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	Nota di contenuto	Intro -- Title Page -- Copyright -- Dedication -- Table of Contents -- Preface -- Acknowledgments -- Electronic Resources -- Prelude: Opening with Embodied Perspectives -- Introduction: Inviting Engineers into Movement Studies -- I. Making Meaning through Movement -- 1. Noticing Movement: Meaning, Measurement, and Experience -- 2. Studying Movement: Somatics, Choreography, and Notation -- 3. Constructing Movement: Somatic Strategies, Choreographic Technologies, and Notational Abstractions through a Laban/Bartenieff Lens -- II. Describing Movement with an Embodied Taxonomy: The BESST System -- 4. What Is Moving? The Interconnection of Body Parts and Action (Body) -- 5. Where Is the Movement? Spatial Fiducials for Movement (Space) -- 6. When Is the Movement Happening? The Temporal Perception of Movement (Time) -- 7. For Whom Is the Movement? The Relationship between Mover and Environment (Shape) -- 8. How Is the Movement Executed? Movement Quality Enables

Shading of Motion (Effort) -- III. Translating Movement to Machines -- 9. Deconstructing Movement: Case Studies in Expression (Answering "Why?") -- 10. Notating Movement: Advanced Analysis through Symbolic Representation -- Conclusion: Understanding Movement -- Outro: Returning to Embodied Perspectives -- Appendix A: Symbols in the BESST System -- Appendix B: Movement Scales -- Appendix C: Effort Configurations -- Appendix D: Rationale for the Time Component -- Appendix E: Pedagogy and Group Work -- Glossary -- References -- Index.

| Sommario/riassunto | "Using a well-known and successful dance and performance method, the authors describe how avatars and robots can be designed to be more comfortable with these technologies"-- |