1.	Record Nr.	UNISA990000912820203316
	Autore	CAPERCHIONE, Eugenio
	Titolo	Sistemi informativo contabili nella pubblica amministrazione : profili comparati, evoluzione e criteri per al progettazione / Eugenio Caperchione
	Pubbl/distr/stampa	Milano : Egea, copyr. 2000
	ISBN	88-238-0688-7
	Descrizione fisica	244 p. ; 24 cm
	Disciplina	336.3
	Soggetti	Contabilità pubblica - Diritto comparato
	Collocazione	336.3 CAP 1 (IRA 25 397)
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNINA9911007466803321
	Autore	Kurosu Masaaki
	Titolo	Human-Computer Interaction : Thematic Area, HCI 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part V / / edited by Masaaki Kurosu, Ayako Hashizume
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
	ISBN	3-031-93864-X
	Edizione	[1st ed. 2025.]
	Descrizione fisica	1 online resource (588 pages)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15770
	Altri autori (Persone)	HashizumeAyako
	Disciplina	004.019
	Soggetti	Computer networks
		Image processing - Digital techniques
		Computer vision
		Application software
		Artificial intelligence
		User interfaces (Computer systems)
		Human-computer interaction
		Computer Communication Networks
		Computer Imaging, Vision, Pattern Recognition and Graphics
		Computer and Information Systems Applications
		Artificial Intelligence
		User Interfaces and Human Computer Interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Part 1: HCI for Mental Health and Psychological Wellbeing: Effect of External Characteristics of a Virtual Human Being During the Use of A Computer-assisted Therapy Tool -- My Energy to the Moon? Combining Human Energy Tracking with Financial Chart Analysis for Advanced Desktop Work-Life Tracking -- Overcome Psychological Alienation through Artificial Intelligence Painting Workshops -- Quantification and Analysis of Stress Levels while Walking Up and Down a Step in Real Space and VR Space Using Electrocardiogram -- Mapping Epilepsy Monitoring Challenges for Enhanced Patient Experience --

Exploring the Mediating Role of Smartphones Between Meaning in Life and Well-being -- Next-Gen Stress Monitoring: Social Robot and AI Integration -- Open Issues in Persuasive Technologies: Six HCI Challenges for the Design of Behavior Change Systems -- Icare: Findings from The Design and Initial Evaluation of a Mental Health App Prototype for Working-Class Women in India -- Connecting Patients and Clinicians: Shedding Light on Functionalities for Mental Health Apps in Depression Care -- A Study on the Effects of Experiencing a Falling Situation in Virtual Reality on EEG and Heart Rate Variability in the Elderly. Part 2: HCI in Healthcare: Developing Prosthetic Hand: Innovation in Hand Movement for Paralyzed Individuals -- Study of the Effectiveness of Gamification Design Applied to Chinese Medicine Learning App -- Accuracy Evaluation of AR Navigation in Partial Nephrectomy -- An Investigation into the Rise of Wearable Technologies in the Healthcare Sector -- Study of a Method for Reducing VR Sickness Using the Tunnel Effect -- Research on User Experience Design of Artificial Intelligence (AI) Medical Consultation System -- Measurement and Evaluation of Organ Shifts in Real-Life Surgery.

| Sommario/riassunto | This seven-volume set constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 27th International Conference on Human-Computer Interaction, HCII 2025, held in Gothenburg, Sweden, during June 22–27, 2025. The HCI Thematic Area constitutes a forum for scientific research and addressing challenging and innovative topics in Human-Computer Interaction theory, methodology and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others. . |