1. Record Nr. UNISA996418291403316

Titolo	MultiMedia Modeling [[electronic resource]] : 26th International Conference, MMM 2020, Daejeon, South Korea, January 5–8, 2020, Proceedings, Part II / / edited by Yong Man Ro, Wen-Huang Cheng, Junmo Kim, Wei-Ta Chu, Peng Cui, Jung-Woo Choi, Min-Chun Hu, Wesley De Neve
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-37734-2
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (838 pages) : illustrations
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11962
Disciplina	006.7
Soggetti	Multimedia information systems Optical data processing Artificial intelligence Application software User interfaces (Computer systems) Multimedia Information Systems Image Processing and Computer Vision Artificial Intelligence Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Poster Papers -- Multi-Scale Comparison Network for Few-Shot Learning -- Semantic and Morphological Information guided Chinese Text Classification -- A Delay-aware Adaptation Framework for Cloud Gaming under the Computation Constraint of User Devices -- Efficient Edge Caching for High-Quality 360-Degree Video Delivery -- Inferring Emphasis for Real Voice Data: an Attentive Multimodal Neural Network Approach -- PRIME: Block-wise Missingness Handling for Multi-modalities in Intelligent Tutoring Systems -- A New Local Transformation Module for Few-shot Segmentation -- Background

Segmentation for Vehicle Re-Identification -- Face Tells Detailed Expression: Generating Comprehensive Facial Expression Sentence through Facial Action Units -- A Deep Convolutional Deblurring and Detection Neural Network for Localizing Text in Videos -- Generate images with obfuscated attributes for private image classifcation -- Context-Aware Residual Network with Promotion Gates for Single Image Super-Resolution -- A Compact Deep Neural Network for Single Image Super-Resolution -- An Efficient Algorithm of Facial Expression Recognition by TSG-RNN Network -- Structured Neural Motifs: Scene Graph Parsing via Enhanced Context -- Perceptual Localization of Virtual Sound Source Based on Loudspeaker Triplet -- TK-Text: Multi-shaped Scene Text Detection via Instance Segmentation -- More-Natural Mimetic Words Generation for Fine-grained Gait Description -- Lite Hourglass Network for Multi-person Pose Estimation -- SS1: AI-Powered 3D Vision -- Single View Depth Estimation via Dense Convolution Network with Self-supervision -- Multi-Data UAV Images for Large Scale Reconstruction of Buildings -- Deformed Phase Prediction Using SVM for Structured Light Depth Generation -- Extraction of Multi-class Multi-instance Geometric Primitives from Point Clouds Using Energy Minimization -- Similarity Graph Convolutional Construction Network for Interactive Action Recognition -- Content-Aware Cubemap Projection for Panoramic Image via Deep Q-Learning -- Robust RGB-D Data Registration Based on Correntropy and Bi-directional Distance -- InSphereNet: a Concise Representation and Classification Method for 3D Object -- 3-D Oral Shape Retrieval Using Registration Algorithm -- Face Super-Resolution by Learning Multi-view Texture Compensation -- Light Field Salient Object Detection via Hybrid Priors -- SS2: Multimedia Analytics: Perspectives, Tools and Applications -- Multimedia Analytics Challenges and Opportunities for Creating Interactive Radio Content -- Interactive Search and Exploration in Discussion Forums Using Multimodal Embeddings -- An inverse mapping with manifold alignment for zero-shot learning -- Baseline Analysis of a Conventional and Virtual Reality Lifelog Retrieval System -- An Extensible Framework for Interactive Real-time Visualizations of Large-scale Heterogeneous Multimedia Information from Online Sources -- SS3: MDRE: Multimedia Datasets for Repeatable Experimentation -- GLENDA: Gynecologic Laparoscopy Endometriosis Dataset -- Kvasir-SEG: A Segmented Polyp Dataset -- Rethinking the Test Collection Methodology for Personal Self-Tracking Data -- Experiences and Insights from the Collection of a Novel Multimedia EEG Dataset -- SS4: MMAC: Multi-Modal Affective Computing of Large-Scale Multimedia Data -- Relation Modeling with Graph Convolutional Networks for Facial Action Unit Detection -- Enhanced Gaze Following via Object Detection and Human Pose Estimation -- Region Based Adversarial Synthesis of Facial Action Units -- Facial Expression Restoration Based on Improved Graph Convolutional Networks -- Global Affective Video Content Regression Based on Complementary Audio-Visual Features -- SS5: MULTIMED: Multimedia and Multimodal Analytics in the Medical Domain and Pervasive Environments -- Using Publicly Available Medical Images from the Open Access Literature and Social Networks for Model Training and Knowledge Extraction -- AttenNet: Deep Attention based Retinal Disease Classification in OCT Images -- NOVA: A Tool for Explanatory Multimodal Behavior Analysis and its Application to Psychotherapy -- Instrument Recognition in Laparoscopy for Technical Skill Assessment -- Real-time Recognition of Daily Actions Based on 3D Joint Movements and Fisher Encoding -- Model-based and Class-based Fusion of Multisensor Data -- Evaluating the Generalization Performance of Instrument Classification in Cataract

