica	1 online resource (690 p.)
Collana	Wiley Series in Systems Engineering and Management ; ; v.44
Altri autori (Persone)	RouseWilliam B BoffKenneth R
Disciplina	302.3/5/0113 302.350113 658.40352
Soggetti	Organizational behavior - Computer simulation Industrial organization - Computer simulation Industrial management - Computer simulation Teams in the workplace - Computer simulation Human behavior - Computer simulation
Lingua di pubblicazione	Inglese
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Note generali	Based on the Workshop on Organizational Simulation, supported by the Defense Modeling and Simulation Office and held in December 2003.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Organizational Simulation; TABLE OF CONTENTS; Forward; Preface; Contributors; 1 Introduction and Overview; Scope of Organizational Simulation; Architecture of Organizational Simulation; Perspectives on Organizational Simulation; Workshop on Organizational Simulation; Enterprise Systems; NASA Columbia; Command and Control - C2; Domestic Crisis - G8; Joint Urban Operations - JUO; Functionality and Technology; Overview of Book; Introduction; Behaviors; Modeling; Simulations & Games; Conclusions; References; 2 Strategic Thinking Via Organizational Simulation; Abstract; Introduction Strategy QuestionsHow can a new strategy best be deployed?; What are

the organizational implications of a new strategy?; How will novel situations be addressed with this strategy?; What are the design implications of this strategy?; What are the work implications of a new organization?; How well will the organization perform in the environment?; Summary; Enterprise Integration; Context of Challenge; Nature of Challenge; Organizational Issues; Phenomena to Stimulate; Types of Interaction Needed; Measure of OrgSim Success; Command & Control; Contest of Challenge; Nature of Challenge
Organizational IssuesPhenomena to Stimulate; Types of Interaction Needed; Measures of OrgSim Success; Joint Urban Operations; Context of Challenge; Nature of Challenge; Organizational Issues; Phenomena to Stimulate; Types of Interaction Needed; Measure of OrgSim Success; Functional Requirements; Models of Interaction; View and Information Flows; Tasks & Experiences; User Support; Methods & Tools; Enabling Technologies; Conclusions; References; 3 Using Organizational Simulation to Develop Unprecedented Systems; Abstract; Introduction; Illustrations of Unprecedented Systems; Story 1 - DART
Story 2 - Robotics-Agents-People - or RAP - TeamsRole of Teams and Culture Change; Requirements For Organizational Simulation; Architecture; Process; Scenarios; Agents; Measurement; Putting it all together; Summary; References; 4 The Learning Organization and Organizational Simulation; Abstract; The Learning Organization Concept; Organizational Simulation; The Literature of the Learning Organization; Philosophy of an LO; Characteristic Activities of a Learning Organization; The Five Disciplines; Organizational Learning: Adaptive vs. Generative
Activities and Processes of Good Learning OrganizationsExamples of Organizations Striving to be Effective LO'S; U.S. Department of Defense & Terrorist Organizations; US. Navy's Integrated Learning Environment; Potential Benefits to a Learning Organization From Use of Organizational Simulation; Applications of OrgSim to the LO; Process Modeling; Organizational Culture Elements; The Learning Management Maturity Model; Sample "What If" Questions; Conclusion; Challenges and Opportunities; Recommendations; References
5 Requirements and Approaches For Modeling Individuals Within Organizational Simulations

Sommario/riassunto

From modeling and simulation to games and entertainmentWith contributions from leaders in systems and organizational modeling, behavioral and social sciences, computing and visualization, and gaming and entertainment, Organizational Simulation both articulates the grand vision of immersive environments and shows, in detail, how to realize it. This book offers unparalleled insight into the cutting edge of the field, since it was written by those who actually researched, designed, developed, deployed, marketed, sold, and critiqued today's best organizational simulations.The cover

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Titolo	Web Engineering : 24th International Conference, ICWE 2024, Tampere, Finland, June 17–20, 2024, Proceedings / / edited by Kostas Stefanidis, Kari Systä, Maristella Matera, Sebastian Heil, Haridimos Kondylakis, Elisa Quintarelli
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Descrizione fisica	1 online resource (485 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14629
Disciplina	005.1
Soggetti	Application software Software engineering Database management User interfaces (Computer systems) Human-computer interaction Data structures (Computer science) Information theory Computer networks Computer and Information Systems Applications Software Engineering Database Management System User Interfaces and Human Computer Interaction Data Structures and Information Theory Computer Communication Networks
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Keynotes -- Responsible AI in the World of Work -- Accessible and Societally Sustainable Web Services -- Contents -- Human-Centric Web Engineering: rust, ransparency, nclusivity -- Language Models as SPARQL Query Filtering for Improving the Quality of Multilingual Question Answering over Knowledge Graphs -- 1 Introduction -- 2 Related Work -- 3

