

1. Record Nr.	UNISA996396217903316
Titolo	An ordinance of the Lords and Commons assembled in Parliament [[electronic resource] ] : whereby commissioners are appointed for the prevention of divers practises used of late by merchants and others, to deceive His Majesty and the Parliament of such customes and duties as are due and payable for all such goods and merchandizes, as are imported into, or exported out of this kingdome, and to stay all prohibited goods brought in and carried out contrary to the lawes : for performance whereof, power is hereby given to them, their deputies, factors, or servants, to search all or any cellors, vaults, ships, waterhouses, or other places whatsoever, within the kingdome of England, and dominion of Wales
Pubbl/distr/stampa	[London], : ... Printed for Iohn Wright ..., Iune 2, 1643
Descrizione fisica	[2], [6] p
Soggetti	Customs administration - England Internal revenue law - England
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Reproduction of original in Thomason Collection, British Library.
Sommario/riassunto	eebo-0158

2. Record Nr.	UNISALENTO991003751869707536
Autore	Cioffi, Raffaele
Titolo	Un florilegio di virtù cristiane : i sermoni e le omelie del Vercelli Book / Raffaele Cioffi
ISBN	9788862749442
Descrizione fisica	XX, 253 p. ; 21 cm
Collana	Bibliotheca Germanica ; 44
Disciplina	252.2
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Bibliografia: p. 223-234. Indici
3. Record Nr.	UNINA9910298567703321
Autore	Šimko Jakub
Titolo	Semantic Acquisition Games : Harnessing Manpower for Creating Semantics // by Jakub Šimko, Mária Bieliková
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-06115-1
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (143 p.)
Disciplina	004 005.437 005.7 401.93
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software User Interfaces and Human Computer Interaction Computer and Information Systems Applications
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 at the end of each chapters and index.
Nota di contenuto	Introduction -- Part I Games for Semantics Acquisition -- State-of-the-art: semantics acquisition and crowdsourcing -- State-of-the-art: Semantics Acquisition Games -- Little Search Game: lightweight domain modeling -- PexAce: a method for image metadata acquisition -- CityLights: a method for music metadata validation -- Part II Designing the Semantics Acquisition Games -- State-of-the-art: design of the semantics acquisition games -- Our SAGs: design aspects and improvements -- Looking Ahead.
Sommario/riassunto	<p>Many applications depend on the effective acquisition of semantic metadata, and this state-of-the-art volume provides extensive coverage of the field of semantics acquisition games (SAGs). SAGs are a part of the crowdsourcing approach family and the authors analyze their role as tools for acquisition of resource metadata and domain models. Three case studies of SAG-based semantics acquisition methods are shown, along with other existing SAGs: 1. the Little Search Game - a search query formulation game using negative search, serving for acquisition of lightweight semantics 2. the PexAce - a card game acquiring annotations to images 3. the CityLights - a SAG used for validation of music metadata. The authors also look at the SAGs from their design perspectives covering SAG design issues and existing patterns, including several novel patterns. For solving cold start problems, a “helper artifact” scheme is presented, and for dealing with malicious player behavior, a posteriori cheating detection scheme is given. The book also presents methods for assessing information about player expertise, which can be used to make SAGs more effective in terms of useful output.</p>