

1. Record Nr.	UNINA9910480688503321
Autore	Mittell Jason (1970- )
Titolo	Complex TV : The Poetics of Contemporary Television Storytelling // Jason Mittell
Pubbl/distr/stampa	London : , : New York University Press, , op. 2015 Baltimore, Md. : , : Project MUSE, , 2021 ©op. 2015
ISBN	0-8147-4496-6
Descrizione fisica	1 online resource (x, 391 p.)
Disciplina	808.2/25
Soggetti	Telewizja - programy Narracja Telewizja - sztuka pisania Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front matter -- Contents -- Acknowledgments -- Introduction -- 1. Complexity in Context -- 2. Beginnings -- 3. Authorship -- 4. Characters -- 5. Comprehension -- 6. Evaluation -- 7. Serial Melodrama -- 8. Orienting Paratexts -- 9. Transmedia Storytelling -- 10. Ends -- Notes -- Index -- About the Author
Sommario/riassunto	Over the past two decades, new technologies, changing viewer practices, and the proliferation of genres and channels has transformed American television. One of the most notable impacts of these shifts is the emergence of highly complex and elaborate forms of serial narrative, resulting in a robust period of formal experimentation and risky programming rarely seen in a medium that is typically viewed as formulaic and convention bound. Complex TV offers a sustained analysis of the poetics of television narrative, focusing on how storytelling has changed in recent years and how viewers make sense of these innovations. Through close analyses of key programs, including The Wire, Lost, Breaking Bad, The Sopranos, Veronica Mars, Curb Your Enthusiasm, and Mad Men the book traces the emergence of this narrative mode, focusing on issues such as viewer comprehension,

transmedia storytelling, serial authorship, character change, and cultural evaluation. Developing a television-specific set of narrative theories, Complex TV argues that television is the most vital and important storytelling medium of our time.

2. Record Nr.

UNISALENT0991004313032207536

**Titolo**

Gli archivi della Santa Sede come fonte per la storia moderna e contemporanea / a cura di Matteo Sanfilippo e Giovanni Pizzorusso ; contributi di Giovanni Pizzorusso ... [et al.]

**Pubbl/distr/stampa**

Viterbo : Sette cittÀ , 2001

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88-8609-136-2

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**Altri autori (Persone)**

Sanfilippo, Matteo  
Pizzorusso, Giovanni

**Disciplina**

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**Note generali**

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Sul f. di guardia: UniversitÀ degli studi della Tuscia, Viterbo, FacoltÀ di lingue e letterature straniere moderne; Centro studi sull'etÀ dei Sobieski e della Polonia moderna

3. Record Nr.	UNINA9910865245003321
Autore	Mori Hirohiko
Titolo	Human Interface and the Management of Information : Thematic Area, HIMI 2024, Held as Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29–July 4, 2024, Proceedings, Part III // edited by Hirohiko Mori, Yumi Asahi
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
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Descrizione fisica	1 online resource (434 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14691
Altri autori (Persone)	AsahiYumi
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- Human Interface and the Management of Information Thematic Area (HIMI 2024) -- HCI International 2025 Conference -- Contents - Part III -- Information in Learning and Education -- Learning Support System for Relationships Among Forces, Accelerations, Velocities, and Movements in Error-Based Simulation -- 1 Introduction -- 2 Previous Study -- 3 Relationships Among Movement, Force, Acceleration, and Velocity -- 4 Proposed Method -- 5 System Development -- 6 Evaluation Experiment -- 6.1 Purpose -- 6.2 Method -- 6.3 Experimental Results -- 7 Conclusion -- References -- A Study on Forecasting Post-enrollment Grades of Students Using Gradient Boosting Decision Tree -- 1 Introduction -- 1.1 Social Issues on University Dropout -- 1.2 Forecasting Academic Grades of Students -- 1.3 Purpose -- 2 Related Research -- 3 Method -- 3.1 Explanatory Variables -- 3.2 Method for Forecasting Post-enrollment Grades -- 4 Experiment Environment --