Approach -- 4 Experimental Setup -- 4.1 S1- Classification -- 4.2 S2- Question Answering -- 5 Evaluation and Analysis -- 5.1 S1- Classification -- 5.2 S2- Question Answering -- 6 Discussion -- 7 Conclusions and Future Work -- References -- TraQuLA: Transparent Question Answering Over RDF Through Linguistic Analysis -- 1 Introduction -- 2 Related Work -- 3 TraQuLA Approach -- 3.1 Question Type Detection and Interrogative Words -- 3.2 Component Extraction -- 3.3 Parse Building and Ranking -- 3.4 Parse Analysis and Answer Extraction -- 4 Evaluation -- 4.1 Evaluation on the LC-QuAD 1.0 Dataset -- 4.2 Evaluation on the LC-QuAD 2.0 Dataset -- 5 Conclusions -- References -- Inclusive Counterfactual Generation: Leveraging LLMs in Identifying Online Hate -- 1 Introduction -- 2 Contribution: Inclusivity in Counterfactual Generation -- 3 Related Work -- 4 LLM-Based Counterfactual Generation Pipeline -- 4.1 Datasets -- 4.2 Methodology -- 5 Experimental Setup -- 5.1 LLM-Generated Counterfactual Effectiveness -- 5.2 Exploring Model Robustness -- 5.3 Manual vs. LLM-Based Counterfactual Robustness -- 6 Findings and Discussion -- 6.1 LLM-Generated Counterfactual Effectiveness -- 6.2 Exploring Model Robustness -- 6.3 Manual vs. LLM-Based Counterfactual Robustness -- 6.4 Vision: Evading Harms of ChatGPT and Enabling Its Effective Usage -- 7 Conclusion and Future Work -- References -- Decentralized Search over Personal Online Datastores: Architecture and Performance Evaluation.
1 Introduction -- 2 Related Work -- 3 Preliminaries and ESPRESSO Framework -- 3.1 Solid Framework -- 3.2 ESPRESSO Framework Overview -- 3.3 Indexing and Search over Pods -- 4 Experiments -- 4.1 Experimental Environment and Setup -- 4.2 Experimental Parameters -- 5 Experimental Results and Discussion -- 6 Limitations and Challenges Ahead -- 7 Conclusion and Future Work -- References -- Recommendation on the Web -- Tag-Aware Recommendation Based on Attention Mechanism and Disentangled Graph Neural Network -- 1 Introduction -- 2 Related Work -- 2.1 Tag-Aware Recommendation -- 2.2 GNN-Based Recommendation -- 3 Proposed Model -- 3.1 Problem Definition -- 3.2 Relational Graph Construction -- 3.3 Input and Embedding Layer -- 3.4 Graph Attention Module -- 3.5 Intent-Aware Module -- 3.6 Model Training -- 4 Experiments -- 4.1 Experiment Setup -- 4.2 Performance Comparison -- 4.3 Hyper-parameter Analysis -- 5 Conclusion and Future Works -- References -- AutoMaster: Differentiable Graph Neural Network Architecture Search for Collaborative Filtering Recommendation -- 1 Introduction -- 2 Related Work -- 2.1 GNN-Based Collaborative Filtering -- 2.2 Graph Neural Network Architecture Search -- 3 Proposed Method -- 3.1 Problem Description -- 3.2 Search Design -- 3.3 Differentiable Search Strategy -- 3.4 Differentiable Search Strategy -- 3.5 Complexity Analysis of Architecture Search -- 4 Experiments -- 4.1 Experimental Setup -- 4.2 Performance Comparison -- 4.3 Generalization Experiments on New Datasets -- 4.4 Hyperparameters and Ablation Experiments -- 5 Conclusions -- References -- A Multi-model Recurrent Knowledge Graph Embedding for Contextual Recommendations -- 1 Introduction -- 2 Related Work -- 3 The MRKGEC System -- 3.1 Data Modeling and Meta-path Mining -- 3.2 MRKGEC Architecture -- 4 Experimental Evaluation -- 4.1 Comparison -- 4.2 Context Impact.
