1.

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Autore	Morselli, Carlo <1958- >
Titolo	Dizionario di procedura penale : Abuso del processo - Vizi (extra codicem) : D. Lgs. 19 marzo 2024, n. 31 (decreto correttivo alla riforma Cartabia) / Carlo Morselli
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Note generali	Sul frontespizio: Testo di procedura penale per esami e concorsi con quesiti posti e risolti per varie voci

2.	
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Autore	Plass Jan L
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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15259
Altri autori (Persone)	OchoaXavier
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
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Nota di contenuto	Artificial Intelligence in Serious Games -- AI as a Co-Creator: A Survey on AI Support for Educational Game Authoring Tools -- Students' Use of an LLM-powered Virtual Teaching Assistant for Recommending Educational Applications of Games -- Serious Games Analytics -- A Taxonomy for Enhancing Metacognitive Adaptivity and Personalization in Serious Games Using Multimodal Trace Data -- An Architecture for Repeatable, Large-Scale Educational Game Data Analysis: Building on Open Game Data -- Identifying When and Why Students Choose to Quit Jobs in a Science Exploration Game -- Integrating Data from Multiple Sources in Evaluation Studies of Educational Games: An Application of Cross-Classified Item Response Theory Modeling -- Identifying Player Strategies through Segmentation: An Interactive Process Visualization Approach -- Serious Game Design.-Examining Student Responses to Game Layers in Cultural Geography: A Study about Game Spatiality in a

Role-Playing Game Design -- Game-Based Learning Analytics - Insights from an Integrated Design Process -- Crossing Valley: Development of a Serious Game to Measure Cognitive Flexibility in a Problem-Solving Context -- Serious Practices for Interactive Waste Sorting Mini-Game -- Kongruent - A Shader Language and Compiler for Efficient and Approachable GPU-Programming -- "Masters Against Food Waste" Providing Children with Strategies to Avoid Food Waste -- Impact Studies -- Understanding Player Experience in Museum-Based Learning Games: A Mixed-Methods Analysis -- Tracing Emerging Complexity of Scientific Reasoning Actions during Game-based Learning -- Sky Dash: Evaluating the Effects of a Serious Low-Threshold Mobile Game on Learning Efficacy and User Experience in a Repetitive Learning Task -- Collaborative Knowledge Development: An Exploration of Knowledge Space Theory in Multiplayer Learning Games -- Extended Realities -- Playful Locative Interaction in Museums and Exhibitions with Immersive Augmented Reality -- Assessing the Impact of Haptic Feedback on Stress and Performance in Virtual Reality-based Police Training -- Against Isolation in the Museum: Playful Co-Presence with Immersive Augmented Reality -- Exploring Emotional Design Features For Virtual Reality Games -- Healthcare and Wellbeing -- Game On: Towards Long-Term Motivation in Exergames for Cardio Training -- Including Non-Autistic Peers in Games Designed for Autistic Socialization -- Developing Gamified Learning for Healthcare Professionals through University Partnerships -- Applications -- Transforming Museum Experiences with Virtual Reality -- Bridging Generations: The Impact of Digital Fluency on User Performance in a VR Learning Application -- Kafka or Not? Concept for an AI-Supported Multi-Touch Tabletop Game for Literature Classes -- Playful Locative Interaction in Museums and Exhibitions with Immersive Augmented Reality -- Exploring the Potential of Serious Games for Learning Mathematical Equations -- Game Design Prototype with GIMs: Fostering Neurodiverse Connections through Storytelling -- Eye tracking in VR: A Case Study of "Missing" -- Deceptive Algorithms in Massive Multiplayer Online Role Playing Games (MMOs) -- Gaming on the Brain: Considerations for Designing Brain-Computer Interface Driven Gameplay -- Generative AI-Enhanced Chatbot Design for Constructionist Gaming -- The INTENT Game: An Interactive Tool for Empathy in Neurotypicals -- Puzzlegram: a Serious Game Designed for the Elderly in Group Settings -- From Game-Based Simulation to Practice: The Challenges of Capturing, Modeling, and Transferring Multimodal Data for Chemistry Skill Mastery -- The BlockQuest Game: Digital Behavioral Phenotyping of ADHD During Embodied Problem Solving in Virtual Reality.-GalactiVote: Government in Action! An American Government Video Game -- Venom CoLab: Exploring the Science of Venom for Middle School Learners -- Embodied Game Interactions: Somatosensation, Self-Identification, and the Potential of Alternative Game Controllers.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 10th Joint International Conference on Serious Games, JCSG 2024, held in New York City, NY, USA, during November 7–8, 2024. The 19 full papers, 5 short papers, 12 posters and 5 demos included in this book were carefully reviewed and selected from 63 submissions. They were organized in topical sections as follows: Artificial intelligence in serious games; Serious games analytics; Serious game design; Impact studies; Extended realities; Healthcare and wellbeing; Applications. |