

1. Record Nr.	UNINA9911047700203321
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Titolo	Internet and Modern Society : 28th International Conference, IMS 2025, St. Petersburg, Russia, June 23–25, 2025, Proceedings, Part II // edited by Maxim Bakaev, Radomir Bolgov, Anna Chizhik, Andrei Chugunov, Valeria Demareva, Yury Kabanov, Roberto Pereira, Elakkiya R., Wei Zhang
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-05144-4
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (517 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2672
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Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Education - Data processing Computers and civilization Natural language processing (Computer science) User Interfaces and Human Computer Interaction Computers and Education Computers and Society Natural Language Processing (NLP)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Art and Innovation in Museums: Using Machine Learning to Create Emotion-Reactive Installations -- Projection Technologies in Museums:

Video as a Tool to Enhance Narrative Understanding in Exhibits -- Radical Personalization of the Museum Experience through Digital Technologies -- Narrative as an Exhibit: The Use of Interactive Storytelling in Museum Spaces -- Research and Actualization of the Artist's Creative Heritage with the Help of Multimedia Exhibits in the Exhibition Space -- Research of the Territory Potential on the Basis of Digital Footprint on the Examples of Smolensk Orthodox Cemetery and Smolensk Lutheran Cemetery in St. Petersburg. Interactive Systems & Information Society Technologies -- Interactive Systems and Technologies in Biomedicine and Psychology: Stacked Model Framework for Accurate and Early Sepsis Detection using Ensemble Learning -- Quantum Sensing for Biomedical and Energy Applications -- The Impact of Avatar Visual Realism on the User Experience in a Psychological Assistance Application -- Medical Device Cyber Security Threats Solution. Interactive Systems and Technologies in Education and Humanities: Creating a Query to a Neural Network as a Method of Teaching at the University -- The Role of Digital Resources in English Medium Instruction: How AI Supports Subject Teachers -- Talking to Data: Designing Smart Assistants for Humanities Databases -- Wearable Ultrasound – A Review. Interactive Systems and Technologies in Management: Improving the Performance of Big Data Management Systems Using Hashing -- Our Match will be Legendary! An Algorithm for Distributing Amateur Ice Hockey Teams to Maximize the Excitement of the Games -- Assessing Decision-Making Strategies in a Game-Based Environment: Development and Initial Validation of a Diagnostic Tool -- Allocating Urban Services Based on Current Demographic Data in St Petersburg. Software Engineering, Networks and Machine Learning: Quantum-Resistant Electronic Voting System Using Lattice Cryptography Techniques -- AI-Powered Workers Safety Gear Detection -- A Hybrid Deep Learning Model for Software Fault Prediction Using CNN, LSTM, and Dense Layers -- Forecasting Climatic Variables for Wetland Ecosystem Assessment in Karaivetti Using Seasonal ARIMA Model -- A Survey on Bridging Classical and Quantum Security: Hybrid Cryptographic Approaches in the Quantum Era -- Secure and Scalable IoT Communication Using ASCON over CoAP: Comparison with DTLS -- AI-Driven Timetable Automation Using Flutter, Firebase, and the T5 Transformer Model -- MoDeG-Prompt: Depth-Enhanced Multimodal Gesture Recognition with Dynamic Cross-Modal Prompting for Few-Shot Learning -- Development of an Algorithm for Predicting Attacker Attack Vectors on Information Systems Based on Association Rules and the FP-Growth Algorithm.

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#### Sommario/riassunto

This two-set volume CCIS 2671 and 2672 book constitutes the proceedings of the 28th International Conference on Internet and Modern Society, IMS 2025, held in St. Petersburg, Russia, during June 23–25, 2025. The 56 full papers and 12 short papers included in these conference proceedings were carefully reviewed and selected from 104 submissions. They are categorized into the following topical sections: Part I: Computational Linguistics & Machine Learning (CompLing); Cyberpsychology & Post-AI Education (PsyAI); Digital Transformation in Governance and Society (DTGS). Part II: Art and Innovation in Museums; Interactive Systems & Information Society Technologies; Interactive Systems and Technologies in Biomedicine and Psychology; Interactive Systems and Technologies in Education and Humanities.

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