1. Record Nr. UNISA996394280803316

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| Autore | Inchiquin Murrough O'Brien, Earl of, <1614-1674.> |
| Titolo | More victoryes obtained in Ireland by the right honourable the Lord Inchiquine, lord president of Munster [[electronic resource] ] : the relations in a letter under his lordships owne hand, dircted to Major Generall Jephson, and honourable member of the House of Commons : together with another letter to the said honourable member, dated August 14, 1647 |
| Pubbl/distr/stampa | London, : Printed for Robert Bostock ..., 1647 |
| Descrizione fisica | [2], 6 p |
| Soggetti | Ireland History 1625-1649<br>Great Britain History Civil War, 1642-1649 |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Imperfect: print show-through.<br>Reproduction of original in the Harvard University Library. |
| Sommario/riassunto | eebo-0062 |

2. Record Nr. UNISA996542669803316

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|---|---|
| Autore | Fang Xiaowen |
| Titolo | HCI in Games [[electronic resource] ] : 5th International Conference, HCI-Games 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part II / / edited by Xiaowen Fang |
| Pubbl/distr/stampa | Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023 |
| ISBN | 3-031-35979-8 |
| Edizione | [1st ed. 2023.] |
| Descrizione fisica | 1 online resource (360 pages) |
| Collana | Lecture Notes in Computer Science, , 1611-3349 ; ; 14047 |
| Disciplina | 004.019 |
| Soggetti | User interfaces (Computer systems)<br>Human-computer interaction<br>Education—Data processing<br>Computer networks<br>Social sciences—Data processing<br>Electronic commerce<br>Image processing—Digital techniques<br>Computer vision<br>User Interfaces and Human Computer Interaction<br>Computers and Education<br>Computer Communication Networks<br>Computer Application in Social and Behavioral Sciences<br>e-Commerce and e-Business<br>Computer Imaging, Vision, Pattern Recognition and Graphics |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
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Centipawn Loss Metric -- 3 Designing a Model -- 4 Experimental Results -- 5 Conclusions -- References -- Prediction of Quality of Experience (QoE) of Cloud-Gaming Through an Approach to Extracting the Indicators from User Generated Content (UGC) -- 1 Introduction -- 2 Related Work -- 2.1 Structured and Quantitative QoE Evaluation Approach Based on Questionnaires -- 2.2 Emotion Distribution Learning Approach Based on an Emotion Dictionary -- 3 Method for EDL -- 4 Experiment -- 4.1 Dataset -- 4.2 Extraction of Feature Words Based on the UGC Dataset -- 4.3 Text EDL Approaches -- 5 Results -- 5.1 Reliability and Validity -- 5.2 Structure of EDL -- 6 Discussion and Future Work -- References -- Fiat Lux! Does the Lighting Design Affect Viewers' Perception of an Animated Character Personality? -- 1 Introduction -- 2 Related Work -- 2.1 The Five-Factor Model of Personality -- 2.2 Lighting and Animated Characters -- 3 Methods -- 3.1 Participants -- 3.2 Materials -- 3.3 Procedure -- 3.4 Findings -- 4 Discussion and Conclusion -- References -- From Stone Age to New Age Statistics: How Neural Networks Overcome the Irreproducibility Problems in Choice Based Profile Creation -- 1 Introduction -- 2 Materials -- 2.1 Questionnaire -- 2.2 Participants -- 3 Methods -- 3.1 Age Distributions, Male Versus Female.
3.2 Feature vector construction: One-hot encoding.

Sommario/riassunto

This two-volume set of HCI-Games 2023, constitutes the refereed proceedings of the 5th International Conference on HCI in Games, held as Part of the 24th International Conference, HCI International 2023, which took place in July 2023 in Copenhagen, Denmark. The total of 1578 papers and 396 posters included in the HCII 2023 proceedings volumes was carefully reviewed and selected from 7472 submissions. The HCI in Games 2023 proceedings intends to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners in the fields of HCI and games. The Conference addresses HCI principles, methods and tools for better games.