

1. Record Nr.	UNISA996309149503316
Titolo	Erscheinungsformen und Handhabungen Heiliger Schriften // herausgegeben von Joachim Friedrich Quack und Daniela Christina Luft
Pubbl/distr/stampa	Berlin, [Germany] : , : De Gruyter, , 2014 ©2014
ISBN	3-11-041259-4 3-11-037127-8
Descrizione fisica	1 online resource (358 pages) : illustrations (some colour)
Collana	Materiale Textkulturen, , 2198-6932 ; ; Band 5
Disciplina	208.2
Soggetti	Sacred books - History and criticism Material culture - Religious aspects
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Revised papers presented at a symposium held on Nov. 25-27, 2011, and sponsored by the Internationales Wissenschaftsforum in Heidelberg"--T.p. verso.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Frontmatter -- Vorwort -- Inhalt -- Einleitung: Heilige Schriften und ihre Heiligkeit in Umgang und materieller Präsenz / Luft, Daniela C. -- Die Kognition von Heiligem und ihre sozio-biologischen Aspekte in der Vor- und Frühgeschichte / Haupt, Peter -- Amulette und ‚Amulettform‘: Zum Zusammenhang von Form, Funktion und Text von Amuletten im Alten Mesopotamien / Heeßel, Nils P. -- Lesestoffe? Leinen als Träger altägyptischer Texte / Kockelmann, Holger -- Totenbuch und Getreideabrechnung / Quack, Joachim Friedrich -- Materiale Präsenz sakraler vs. profaner Schriften in bilinguer Epigraphik des ptolemäisch- römischen Ägypten / Moje, Jan -- Heilige buddhistische Schriften in Stein / Wenzel, Claudia -- Vom Sefer Tora zum sefer: Die Bedeutung von Büchern im ‚Buch der Frommen‘ des R. Yehuda ben Shemu'el he- Chasid / Liss, Hanna -- Der Codex als Verkörperung Christi / Reudenbach, Bruno -- Schrift im Mittelalter - Zeichen des Heils / Becht-Jördens, Gereon -- Machtvolle Zeichen: Schrift als Medium esoterischer Spekulation, ritueller Wirkung und religiöser Kanonisierung in Bali / Hornbacher, Annette -- Vorstellung der Autorinnen und Autoren -- Index

## Sommario/riassunto

Heilige Schriften einmal nicht unter inhaltlichen Aspekten, sondern als materielle Gegenstände in den Fokus zu rücken, ist das Anliegen dieses Bandes. Wie alle von Menschen geschaffenen Gegenstände existieren auch Heilige Schriften nicht losgelöst von räumlicher Präsenz und menschlichem Handeln, das sich an und mit ihnen vollzieht und ihnen dabei Bedeutungen zuschreibt. In welchem Zusammenhang stehen Gestaltungsweisen dieser Objekte und ihre Verwendung, worin unterscheiden sich Heilige Schriften von anderen Objekten und ist es immer nur der Inhalt, der Heilige Schriften zu etwas Heiligem macht? In einer interdisziplinären Diskussion, auf deren Vorträgen und Ergebnissen die Artikel dieses Bandes basieren, ließen sich differenzierte Antworten unter Kontrastierung verschiedener Kulturen und Religionen finden: vom Alten Orient (Ägypten, Mesopotamien) über das Judentum und christliche europäische Kunstgeschichte bis hin zum Alten China und dem modernen Bali. Der Einbezug der bislang vernachlässigten, aber für ein umfassendes Verständnis essentiellen materiellen Seite und der Praxis bietet neue Impulse für die Diskussion um die Bedeutung und Funktionen des Phänomens ‚Heilige Schriften‘.

2. Record Nr.	UNINA9910484075403321
Titolo	Intelligent Technologies for Interactive Entertainment : First International Conference, INTETAIN 2005, Madonna di Campaglio, Italy, November 30 - December 2, 2005, Proceedings // edited by Mark Maybury, Oliviero Stock, Wolfgang Wahlster
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2005
ISBN	3-540-31651-5 3-540-30509-2
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (XVI, 344 p.)
Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 3814
Altri autori (Persone)	MayburyMark T StockOliviero WahlsterWolfgang
Disciplina	790.20285
Soggetti	Artificial intelligence Application software Multimedia systems User interfaces (Computer systems) Human-computer interaction Computer graphics Digital humanities Artificial Intelligence

Computer and Information Systems Applications  
Multimedia Information Systems  
User Interfaces and Human Computer Interaction  
Computer Graphics  
Digital Humanities

