1. Record Nr. UNISA996465711803316

Titolo	Interactive Storytelling [[electronic resource]] : Third Joint Conference on Interactive Digital Storytelling, ICIDS 2010, Edinburgh, UK, November 1-3, 2010, Proceedings / / edited by Ruth Aylett, Mei Yii Lim, Sandy Louchart, Paolo Petta, Mark Riedl
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
ISBN	1-280-39015-8 9786613568076 3-642-16638-5
Edizione	[1st ed. 2010.]
Descrizione fisica	1 online resource (XIII, 302 p. 92 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 6432
Disciplina	006.7
Soggetti	Application software Computer science Cultural heritage Education—Data processing Arts Computer Appl. in Arts and Humanities Popular Computer Science Cultural Heritage Computers and Education Information Systems Applications (incl. Internet) Kongress. Edinburgh <2010>
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Keynotes -- The Authoring Challenge in Interactive Storytelling -- From a Winter’s Night to a Dragon Age -- Designing Social Worlds - On Intrigue and Interaction in Live Action Role Playing Games (LARPS) -- Characters and Decision Making -- MIST: An Interactive Storytelling System with Variable Character Behavior -- Importance of Well-

Motivated Characters in Interactive Narratives: An Empirical Evaluation -- “I Want to Slay That Dragon!” - Influencing Choice in Interactive Storytelling -- Story Evaluation and Analysis -- Measuring User Responses to Interactive Stories: Towards a Standardized Assessment Tool -- One Tool-Many Paradigm: Creativity and Regularity in Youngsters’ Hyperstories -- Exploring Narrative Interpretation and Adaptation for Interactive Story Creation -- Narrative Annotation and Editing of Video -- Story Generation -- A Story to Go, Please -- Threading Facts into a Collective Narrative World -- Learning Story Marketing through Practical Experience of Story Creation System -- Enhancing Real-Time Sports Commentary Generation with Dramatic Narrative Devices -- Zuzie: Collaborative Storytelling Based on Multiple Compositions -- An Interactive Documentary Manifesto -- Arts and Humanities -- Rhetorics of the Interactive 3D Installation “Virtuelle Mauer/ReConstructing the Wall” -- From Physical to Non-material Art – Design Choices of the Digital Artist -- The iLand of Madeira Location Aware Multimedia Stories -- Narrative Theories and Modelling -- Modeling of Interactive Storytelling and Validation of Scenario by Means of Linear Logic -- An Analysis of Narrative Moves in Improvisational Theatre -- Towards a Theoretical Framework for Interactive Digital Narrative -- Systems -- A Data-Driven Case-Based Reasoning Approach to Interactive Storytelling -- Something’s Gotta Give - Towards Distributed Autonomous Story Appraisal in Improv -- A Simple Intensity-Based Drama Manager -- Applications -- Player Agency and the Relevance of Decisions -- Interactive Storytelling in Academic Teaching -- Teaching English as a Second Language Utilizing Authoring Tools for Interactive Digital Storytelling -- Posters -- Textual vs. Graphical Interaction in an Interactive Fiction Game -- Motivations for Rereading in Interactive Stories: A Preliminary Investigation -- The Haiti Earthquake Experience: A Case Study -- First Person Victim: Developing a 3D Interactive Dramatic Experience -- Combining Explicit and Implicit Interaction Modes with Virtual Characters in Public Spaces -- Louis, Mr. Dog and Rabbit: Metalepsis in Interactive Narrative -- Automated Storytelling in Sports: A Rich Domain to Be Explored -- Level-of-Detail Stories as a Virtual Museum of a Movie -- Establishing Communication Channels for Digital Storytelling Applications -- Agency and the Art of Interactive Digital Storytelling -- Realism and Virtuality: Carmageddon as Contemporary Simulacrum Model -- Demonstrations -- Emohawk: Learning Virtual Characters by Doing -- Crowd-Sourced AI Authoring with ENIGMA -- Using Highly Interactive Drama to Help Young People Cope with Traumatic Situations -- Stories on a Sphere: Hyperglobes as Narrative Platforms for Global Geodata -- Workshops -- Users and Evaluation of Interactive Storytelling -- Workshop: Education in Interactive Digital Storytelling -- Interactive Stories for Health Interventions -- Towards a Shared Vocabulary for Interactive Digital Storytelling -- Storytelling within an Internet of Things -- Just Another Tool for Interactive Digital Storytelling? -- Tutorial -- Tutorial: Introduction to Interactive Story Creation.

2. Record Nr. UNIORUON00277291

Autore	MELEGH, Attila
Titolo	On the East-West slope : Globalization, nationalism, racism and discourses on Central and Eastern Europe / Attila Melegh
Pubbl/distr/stampa	Budapest, : Central European University Press, 2006
ISBN	96-373-2624-3
Descrizione fisica	xi, 220 p. ; 24 cm.
Disciplina	943
Soggetti	Europa centro-orientale - Politica - Studi
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

3. Record Nr. UNINA9911038526203321

Autore	Cooney Kathleen A
Titolo	Veterinary Euthanasia Techniques : A Practical Guide
Pubbl/distr/stampa	Newark : , : John Wiley & Sons, Incorporated, , 2025 ©2026
ISBN	9781394263899
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (211 pages)
Disciplina	636.089796
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Practical how-to guidance to compassionately and confidently care for various species of animals through euthanasia Veterinary Euthanasia Techniques offers how-to guidance for performing euthanasia

techniques in dogs, cats, exotic animals, horses, production animals, and, in this new edition, zoo and marine animals.