

1. Record Nr.	UNISA996385923903316
Autore	Woodward Ezekias <1590-1675.>
Titolo	As you were [[electronic resource]] : or A reducing (if possibly any) seduc't ones, to facing about, turning head, front against God) by the recrimination (so intended) upon Mr. J.G. (Pastor of the church in Colmanstreet) in point of fighting against God. By an unworthy auditor of the said (luditious-pious-divine) master Iohn Goodvvin
Pubbl/distr/stampa	[London, : s.n.], Printed in the yeere. 1644
Descrizione fisica	[2], 6 p
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Signed: P. P. Anonymous. By Hezekiah Woodward. Annotation on Thomason copy: "Suposed to be Hezikiah Woodward"; "Nouemb: 13: London". Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910144924903321
Titolo	Principles of Data Mining and Knowledge Discovery : First European Symposium, PKDD '97, Trondheim, Norway, June 24-27, 1997 Proceedings / / edited by Jan Komorowski, Jan Zytkow
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 1997
ISBN	3-540-69236-3
Edizione	[1st ed. 1997.]
Descrizione fisica	1 online resource (XII, 404 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 1263
Disciplina	006.3/1
Soggetti	Artificial intelligence Information storage and retrieval Multimedia systems Mathematical statistics Information technology Business—Data processing Artificial Intelligence Information Storage and Retrieval Multimedia Information Systems Probability and Statistics in Computer Science IT in Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Knowledge discovery — A control theory perspective -- Modelling customer retention with Rough Data Models -- Share based measures for itemsets -- Parallel knowledge discovery using domain generalization graphs -- Rough set theory and rule induction techniques for discovery of attribute dependencies in medical information systems -- Logical calculi for knowledge discovery in databases -- Extraction of experts' decision process from clinical databases using rough set model -- Discovering of health risks and case-based forecasting of epidemics in a health surveillance system -- An algorithm for multi-relational discovery of subgroups -- Finding similar time series -- Exploration of document collections with self-

organizing maps: A novel approach to similarity representation -- Pattern based browsing in document collections -- Induction of fuzzy characteristic rules -- Regression-based classification methods and their comparison with decision tree algorithms -- Attribute discovery and rough sets -- Generation of rules from incomplete information systems -- Knowledge discovery from software engineering data: Rough set analysis and its interaction with goal-oriented measurement -- Efficient multisplitting on numerical data -- SNOUT: An intelligent assistant for exploratory data analysis -- Exploratory analysis of biochemical processes using hybrid modeling methods -- Using signature files for querying time-series data -- A new and versatile method for association generation -- Bivariate decision trees -- Towards process-oriented tool support for knowledge discovery in databases -- A connectionist approach to structural similarity determination as a basis of clustering, classification and feature detection -- Searching for relational patterns in data -- Finding spatial clusters -- Interactive interpretation of hierarchical clustering -- The principle of transformation between efficiency and effectiveness: Towards a fair evaluation of the cost-effectiveness of KDD techniques -- Recognizing reliability of discovered knowledge -- Clustering techniques in biological sequence analysis -- TOAS intelligence mining; analysis of natural language processing and computational linguistics -- Algorithms for constructing of decision trees -- Mining in the phrasal frontier -- Mining time series using rough sets — A case study -- Neural networks design: Rough set approach to continuous data -- On meta levels of an organized society of KDD agents -- Using neural network to extract knowledge from database -- Induction of strong feature subsets -- Rough sets for data mining and knowledge discovery -- Techniques and applications of KDD -- A tutorial introduction to high performance data mining -- Data mining in the telecommunications industry.

Sommario/riassunto

This book constitutes the refereed proceedings of the First European Symposium on Principles of Data Mining and Knowledge Discovery, PKDD '97, held in Trondheim, Norway, in June 1997. The volume presents a total of 38 revised full papers together with abstracts of one invited talk and four tutorials. Among the topics covered are data and knowledge representation, statistical and probabilistic methods, logic-based approaches, man-machine interaction aspects, AI contributions, high performance computing support, machine learning, automated scientific discovery, quality assessment, and applications.

3. Record Nr.	UNINA9910159439603321
Autore	Rusch Doris C., author
Titolo	Making deep games : designing games with meaning and purpose / / Doris C. Rusch
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2017 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781315748986 1315748983 9781317607717 1317607716
Edizione	[1st ed.]
Descrizione fisica	1 online resource (228 pages) : illustrations
Disciplina	790.1
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	A Focal Press book--title page.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	1. Diving for deep game ideas -- 2. Games as an expressive medium -- 3. Modeling the human experience : or the art of nailing a pudding to the wall -- 4. Experiential metaphors : or what breaking up, getting a tattoo, and playing God of war have in common -- 5. Allegorical games : or the monster isn't a monster isn't a monster -- 6. Designing with purpose and meaning : nine questions to define where you're going and make sure you get there -- 7. It's not always about you! : lessons learned from participatory deep game design -- 8. The same new kid in yet another hood : deep game design as creative arts therapy? / coauthored with Susan Imus.
Sommario/riassunto	Like movies, television, and other preceding forms of media, video games are undergoing a dynamic shift in its content and perception. While the medium can still be considered in its infancy, the mark of true artistry and conceptual depth is detectable in the evolving styles, various genres and game themes. Doris C. Rusch's, Making Deep

Games, combines this insight along with the discussion of the expressive nature of games, various case studies, and hands-on design exercises. This book offers a perspective into how to make games that tackle the whole bandwidth of the human experience; games that teach us something about ourselves, enable thought-provoking, emotionally rich experiences and promote personal and social change. Grounded in cognitive linguistics, game studies and the reflective practice of game design, Making Deep Games explores systematic approaches for how to approach complex abstract concepts, inner processes, and emotions through the specific means of the medium. It aims to shed light on how to make the multifaceted aspects of the human condition tangible through gameplay experiences.
