

1. Record Nr.	UNINA9910969791803321
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Titolo	Bangladesh : the path to middle income status from an urban perspective // Elisa Muzzini and Gabriela Aparicio
Pubbl/distr/stampa	Washington, D.C., : World Bank, 2013
ISBN	9780821398654 0821398652
Edizione	[1st ed.]
Descrizione fisica	1 online resource (xiii, 131pages) : illustrations ; ; 25 cm
Collana	Directions in Development
Altri autori (Persone)	AparicioGabriela
Disciplina	307.76095492
Soggetti	Urbanization - Bangladesh Urban policy - Bangladesh Economic development - Bangladesh Bangladesh Economic conditions
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	C1; C2; Contents; Foreword; Acknowledgments; Abbreviations; Overview; Introduction; Bangladesh's Urban Space Today: Implications for the Growth Agenda; Envisioning the Future: A Competitive Urban Space for Growth; Figures; Figure O.1 Two Paths to a Lower-Middle-Income Bangladesh; Economic Growth Drivers in Urban Areas; Drivers of and Obstacles to Urban Competitiveness from the Perspective of the Garment Sector; Strategic Directions for Building a Competitive Urban Space in a Global Economy; References; CHAPTER 1 Introduction; The Path to Middle-Income Status from an Urban Perspective The Importance of a Competitive Urban Space for Growth Organization of the Study; Boxes; Box 1.1 Innovation, Connectivity, and Livability as the Drivers of Urban Competitiveness; Notes; References; CHAPTER 2 Bangladesh's Urban Space Today: Implications for the Growth Agenda; Introduction; Rapid Urbanization Accompanied by Strong Economic Growth; Figure 2.1 Urbanization and Economic Development in South Asia, 1960-2009; Figure 2.2 Urbanization and Annual Growth Rates of Total, Urban, and Rural Population in Bangladesh, 1950-2010; Figure 2.3 Urbanization and per Capita Income, by Region, 2000 Figure 2.4 Composition of GDP in Bangladesh, 1990-2010

Exceptionally High Population Density; Maps; Map 2.1 Population Density of Bangladesh, 2011; Primacy of Dhaka; Figure 2.5 Cross-Country Correlation between Population Density, Urbanization, and GDP, 2000; Box 2.1 The Political Economy Advantage of Capital Cities; Figure 2.6 Urban Population in Largest Cities and per Capita GDP in Selected Countries; Concentrated Economic Production and Low Economic Density; Figure 2.7 Economic Geography of Bangladesh, 2009; Table 2.1 Employment Density in Bangladesh's Main Urban Areas, 2001-09

Figure 2.8 Economic Concentration in Largest Cities and per Capita GDP in Selected Countries Tables; Figure 2.9 Population and Economic Density of Urban Agglomerations, 2006; Figure 2.10 South Asia at Night: Economic Density Proxied by Light Emission, 2005;

Specialization in Low-Value-Added, Labor-Intensive Garment Production; Figure 2.11 Export Sophistication and per Capita GDP in Selected Countries, 2006; Peri-Urbanization of Garment Employment in Metropolitan Dhaka; Figure 2.12 Export Concentration in Selected Developing Countries, 1980-2006

Figure 2.13 Formal Garment Employment in the Dhaka Metropolitan Area, 2001-09 Map 2.2 Employment Density of Garment Industry in Greater Dhaka Metropolitan Area, 2009; Map 2.3 Spatial Patterns of Manufacturing Employment in the Republic of Korea, 1960-2005;

Extremely Poor Infrastructure, Low Level of Services, and Lack of Amenities; Box 2.2 Deconcentrating Manufacturing in Brazil and Indonesia; Figure 2.14 International Benchmarking of Infrastructure, Services, and Amenities in Dhaka City, 2010; Persistent, Albeit Declining, Regional Disparities in Welfare Benchmarking Bangladesh's Urban Features