4.1 Dataset -- 4.2 Framework of Gradient Boosting Decision Tree -- 5  
Result -- 5.1 Forecast Performance -- 5.2 Explanatory Variables that are Effective for the Task -- 6 Conclusion -- References --  
Understanding Meaningful Arithmetic Operations in Word Problems: A Computational Model and Task Design -- 1 Introduction -- 2 Tri-quantitative Proposition Model -- 3 Meaningful and Integrated Interpretation of the Four Basic Operations -- 3.1 Inter- and Intra-situation Integrated Interpretation -- 3.2 Inter-situation Integrated Interpretation -- 3.3 Intra-situation Integrated Interpretation -- 4 Characteristics of Semantic and Integrated Interpretation with the Tri-quantity Proposition Model -- 4.1 Multiplication and Division as Conversion of Quantity.

4.2 Treatment of Partitive Division and Quotative Division -- 4.3 Proper Fraction as the Second Relational Quantity -- 5 Learning Task for Integrated Interpretation -- 5.1 Integrated Diagram Reconstruction -- 5.2 Pilot Implementation as an Unplugged Task -- 5.3 Considerations of the Implementation -- 6 Conclusion -- References -- Effectiveness of Digital Avatars in Student Engagement and Learning -- 1 Introduction -- 1.1 Types of Digital Avatars -- 1.2 Perception of Digital Avatar Designs -- 1.3 Implementing Avatars to Instructional Videos -- 1.4 Current Study -- 2 Method -- 2.1 Participants -- 2.2 Materials -- 2.3 Design -- 2.4 Procedure -- 3 Results -- 3.1 Experiment 1A -- 3.2 Experiment 1B -- 4 Discussion -- 5 Limitations -- 6 Conclusion -- References -- Development of an Eye-Movement Training System that Can Be Easily Used by Students Alone in Special Instructional Classrooms -- 1 Introduction -- 2 Concept -- 3 System Development -- 3.1 Hardware Development -- 3.2 Software Development and Operation Confirmation -- 3.3 Mini-game for Gaze Measurement -- 4 System Operation Evaluation -- 4.1 Overview -- 4.2 Evaluation of Measurement Accuracy -- 4.3 Operation Results -- 5 Conclusion -- References -- Development of Learning Support System for Acquisition of Convincing Argument Methods -- 1 Introduction -- 2 Research Design -- 2.1 Purpose -- 2.2 Materials and Methods -- 2.3 The Argument Unit -- 3 Experiment Design -- 3.1 Hypothesis -- 3.2 Learning Support System -- 3.3 The Components Used in the System -- 3.4 Diagnosis and Feedback by System -- 3.5 Subjects -- 3.6 Tasks -- 3.7 Procedure -- 4 Result and Discussion -- 4.1 Scoring Method -- 4.2 Comparison of Total Score and Total Score Rate -- 4.3 Comparison of Score and Score Rate in Each Task -- 5 Conclusion -- References. Comparing Human Versus Avatar Instructors of Different Ethnicities: Effects on Student Learning Outcomes Using a Virtual Learning Platform -- 1 Introduction -- 1.1 Global Education and the Emergence of E-Learning Environments -- 1.2 The Role of Avatars and Embodiment in Pedagogical Cyber Space -- 1.3 Avatar and Comprehension -- 1.4 Avatar and Trust -- 1.5 Avatars and Mental Effort -- 1.6 Usability and Avatars -- 1.7 Avatar Engagement -- 1.8 The Role of Ethnicity in E-Learning Environments: -- 1.9 Research Question -- 2 Methods -- 2.1 Participants -- 2.2 Materials -- 2.3 Procedure -- 2.4 Results -- 3 Discussion -- 3.1 Limitations and Future Studies -- 3.2 Conclusion -- Appendix -- References -- Examining the Relationship Between Playing a Chord with Expressions and Hand Movements Using MediaPipe -- 1 Introduction -- 2 Experimental Method -- 2.1 Acquire Performance Data -- 2.2 Twelve Kinds of Chords -- 2.3 Data Recordings -- 2.4 Classifying Performance Data Using Machine Learning -- 2.5 Visually and Numerically Investigate Differences Between Images -- 3 Results -- 3.1 Note on Velocity -- 3.2 Note Off Velocity -- 3.3 Length of Time the Key Was Kept Being Pressed -- 3.4 Results of Learning -- 3.5 Comparisons Among Images -- 4 Discussion -- 5 Conclusion --

