

1. Record Nr.	UNISA990003228400203316
Autore	KUNTZMANN, J.
Titolo	Algèbre de Boole et machines logique / J. Kuntzmann et P. Naslin
Pubbl/distr/stampa	Paris : Dunod, 1967
Descrizione fisica	XVI, 313 p. : ill. ; 24 cm
Collana	Bibliothèque de l'automaticien ; 23
Altri autori (Persone)	NASLIN, P.
Disciplina	511.32
Soggetti	Teoria degli insiemi ALgebra booleana
Collocazione	511.32 KUN
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
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2. Record Nr.	UNINA9910783413903321
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Pubbl/distr/stampa	Amsterdam ; ; Oxford, : IOS Press, c2004
ISBN	1-280-50602-4 9786610506026 1-4175-9015-7 600-00-0388-9 1-60129-416-6
Descrizione fisica	1 online resource (292 p.)
Collana	Studies in health technology and informatics ; ; v. 99
Altri autori (Persone)	RivaGiuseppe <1967->
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Soggetti	Virtual reality in medicine Internet in medicine Clinical psychology Neurosciences Virtual reality therapy
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	Cover; Title page; Preface; Introduction; Contributors; Contents; Section I. Cybertherapy Rationale: Advantages of New Technologies for Clinical Psychology; Chapter 1. Cybertherapy in Practice: The VEPSY Updated Project; Chapter 2. New Tools in Cybertherapy: the VEPSY Website; Chapter 3. Virtual Reality and Psychotherapy; Chapter 4. Virtual Interaction in Cognitive Neuropsychology; Section II. Cybertherapy Experiences: Clinical Trials in the Treatment of Mental Disorders; Chapter 5. The Use of VR in the Treatment of Panic Disorders and Agoraphobia Chapter 6. Virtual Reality Exposure in the Treatment of Social PhobiaChapter 7. The Use of VR in the Treatment of Eating Disorders; Chapter 8. Male Sexual Dysfunctions: Immersive Virtual Reality and Multimedia Therapy; Section III. Cybertherapy Technology: Advanced Tools for Clinical Psychology; Chapter 9. New Technologies for

Providing Remote Psychological Treatments; Chapter 10. Technological Background of VR; Section IV. Cybertherapy Ergonomics: How to Design Effective Cybertherapy Tools; Chapter 11. Ergonomics of Virtual Environments for Clinical Use
Chapter 12. An Integrated Approach to the Ergonomic Analysis of VR in Psychotherapy: Panic Disorders, Agoraphobia and Eating Disorders
Section V. The Future of Cybertherapy: New Scenarios and Applications; Chapter 13. Immersive Virtual Telepresence: Virtual Reality Meets eHealth; Chapter 14. The Future of Cybertherapy: Improved Options with Advanced Technologies; Author Index

Sommario/riassunto

Cybertherapy, the integration of telehealth technologies with the Internet and shared virtual reality, is used for two reasons: either because there is no alternative, or because it is in some sense better than traditional medicine.
