

1.	Record Nr.	UNINA9910676797503321
	Autore	Fukuda, Minoru
	Titolo	Vol. 415:Glycobiology / edited by Minoru Fukuda
	Pubbl/distr/stampa	Amsterdam [etc.], : Elsevier Academic Press, 2006
	ISBN	9780121828202
	Descrizione fisica	XXXVIII, 383 p., [8] p. di tav. : ill. ; 24 cm.
	Collana	Methods in Enzymology
	Disciplina	572
	Locazione	SC1
	Collocazione	BSF-MET.ENZ.-1 (415
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910695365703321
	Titolo	H.R. 5018, H.R. 4940 & H.R. 1431, legislation to amend the Magnuson-Stevens Fishery Conservation and Management Act : legislative hearings before the Committee on Resources, U.S. House of Representatives, One Hundred Ninth Congress, second session, April 25, 2006, in New Bedford, Massachusetts, May 3, 2006, in Washington, D.C
	Pubbl/distr/stampa	Washington : , : U.S. Goveornment Printing Office, , 2006
	Descrizione fisica	1 online resource (vi, 184 pages)
	Soggetti	Fishery law and legislation - United States Fishes - Conservation - Law and legislation - United States Fishery management - United States Fishes - Conservation - Law and legislation Fishery law and legislation Fishery management Legislative hearings. United States

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3. Record Nr.	UNINA9911010534403321
Autore	Cai Yiyu
Titolo	Virtual and Augmented Reality Technology-Enhanced Learning : Research and Applications // edited by Yiyu Cai, Umesh Ramnarain, Jean Jieqiong Chen
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2025
ISBN	981-9623-32-4
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (479 pages)
Collana	Gaming Media and Social Effects, , 2197-9693
Altri autori (Persone)	RamnarainUmesh Jieqiong ChenJean
Disciplina	006.3
Soggetti	Computational intelligence Educational technology User interfaces (Computer systems) Human-computer interaction Computational Intelligence Digital Education and Educational Technology User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Vartel Innovation -- 2. Effectiveness of Virtual & Augmented Reality Learning Environments in Enhancing Students' Self Efficacy -- 3. Optimizing Learning Through Game Design An Essential Role In Educational Games -- 4. Enhancing Learning In Virtual Reality: Utilizing Hand Motion Detection In Educational Games -- 5. VARTeL for STEAM Education: Qualitative and Quantitative Analysis -- 6. Virtual Reality Enabled Robotic Surgery Training Through Telesurgery -- 7. Tree Pruning Simulation and Tree Growth Modelling -- 8. Educational

Sommario/riassunto

This book consists of chapters that present the state-of-the-art research and applications of Virtual & Augmented Reality Technology-enhanced Learning (VARTeL). The chapters of the book present a multi-facet view on different approaches to deal with challenges that surround the uptake of educational applications of mixed reality, simulations, and serious games in various practices. The different approaches highlight challenges and potential solutions and provide future directions for mixed reality, simulation, and serious games research, for the design of learning material and for implementation. By doing so, the book is a useful resource for both students and scholars interested in research in this field, for designers of learning material, and for practitioners that want to embrace mixed reality, simulation, and/or serious games in their education.