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to Facilitate Participation in the Semantic Web -- 1 Introduction -- 2 Related Work -- 3 Vocabulary Conversion -- 3.1 Intermediate Format Design -- 3.2 Conversion to SKOS -- 4 Evaluation -- 4.1 Vocabulary Selection -- 4.2 Vocabulary Quality Assessment -- 5 Conclusion -- References -- Advanced Tools, Frameworks, and Best Practices -- The Open V2X Management Platform -- 1 Introduction -- 2 Related Work -- 3 O-V2X-MP Backend Overview -- 3.1 System Context Diagram -- 3.2 Container Diagram -- 3.3 Component Diagram -- 4 Value-Added Services -- 4.1 Billing Engine -- 4.2 RESTful APIs -- 4.3 Data Analytics Module -- 4.4 Cybersecurity Module -- 5 Conclusions and Future Work -- References -- DyST: Dynamic Specification Mining for Heterogenous IoT Systems with WoT -- 1 Introduction -- 1.1 Problem Statement -- 1.2 Approach and Contributions -- 2 Background and Related Work -- 2.1 Web of Things -- 2.2 Specification Mining -- 2.3 Specification and Modeling of Distributed Systems -- 3 DyST Approach -- 3.1 Communication Traces Format -- 3.2 DFA Creation -- 3.3 Transformation into Regular Expressions -- 3.4 Sequence Diagram Extraction -- 3.5 Implementation -- 4 Evaluation -- 4.1 Evaluation Procedure -- 4.2 Case Studies -- 4.3 Evaluation Results -- 4.4 Timing Evaluation -- 5 Conclusions and Future Work -- References -- SeamlessMDD: Framework for Seamless Integration of Generated and Hand-Written Code -- 1 Introduction -- 2 Background and Related Work -- 3 SeamlessMDD Framework -- 3.1 Requirements -- 3.2 The SeamlessMDD Architecture -- 3.3 The Seamless Workflow.
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-- 3 Building Blocks and Design Goals -- 3.1 Design Goals -- 3.2 Building Blocks and Existing Technologies -- 4 Conclusions and Open Questions -- References -- Users' Behavior and User-Generated Content -- Weakly-Supervised Left-Center-Right Context-Aware Aspect Category and Sentiment Classification -- 1 Introduction -- 2 Related Work -- 2.1 Single-Task ABSA -- 2.2 Multi-task ABSA -- 3 Data -- 4 Methodology -- 4.1 Task Formulation -- 4.2 Modified CASC -- 4.3 Training Setup -- 5 Results -- 5.1 Performance Measures and Baseline Models -- 5.2 Processed Data -- 5.3 Performance Results -- 6 Conclusion -- References -- Subjectivity, Polarity and the Aspect of Time in the Evolution of Crowd-Sourced Biographies -- 1 Introduction -- 2 Related Work -- 3 Methodology -- 3.1 Operation of Wikipedia -- 3.2 Dataset Collection -- 3.3 Dataset Description -- 3.4 Quantifying Subjectivity and Polarity -- 4 Results and Discussion -- 4.1 Data Preparation -- 4.2 Subjectivity and Polarity per Gender, Personality Category and Combined -- 4.3 Bias and Polarity Evolution over Time -- 5 Conclusions and Future Work -- References -- Investigating the Usefulness of Product Reviews Through Bipolar Argumentation Frameworks -- 1 Introduction -- 2 Related Work -- 3 Preliminaries -- 3.1 Quantitative Bipolar Argumentation Frameworks -- 3.2 Dataset -- 3.3 NLP Techniques -- 4 Approach -- 4.1 Constructing QBAFs -- 4.2 Creating Argumentative Features -- 5 Results -- 6 Conclusion -- References -- Interaction Design Patterns of Web Chatbots -- 1 Introduction and Related Work.
2 Methodology.

Sommario/riassunto

This book constitutes the proceedings of the 24th International Conference, ICWE 2024, held in Tampere, Finland, during June 17-20, 2024. The 16 full papers and 8 short papers included in this volume were carefully reviewed and selected from 66 submissions. This volume includes all the accepted papers across various conference tracks. The ICWE 2024 theme, “Ethical and Human-Centric Web Engineering: Balancing Innovation and Responsibility,” invited discussions on creating Web technologies that are not only innovative but also ethical, transparent, privacy-focused, trustworthy, and inclusive, putting human needs and well-being at the core.