References -- Instructor Avatars and Virtual Learning: How Does Instructor Type and Gender Affect Student Perceptions and Learning Outcomes? -- 1 Introduction and Literature Review -- 1.1 Instructor Type -- 1.2 Instructor Gender -- 1.3 Lesson Difficulty -- 1.4 Hypotheses -- 2 Methods -- 2.1 Participants and Design -- 2.2 Materials -- 2.3 Procedure -- 3 Results -- 4 Discussion -- 4.1 Limitations and Future Directions -- 5 Conclusion -- References -- Modeling of the Problem-Solving Process and Development of a Learning Support System for Text-Based Programming Problems -- 1 Introduction.  
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Possibility of Practicing Effectual Selling by Non-salespersons -- 1 Introduction -- 2 Review of Prior Research -- 2.1 Eigyo (Japanese Sales and Marketing Style) -- 2.2 Sales in Service Research -- 2.3 Effectuation -- 2.4 Effectual Selling -- 3 Research Questions and Methods -- 4 Case Study -- 4.1 Opportunity for Service Creation -- 4.2 Thinking Process Towards Starting a Business -- 4.3 First Customer and Lemonade -- 4.4 Leverage Social Media and Her Personality -- 4.5 Sales Results of No-Selling Sales Activities -- 4.6 Establishment of Her Own Company -- 5 Considerations -- 6 Conclusions, Limitations and Future Research -- References -- Characteristics of Men with High Purchase Intention of Cosmetics and Approaches to Increase Their Purchase Intention -- 1 Introduction -- 2 Analysis Method -- 2.1 Data Used -- 2.2 Basic Tabulation -- 2.3 Analysis Procedure -- 2.4 Bayesian Networks -- 3 Analysis Results -- 3.1 Understanding the Characteristics of Male Cosmetics Users from the Aspect of Basic Information -- 3.2 Understanding the Characteristics of Male Cosmetics Users in Terms of Personality and Purchasing Behavior -- 3.3 Understanding the Media in Which Men with High Intentions to Purchase Cosmetics Gather Information -- 3.4

Understanding the Means of Purchase Used by Men with High Intent to Purchase Cosmetics -- 4 Conclusion -- References -- Factor Analysis of Purchasing a Third-Category Beer -- 1 Introduction -- 1.1 Japanese Beer Market -- 1.2 A Third Beer -- 1.3 Disappearance of Price Advantage -- 1.4 Purpose of This Study -- 2 Flow of This Study -- 3 The Data Summary -- 4 Data Processing and Basic Analysis -- 4.1 Data Processing -- 4.2 Basic Analysis -- 5 Main Analysis -- 5.1 Latent Class Analysis -- 5.2 Chi-Square Test -- 5.3 Features Analysis of Each Class by Cross Tabulation -- 5.4 Analysis of Potential Customers' Web Use Frequency by Media.  
6 Proposing for New Product Ideas and Promotion Methods for Third Beer.

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### Sommario/riassunto

This three-volume set LNCS 14789-14791 constitutes the refereed proceedings of the thematic area Human Interface and the Management of Information, HIMI 2024, held as part of the 26th International Conference on Human-Computer Interaction, HCI International 2024, which took place in Washington DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The proceedings address approaches and objectives of information and data design, retrieval, presentation and visualization, management, and evaluation in human computer interaction in a variety of application domains, such as, for example, learning, work, decision, collaboration, medical support, and service engineering, and much more.

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