

1. Record Nr.	UNISA996393224703316
Titolo	Rules for kings, and good counsell for subjects [[electronic resource]] : being a collection of certaine places of holy Scripture, directing the one to governe, and the other to obey. Most necessary for all men that are desirous to square their actions according to the rule of God's Law. Whereunto is added a prayer for the King. In these times of contradictions
Pubbl/distr/stampa	London, : Printed, for T. Paibody, and E. Dobson, and are to be sold in Queens-head-Alley in Pater noster-row, 1642
Descrizione fisica	8 p
Altri autori (Persone)	BrowneEdward
Soggetti	Divine right of kings
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Compiler's note "To the reader" signed: E.B., i.e. Edward Browne. Annotation on Thomason copy: "July ye 6th 1642". Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9911020094803321
Titolo	Emotion-oriented systems // edited by Catherine Pelachaud
Pubbl/distr/stampa	London, : ISTE Hoboken, N.J., : Wiley, 2012
ISBN	9781118601938 1118601939 9781118603321 111860332X 9781118603215 1118603214 9781299187818 1299187811
Edizione	[1st edition]
Descrizione fisica	1 online resource (346 p.)
Collana	ISTE
Altri autori (Persone)	PelachaudCatherine
Disciplina	004.2/1
Soggetti	User-centered system design Human-computer interaction Interactive computer systems Virtual computer systems Emotions and cognition
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	pt. 1. Foundations -- pt. 2. Non-verbal behavior -- pt. 3. Functions.
Sommario/riassunto	"The Affective Computing domain, term coined by Rosalind Picard in 1997, gathers several scientific areas such as computer science, cognitive science, psychology, design and art. The humane-machine interaction systems are no longer solely fast and efficient. They aim to offer to users affective experiences: user's affective state is detected and considered within the interaction; the system displays affective state; it can reason about their implication to achieve a task or resolve a problem. In this book, we have chosen to cover various domains of research in emotion-oriented systems. Our aim is also to highlight the

importance to base the computational model on theoretical foundations and on natural data"--
