

1. Record Nr.	UNINA9910966203003321
Autore	Arnett Jeffrey Jensen
Titolo	Emerging adulthood : the winding road from the late teens through the twenties / / Jeffrey Jensen Arnett
Pubbl/distr/stampa	New York ; ; Oxford, : Oxford University Press, 2004
ISBN	9786610428113 9781280428111 1280428112 9780198038627 0198038623 9781423720904 1423720903
Edizione	[1st ed.]
Descrizione fisica	1 online resource (viii, 270 p.) : ill
Disciplina	305.242
Soggetti	Young adults
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Originally published: 2004.
Nota di bibliografia	Includes bibliographical references (p. 247-257) and index.
Nota di contenuto	A longer road to adulthood -- What is it like to be an emerging adult? : four profiles -- From conflict to companionship : a new relationship with parents -- Love and sex -- Meandering toward marriage -- The road through college : twists and turns -- Work : more than a job -- Sources of meaning : religious beliefs and values -- The age of possibilities : four case studies -- From emerging adulthood to young adulthood : what does it mean to become an adult?
Sommario/riassunto	'Emerging Adulthood' explores the author's concept of a new phase in life, between adolescence and young adulthood, characterised by a process of identity exploration, instability, possibility, self-focus, and a substantial sense of limbo.

2. Record Nr.	UNINA9910346747803321
Titolo	The Uncanny Valley Hypothesis and Beyond
Pubbl/distr/stampa	Frontiers Media SA, 2018
Descrizione fisica	1 online resource (142 p.)
Collana	Frontiers Research Topics
Disciplina	174/.96298924
Soggetti	Psychology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Editorial: The Uncanny Valley Hypothesis and beyond / Marcus Cheetham -- Is it the real deal? Perception of virtual characters versus humans: an affective cognitive neuroscience perspective / Aline W. de Borst and Beatrice de Gelder -- A review of empirical evidence on different uncanny valley hypotheses: support for perceptual mismatch as one road to the valley of eeriness / Jari Katsyri, Klaus Forger, Meeri Makarainen and Tapio Takala -- Stimulus-category competition, inhibition, and affective devaluation: a novel account of the uncanny valley / Anne E. Ferrey, Tyler J. Burleigh and Mark J. Fenske -- Uncanny sociocultural categories / Jordan R. Schoenherr and Tyler J. Burleigh -- Arousal, valence, and the uncanny valley: psychophysiological and self-report findings / Marcus Cheetham, Lingdan Wu, Paul Pauli and Lutz Jancke -- Perceptual discrimination difficulty and familiarity in the Uncanny Valley: more like a Happy Valley / Marcus Cheetham, Pascal Suter and Lutz Jancke -- A reappraisal of the uncanny valley: categorical perception or frequency-based sensitization? / Tyler J. Burleigh and Jordan R. Schoenherr -- Persistence of the uncanny valley: the influence of repeated interactions and a robot's attitude on its perception / Jakub A. Zotowski, Hidenobu Sumioka, Shuichi Nishio, Dylan F. Glas, Christoph Bartneck and Hiroshi Ishiguro -- Perception of gait patterns that deviate from normal and symmetric biped locomotion / Ismet Handzic' and Kyle B. Reed -- Walking in the uncanny valley: importance of the attractiveness on the acceptance of a robot as a working partner Matthieu Destephe, Martim Brando, Tatsuhiro Kishi, Massimiliano Zecca, Kenji Hashimoto and Atsuo Takanishi.</p>

Sommario/riassunto

A field of theory and research is evolving around the question highlighted in the Uncanny Valley Hypothesis: How does high realism in anthropomorphic design influence human experience and behaviour? The Uncanny Valley Hypothesis posits that a very humanlike character or object (e.g., robot, prosthetic limb, doll) can evoke a negative affective (i.e., uncanny) state. Recent advances in robotic and computer-graphic technologies in simulating aspects of human appearance, behaviour and interaction have been accompanied, therefore, by theorising and research on the meaning and relevance of the Uncanny Valley Hypothesis for anthropomorphic design. Current understanding of the "uncanny" idea is still fragmentary and further original research is needed. However, the emerging picture indicates that the relationship between humanlike realism and subjective experience and behaviour may not be as straightforward as the Uncanny Valley Hypothesis suggests. This Research Topic brings together researchers from traditionally separate domains (including robotics, computer graphics, cognitive science, psychology and neuroscience) to provide a snapshot of current work in this field. A diversity of issues and questions are addressed in contributions that include original research, review, theory, and opinion papers.