Sommario/riassunto

Bangladesh seeks to attain middle-income status by 2021, the 50th anniversary of its independence. To accelerate growth enough to do so, Bangladesh needs to build a competitive urban space that is innovative, connected and livable. Bangladesh's urban areas have to take proactive measures to improve and sustain all three drivers of competitiveness - innovation, connectivity and livability. The results of a survey of 1,000 garment firms - conducted to provide a lens through which to investigate urban competitiveness - reveal that Dhaka City is the most productive location for garment firms in Ba

2. Record Nr.	UNINA9911007455103321
Titolo	Human-Computer Interaction : 10th Iberoamerican Conference, HCI-COLLAB 2024, Pereira, Colombia, June 4–7, 2024, Revised Selected Papers // edited by Vanessa Agredo-Delgado, Pablo H. Ruiz, Carlos Augusto Meneses Escobar
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-91328-0
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (XIII, 356 p. 130 illus., 115 illus. in color.)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2332
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Information technology - Management Coding theory Information theory Software engineering User Interfaces and Human Computer Interaction Computer Networks Computer Application in Administrative Data Processing Coding and Information Theory Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- A Maturity Model for Evaluating the Use of Artificial Intelligence in the Context of Industry 4.0. -- A methodological overview about hand tracking and cognitive influences in virtual reality. -- A usable usability test: a practical and visual approach for carrying out moderate usability testing. -- Advancing AI Incidents Classification: Leveraging LLMs with Strategic Prompting. -- Bibliometric Analysis: The need for collaboration in the context of children diagnosed with autism

spectrum disorder. -- Characterization of interactive multimedia experiences in inclusive school contexts considering learning analytics. -- Development of a Low-Cost Myoelectric Prosthesis for Upper Limbs Using Rapid Prototyping Aimed at the Brazilian Scenario: An Initial Study. -- Development of a wearable device for use in gamethrapy sessions for rehabilitation of manual function. -- Evaluation Heuristics to Improve Usability in Ecommerce Platforms. -- Evaluation process application of playability and fun in pervasive game experiences oriented to older adults. -- Exploring Accessibility: The First Interaction of Visually Impaired Users with the UNAD Virtual Campus. -- Exploring the Feasibility of Virtual Reality in Post-Stroke Rehabilitation: Medical Perspectives on Motion Health VR. -- Financial fraud detection through the application of machine learning techniques with an anomaly-based approach. -- Gamified interactive multimedia experiences in the organizational context: a systematic review. -- Guide for strengthening the building of shared understanding in requirements engineering activities. -- Hola: Proposal of a social network for interaction and socialization of people with Autism Spectrum Disorder. -- Immersive representation of an artwork for people with visual impairment: A systematic mapping of the literature. -- Measure of Coolness on the Blind User Experience. -- Navegue Fácil: Promoting Web Accessibility Targeted at the Older Adults' Population. -- Prompt Engineering-Based Video Prototyping for Immersive Interaction Design: Limits, Opportunities and Perspectives. -- Sign Language to Colombian Formal Language Translator Software. -- SME users in Industry 4.0 Study of the Metalworking Industry in Argentina. -- Thermo Racing: Multimedia System for support learning the first and second law of thermodynamic. -- Usability and accessibility evaluation in small software development companies: a bibliometric analysis. -- Videogames and addiction: Strategies for a Healthy Gameplay. -- Writing UX requirements in acceptance criteria: a case study in startups.

Sommario/riassunto

This book constitutes the refereed proceedings of the 10th Iberoamerican Conference on Human-Computer Interaction, HCI-COLLAB 2024, held in Pereira, Colombia, during June 4–7, 2024. The 26 full papers presented here were carefully selected and reviewed from 85 submissions. Among the topics addressed in this edition were key areas such as accessibility, usability, video games and gamification, computational thinking, Internet of Things (IoT), software engineering, information and communication technologies (ICT) in education, virtual, augmented and mixed reality applied to education, artificial intelligence in HCI, industry 4.0, infotainment systems, collaborative work and learning, cognition and interaction. The diversity and topicality of these topics reflect the breadth of the discipline and its relevance to meet the technological and social challenges of today's world.