1. | | |
   |---|---|
   | Record Nr. | UNISA990002990680203316 |
   | Autore | ARCANGELI, Alessandro |
   | Titolo | Che cos'è la storia culturale / Alessandro Arcangeli |
   | Pubbl/distr/stampa | Roma, : Carocci, 2007 |
   | ISBN | 978-88-430-3913-5 |
   | Descrizione fisica | 96 p. ; 21 cm |
   | Collana | Le bussole ; 255 |
   | Disciplina | 909 |
   | Soggetti | Cultura - Storia |
   | Collocazione | X.3.B. 4465 |
   | Lingua di pubblicazione | Italiano |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |

2. | | |
   |---|---|
   | Record Nr. | UNISALENTO991001204739707536 |
   | Titolo | Emporia : Aegeans in the central and eastern mediterranean : proceedings of the 10th Intrenational Aegean Conference, 10e Rencontre égéenne internationale, Athens Italian School of Archaeology, 14-18 April 2004 / ed. by Robert Laffineur and Emanuele Greco |
   | Pubbl/distr/stampa | Liege : Université de Liège |
   | | Austin : University of Texas at Austin, Program in Aegean Scripts and Prehistory, 2005 |
   | Descrizione fisica | 2 vv. : ill. ; 25 cm. |
   | Collana | Aegaeum. Annales d'archéologie égéenne de l'Université de Liège et UT-PASP ; 25 |
   | Altri autori (Persone) | Laffineur, Robert |
   | | Greco, Emanuele |
   | Soggetti | Egei - Regione mediterranea |
   | Lingua di pubblicazione | Italiano |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |

3. Record Nr.   UNINA9910595051703321

Titolo   Serious Games : Joint International Conference, JCSG 2022, Weimar, Germany, September 22–23, 2022, Proceedings / / edited by Heinrich Söbke, Pia Spangenberger, Philipp Müller, Stefan Göbel

Pubbl/distr/stampa   Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022

ISBN   9783031153259
                       3031153251

Edizione   [1st ed. 2022.]

Descrizione fisica   1 online resource (268 pages)

Collana   Lecture Notes in Computer Science, , 1611-3349 ; ; 13476

Disciplina   929.374
                       794.8

Soggetti   User interfaces (Computer systems)
                       Human-computer interaction
                       Application software
                       Image processing - Digital techniques
                       Computer vision
                       User Interfaces and Human Computer Interaction
                       Computer and Information Systems Applications
                       Computer Imaging, Vision, Pattern Recognition and Graphics

Lingua di pubblicazione Inglese

Formato   Materiale a stampa

Livello bibliografico Monografia

Nota di bibliografia   Includes bibliographical references and index.

Nota di contenuto   Learning Psychology -- Flow and Self-Efficacy in a Serious Game for STEM Education -- Gaming Experience as a Nuisance or Confounding Variable in Serious Games for Research: Creating a Scale Measuring RTS Experience in a Serious Game Exploring the Sunk Cost Effect -- Designing Effective Playful Collaborative Science Learning in VR -- Design Aspects -- Academy Camp VR: Serious Game Constructions as Active Learning Experiences for Children -- Providing Applied Games Based on Didactical Structural Templates -- Providing Applied Games Based on Didactical Structural Templates -- Game Design -- Design Considerations of Learning Resources: Improving Learning and Engagement of Students with Visual Impairments -- Resilient IN: Design of an Interactive Narrative HRV-Biofeedback Game to Develop

Stereotype and Social Identity Threat Resilience -- Designing an Anti-Bullying Serious Game: Insights from Interviews with Teachers -- Health Games -- CogWorldTravel: Design of a Game-based Cognitive Screening Instrument -- A Serious Game for a Serious Situation: Encouraging Healthy Behaviors for children with ASD during COVID-19 pandemic -- Game Design for Covertly Combating Covid-19 Vaccination Hesitancy -- Games Application -- Communication Skills in Construction Projects and Promoting Them Through Multiplayer Online Games -- Ecosystem Simulator - A Learning Game About Genetic Algorithms -- Catch Me If you Can: An Educational Serious Game to Teach Grammatical English Rules -- Mixed Reality -- Software Architecture for Location-based Games Designed for Social Interaction in Public Space -- Paper beats Rock: Elaborating the best machine learning classifier for hand gesture recognition -- Learning with Augmented Reality Headsets? Experiences of a Use Case in Vocational Education -- A Lens to the Past: Using Site-Specific Augmented Reality for Historical Interpretation.

Sommario/riassunto	This book constitutes the refereed proceedings of the 8th Joint International Conference on Serious Games, JCSG 2022, held in Weimar, Germany, in September 2022. The 14 full papers presented together with 5 short papers were carefully reviewed and selected from 31 submissions. JSCG 2022 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains. This year's proceedings are categorized into the following topical sub-headings: Learning Psychology, Design Aspects, Game Design, Health Games, Games Application, and Mixed Reality.