1. Record Nr.	UNISA996393533703316
Autore	Bury Arthur <1624-1713.>
Titolo	A defence of the doctrines of the Holy Trinity and incarnation placed in their due light [[electronic resource]] : in answer to a letter, written to the clergy of both universities
Pubbl/distr/stampa	[London, : s.n, 1694]
Descrizione fisica	8 p
Soggetti	Trinity Socinianism Theology, Doctrinal
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Caption title. Attributed to Bury by Wing and NUC pre-1956 imprints. Imprint suggested by Wing. Imperfect: pages cropped with some loss of print. Reproduction of original in the Bodleian Library.
Sommario/riassunto	eebo-0014

2. Record Nr.	UNISA996664548803316
Autore	Rau Pei-Luen Patrick
Titolo	Cross-Cultural Design : 17th International Conference, CCD 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part IV / / edited by Pei-Luen Patrick Rau
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-93736-8
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (634 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15785
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Digital Learning, STEM Education, and AI-Driven Pedagogy: Research on the Teaching Model of Artificial Intelligence-Assisted Interdisciplinary Design Talent Cultivation—Take Jewelry Design Teaching as an Example -- Research on Innovative Education Model Based on AIGC Technology to Promote Interdisciplinary STEAM Learning in K12 -- An Empirical Study on the Technological Acceptance of AIGC in Design Education: A Multidimensional Analysis Based on Structural Equation Modeling -- Co-Creation and Spontaneous Interaction in Higher Education: A Digital Platform for Showcasing Student-Driven Design Outcomes -- Factors Influencing Technology Learning in A Bio-Sensing STEM Program: Exploring Socio-Cultural Factors for Secondary School Students --

Embodied Interaction Assistance System (EIAs) for Enhancing Cross-Cultural Education: Designing Immersive and Personalized Learning Experiences -- Quantum Resonance in Educational Design: Aesthetic Principles Inspired by Dionysian Spirit and Poetic Wisdom -- Designing Augmented Reality-Based Tools for Enhancing Children's Art Learning of Intangible Cultural Heritage -- Research on Cross Disciplinary Practice of Creative Design Curriculum in the Era of Cultural and Technological Integration. Smart Systems, Intelligent Interaction and User Perception: Real Visualization Attracts More? The Cross-Cultural Difference Study of Consumer Visual Perception on Album Cover Design of Music Streaming Platforms -- User-Centered Design of Smart Home Voice System for Older Chinese Adults -- A New Paradigm of Apparel Design Path in the Human-Machine Collaborative Model -- Can Large Language Models Effectively Implement Abusive Language Detection Across Domains and Across Languages? -- What is Secret Recipe behind Digital Marketing? The Study of Cross-Cultural Differences in Consumers' Visual Perception and Personality on Digital Marketing Attitude -- Identifying Key Features for Classifying Takeover Performance in Level 3 Autonomous Vehicles with Consideration of Takeover Readiness -- Human-Centric Kitchen Ecosystems: A Mixed-Methods Study on Behavioral Chains and High-Demand Design Priorities -- Designing an AI Chatbot for Team-Based Diabetes Care: An Iterative Human-in-the-Loop Approach -- Digital Research Collaboration Platform Design: Preferences from Novice Researchers in the Global North Compared to Novice Researchers in the Global South -- Anthropomorphic Appearance and Bias Alignment: An Ethical Sensitivity Approach for Human-Machine Compliance. Cross-Cultural Health and Wellbeing: Different Bowing Techniques of Erhu Playing Influenced to Right Upper Limb Muscle Activities -- Empowering Patient Choices in Breast Reconstruction: A Decision Support Framework with Dynamic Simulation and Inclusive Design -- Using Machine Learning to Predict Pedestrian Phone Usage -- Understanding Requirements of a Cultural Technology for Environmental Health Awareness -- Catalyzing Engagement: Bridging Expectations, Interaction Modes, and Anthropomorphic Design of Generative AI Agents for the Elderly -- A Comprehensive Study of the Influence of Social Capital on the Traditional Chinese Medicine Health Literacy (TCMHL) of the Elderly in Aged Communities and the Relevant Interventions -- Effect of Tailored HPV Vaccine Messages on Vaccination Intention among Women Aged 18-25 Years -- Towards Age-Friendly Interactions: Enhancing Usability and Experience of Smart Wearable Health Devices for Elderly Users -- Research on the Effective Communication of Secondary Packaging Text Information Selection and Layout for HPV Vaccines -- Interpretability of Vaccine Packaging -- Research on the Immersive Interactive System of Nuo Culture under the Perspective of Embodied Cognition.

| Sommario/riassunto | This four-volume set LNCS 15782-15785 constitutes the refereed proceedings of the 17th International Conference on Cross-Cultural Design, CCD 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The four volumes cover the following topics: Part I: Cross-cultural user experience and design; cross-cultural emotional and psychological factors in interaction; and cross-cultural usability and interaction design. Part II: Artificial intelligence in cultural heritage and creativity; cross-cultural generative AI; and AI applications and sustainable innovation. Part III: Cross-cultural arts and aesthetics; cross-cultural social innovation; automotive and transportation user |

experience; and cross-cultural design and cultural heritage. Part IV: Digital learning, STEM education and AI-driven pedagogy; smart systems, intelligent interaction and user perception; and cross-cultural health and wellbeing.