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	Long Papers -- COMPASS2008: Multimodal, Multilingual and Crosslingual Interaction for Mobile Tourist Guide Applications -- Discovering the European Heritage Through the ChiKho Educational Web Game -- Squidball: An Experiment in Large-Scale Motion Capture and Game Design -- Generating Ambient Behaviors in Computer Role-Playing Games -- Telepresence Techniques for Controlling Avatar Motion in First Person Games -- Parallel Presentations for Heterogenous User Groups – An Initial User Study -- Performing Physical Object References with Migrating Virtual Characters -- AI-Mediated Interaction in Virtual Reality Art -- Laughter Abounds in the Mouths of Computers: Investigations in Automatic Humor Recognition -- AmbientBrowser: Web Browser for Everyday Enrichment -- Ambient Intelligence in Edutainment: Tangible Interaction with Life-Like Exhibit Guides -- Drawings as Input for Handheld Game Computers -- Let's Come Together — Social Navigation Behaviors of Virtual and Real Humans -- Interacting with a Virtual Rap Dancer -- Grounding Emotions in Human-Machine Conversational Systems -- Water, Temperature and Proximity Sensing for a Mixed Reality Art Installation -- Geogames: A Conceptual Framework and Tool for the Design of Location-Based Games from Classic Board Games -- Disjunct Selection for One-Line Jokes -- Multiplayer Gaming with Mobile Phones – Enhancing User Experience with a Public Screen -- Learning Using Augmented Reality Technology: Multiple Means of Interaction for Teaching Children the Theory of Colours -- Presenting in Virtual Worlds: Towards an Architecture for a 3D Presenter Explaining 2D-Presented Information -- Short Papers -- Entertainment Personalization Mechanism Through Cross-Domain User Modeling -- User Interview-Based Progress Evaluation of Two Successive ConversationalAgent Prototypes -- Adding Playful Interaction to Public Spaces -- Report on a Museum Tour Report -- A Ubiquitous and Interactive Zoo Guide System -- Styling and Real-Time Simulation of Human Hair -- Motivational Strategies for an Intelligent Chess Tutoring System -- Balancing Narrative Control and Autonomy for Virtual Characters in a Game Scenario -- Web Content Transformed into Humorous Dialogue-Based TV-Program-Like Content -- Content Adaptation for Gradual Web Rendering -- Getting the Story Right: Making Computer-Generated Stories More Entertaining -- Omnipresent Collaborative Virtual Environments for Open Inventor Applications -- SpatiuMedia: Interacting with Locations -- Singing with Your Mobile: From DSP Arrays to Low-Cost Low-Power Chip Sets -- Bringing Hollywood to the Driving School: Dynamic Scenario Generation in Simulations and Games -- Demos -- Webcrow: A Web-Based Crosswords Solver --

COMPASS2008: The Smart Dining Service -- DaFEx: Database of Facial Expressions -- PeaceMaker: A Video Game to Teach Peace -- A Demonstration of the ScriptEase Approach to Ambient and Perceptive NPC Behaviors in Computer Role-Playing Games -- Multi-user Multi-touch Games on DiamondTouch with the DTFlash Toolkit -- Enhancing Social Communication Through Story-Telling Among High-Functioning Children with Autism -- Tagsocratic: Learning Shared Concepts on the Blogosphere -- Delegation Based Multimedia Mobile Guide -- Personalized Multimedia Information System for Museums and Exhibitions -- Lets Come Together -- Social Navigation Behaviors of Virtual and Real Humans -- Automatic Creation of Humorous Acronyms.

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## Sommario/riassunto

From November 30 to December 2, 2005, INTETAIN 2005 was held in beautiful Madonna di Campiglio, on the majestic mountains of the Province of Trento, Italy. The idea to

hold the first international conference that would have as topic "Intelligent Technologies for Interactive Entertainment" seemed to be timely. In the previous couple of years there had been other more specific -- or more generic -- events where some of the relevant themes had made it to the front stage. With INTETAIN we were aiming at establishing a conference where intelligent computational technologies are at the basis of any interactive application for entertainment. As "intelligent computational technologies" we mean adaptive media presentations, recommendation systems in media, scalable crossmedia, active user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, crossdomain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humor, and so on. We also believe that there is an important role for novel underlying interactive device technologies, for example, mobile devices, home entertainment centers, haptic devices, wallscreen displays, holographic displays, distributed smart sensors, immersive screens and wearable devices. Interactive applications for entertainment include, but are certainly not limited to, intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorer assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special groups (challenged, children, the elderly).

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