

1. Record Nr.	UNINA9910464130303321
Autore	Feiner Shmuel
Titolo	The Jewish enlightenment [[electronic resource] /] / Shmuel Feiner ; translated by Chaya Naor
Pubbl/distr/stampa	Philadelphia, : University of Pennsylvania Press, c2004
ISBN	1-283-89045-3 0-8122-0094-2
Descrizione fisica	1 online resource (455 p.)
Collana	Jewish Culture and Contexts Jewish culture and contexts
Altri autori (Persone)	NaorChaya
Disciplina	296/.094/09033
Soggetti	Jews - Intellectual life - 18th century Haskalah - History - 18th century Jewish learning and scholarship - History - 18th century Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Originally published as Ma'apectat ha-neorut, tenuat ha-Haskalah ha-Yehudit ba-mea ha-shmune esre.
Nota di bibliografia	Includes bibliographical references (p. [375]-428) and index.
Nota di contenuto	pt. 1. A passion for knowledge -- pt. 2. Jewish Kulturkampf -- pt. 3. The Maskilic republic -- pt. 4. On two fronts.
Sommario/riassunto	At the beginning of the eighteenth century most European Jews lived in restricted settlements and urban ghettos, isolated from the surrounding dominant Christian cultures not only by law but also by language, custom, and dress. By the end of the century urban, upwardly mobile Jews had shaved their beards and abandoned Yiddish in favor of the languages of the countries in which they lived. They began to participate in secular culture and they embraced rationalism and non-Jewish education as supplements to traditional Talmudic studies. The full participation of Jews in modern Europe and America would be unthinkable without the intellectual and social revolution that was the Haskalah, or Jewish Enlightenment. Unparalleled in scale and comprehensiveness, The Jewish Enlightenment reconstructs the intellectual and social revolution of the Haskalah as it gradually gathered momentum throughout the eighteenth century. Relying on a huge range of previously unexplored sources, Shmuel Feiner fully views

the Haskalah as the Jewish version of the European Enlightenment and, as such, a movement that cannot be isolated from broader eighteenth-century European traditions. Critically, he views the Haskalah as a truly European phenomenon and not one simply centered in Germany. He also shows how the republic of letters in European Jewry provided an avenue of secularization for Jewish society and culture, sowing the seeds of Jewish liberalism and modern ideology and sparking the Orthodox counterreaction that culminated in a clash of cultures within the Jewish community. The Haskalah's confrontations with its opponents within Jewry constitute one of the most fascinating chapters in the history of the dramatic and traumatic encounter between the Jews and modernity. The Haskalah is one of the central topics in modern Jewish historiography. With its scope, erudition, and new analysis, The Jewish Enlightenment now provides the most comprehensive treatment of this major cultural movement.

2. Record Nr.	UNINA9910888600203321
Autore	De Paolis Lucio Tommaso
Titolo	Extended Reality : International Conference, XR Salento 2024, Lecce, Italy, September 4–7, 2024, Proceedings, Part II // edited by Lucio Tommaso De Paolis, Pasquale Arpaia, Marco Sacco
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	3-031-71704-X
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (388 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15028
Altri autori (Persone)	ArpaiaP (Pasquale) SaccoMarco
Disciplina	004
Soggetti	Computer science Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Extended Reality in Health and Medicine. -- A Personalized Captioning Strategy for the Deaf and Hard-of-Hearing Users in an Augmented Reality Environment. -- A Study of Gaze Contact Conditioning in Children with Autism Based on AR Technology. --

Exploring the Effectiveness of Assistive Technology: A Preliminary Case Study Using Makey Makey, Tobii Eye Tracker, and Leap Motion. -- Therapies for strabismus and amblyopia in children: are we ready to take advantage of XR?. -- Mixed Reality Versus 3D Printing In Presurgical Visualization Of Soft and Hard Tissues: Selected Cases. -- Transforming Anatomopathology with XR Pathology: A Usability Study on HoloLens Integration. -- VheaRts: Reporting a single-centre experience in developing and implementing a virtual reality application for planning treatment of congenital heart disease. -- XR-based serious game for assessing bradykinesia in patients with Parkinson's Disease. -- Improving understanding of cardiovascular structures: a workflow to visualize patient-specific simulations in virtual reality. -- AeducAR3.0: an exciting hybrid educational platform for a comprehensive neuroanatomy learning. -- 'HeadTurner VR'— Developing a virtual reality game for measuring neck mobility. -- Surgical Simulation in Extended Reality for OR 2.0 using Unreal Engine 5 to Improve Patient Outcomes. -- Surgical Tool Tracking: Comparative Analysis of AR camera, OptiTrack IR, and RealSense Depth Camera Systems. -- Brain Visualizer: a Tool for EEG Data Processing and 3D Brain Activity Visualization. -- Fostering Interactive Mindfulness Experiences in VR. -- Endless Runner Game in Virtual Reality Controlled by a Self-Paced Brain-Computer Interface Based on EEG and Motor Imagery. -- Immersive Virtual Environments for Treating Social Phobia in Adolescents with High-Functioning Autism. -- Evaluating the Efficacy of Virtual Reality in Pain Management during Pediatric Dental Procedures: A Randomized Controlled Trial. -- A Mixed Reality eye-tracking investigation on key factors affecting food consumption habits. -- Multimodal assistance system for the care of individuals in early stages of dependency using augmented reality and artificial intelligence. -- Mixed-Reality tool for craniotomy procedures: preliminary evaluation of a hologram-to-head registration algorithm. -- A Mixed Reality Tool for Orthopedic Preoperative Planning Support. -- Mixed Reality Application for Treatment Planning in Radiotherapy. -- Exploring Virtual Reality Surgical Planning Applications in Paediatric Orthopaedics: A Preliminary Case Study. -- Developing and implementing a gamification feature in a virtual reality temporal bone surgical simulator. -- Too Much Guidance? A Brief Review of How Cognitive Support Affects Learning Motor Skills and Implications for VR/XR Technologies. -- Using HTA and UML in Analysis and Design Phases for a VR-based Nursing Lab. -- Virtual Reality and Conversational AI for Complementing Patient Education in Chronic Disease Management. -- VR-based Empathy experience for nonprofessional care-giver training. -- Development of a Virtual Reality Platform for Multiuser Training in Medical Diagnosis. -- Extended Reality to Enhance Well-being in Paediatric Department: A Preliminary Evaluation of the Il Piccolo Principe Project. -- Avatar Surgeon, Digital Pathology and Telementoring: SICE New Technology and Training Research Group Experience.

Sommario/riassunto

The four-volume proceedings set LNCS 15027, 15028, 15029 and 15030 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2024, held in Lecce, Italy during September 4–7, 2024. The 63 full papers and 50 short papers included in these proceedings were carefully reviewed and selected from 147 submissions. They were organized in the following topical sections: Extended Reality; Artificial Intelligence & Extended Reality; Extended Reality and Serious Games in Medicine; Extended Reality in Medicine and Rehabilitation; Extended Reality in Industry; Extended Reality in Cultural Heritage; Extended Reality Tools for Virtual

Restauration; Extended Reality and Artificial Intelligence in Digital Humanities; Extended Reality in Learning; and Extended Reality, Sense of Presence and Education of Behaviour.