Surgery Videos -- SS6: Intelligent Multimedia Security -- Compact Position-aware Attention Network for Image Semantic Segmentation -- Law is Order: Protecting Multimedia Network Transmission by Game Theory and Mechanism Design -- Rational Delegation Computing Using Information Theory and Game Theory Approach -- Multi-hop Interactive Cross-modal Retrieval -- Demo Papers -- Browsing Visual Sentiment Datasets using Psycholinguistic Groundings -- Framework Design for Multiplayer Motion Sensing Game in Mixture Reality -- Lyrics-Conditioned Neural Melody Generation -- A Web-based Visualization Tool for 3D Spatial Coverage Measurement of Aerial Images -- An Attention Based Speaker-Independent Audio-Visual Deep Learning Model for Speech Enhancement -- DIME: An Online Tool for the Visual Comparison of Cross-Modal Retrieval Models -- Real-time Demonstration of Personal Audio and 3D Audio Rendering Using Line Array Systems -- CNN-based Multi-Scale Super-Resolution Architecture on FPGA for 4K/8K UHD Applications -- Effective Utilization of Hybrid Residual Modules in Deep Neural Networks for Super Resolution -- VBS Papers -- diveXplore 4.0: The ITEC Deep Interactive Video Exploration System at VBS2020 -- Combining Boolean and Multimedia Retrieval in vitrivr for Large-Scale Video Search -- An Interactive Video Search Platform for Multi-modal Retrieval with Advanced Concepts -- VIREO @ Video Browser Showdown 2020 -- VERGE in VBS 2020 -- VIRET at Video Browser Showdown 2020 -- SOM-Hunter: Video Browsing with Relevance-to-SOM Feedback Loop -- Exquisitor at the Video Browser Showdown 2020 -- Deep Learning-Based Video Retrieval using Object Relationships and Associated Audio Classes -- IVIST: Interactive Video Search Tool in VBS 2020.

Sommario/riassunto

The two-volume set LNCS 11961 and 11962 constitutes the thoroughly refereed proceedings of the 25th International Conference on MultiMedia Modeling, MMM 2020, held in Daejeon, South Korea, in January 2020. Of the 171 submitted full research papers, 40 papers were selected for oral presentation and 46 for poster presentation; 28 special session papers were selected for oral presentation and 8 for poster presentation; in addition, 9 demonstration papers and 6 papers for the Video Browser Showdown 2020 were accepted. The papers of LNCS 11961 are organized in the following topical sections: audio and signal processing; coding and HVS; color processing and art; detection and classification; face; image processing; learning and knowledge representation; video processing; poster papers; the papers of LNCS 11962 are organized in the following topical sections: poster papers; AI-powered 3D vision; multimedia analytics: perspectives, tools and applications; multimedia datasets for repeatable experimentation; multi-modal affective computing of large-scale multimedia data; multimedia and multimodal analytics in the medical domain and pervasive environments; intelligent multimedia security; demo papers; and VBS papers.

2. Record Nr. UNINA9910800114603321

Autore	Madden Aine
Titolo	Expanding Austenland : The Pride and Prejudice Fanfiction Archive / / by Áine Madden
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Palgrave Macmillan, , 2023
ISBN	9783031394546 3031394542
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (344 pages)
Collana	Palgrave Fan Studies, , 2662-2815
Disciplina	823.7
Soggetti	Literature, Modern - 19th century Audiences Digital humanities Adaptation (Literary, artistic, etc.) Communication Nineteenth-Century Literature Fan and Audience Studies Digital Humanities Adaptation Studies Media Reception and Media Effects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1 ‘She stimulates us to supply what is not there’: Expanding Austen’s world through fanfiction -- Chapter 2 ‘Light and bright and sparkling’ – Pride and Prejudice and fairy tales -- Chapter 3 'You must allow me to tell you how ardently I admire and love you’ – Darcymania takes over -- Chapter 4 ‘An arrival in Austenland’: The virtual world of Pride and Prejudice -- Chapter 5 ‘Are the shades of Pemberley to be thus polluted?’ – Zombies and vampires invade Pride and Prejudice -- Chapter 6 ‘How differently did everything now appear’ – The Lizzie Bennet Diaries and transmedia storytelling -- Chapter 7 ‘There’s no one to touch Jane when you’re in a tight place’: Pride and Prejudice and the pandemic. .

Sommario/riassunto

Expanding Austenland: The Pride and Prejudice Fanfiction Archive explores Jane Austen’s reception in popular culture through an exploration of the ever-expanding terrain of online fanfiction, professionally published (profic) texts, and other intertextual reworkings inspired by the author’s most popular novel, Pride and Prejudice. The book argues that given its pervasiveness, Pride and Prejudice could be usefully considered not as a single novel, but as an entire ‘archive’ of interrelated texts, or as a portal that opens a ‘virtual world’ for readers to expand and explore. By examining the Pride and Prejudice archive, this book analyses the process through which an individual novel can develop a virtual life, or afterlife.. The evolving world that is opened by Pride and Prejudice, and extended and enriched through fanfiction, is conceptualised in the monograph as ‘Austenland’. In Expanding Austenland, Áine Madden has gifted fan studies a new, nuancedand much-needed portal into the imaginary world of Pride and Prejudice. From Austenmania to Darcymania – tackling fanfic, profic and transmedia – this book is superbly wide-ranging. Whether discussing the appeal of zombies, the character voices of The Lizzie Bennet Diaries, or COVID-related memes, Expanding Austenland is an astute and critically alert guide to the archives and worlds of Jane Austen fans. Matt Hills, Professor of Fandom Studies and author of Fan Cultures Áine Madden’s wonderful and important book is the best explanation we have ever had of Virginia Woolf’s intuition that Jane Austen ‘stimulates us to supply what is not there’. Madden examines the many ways in which readers, viewers, fans, and scholars have filled in the gaps in Austen’s work, or continued it, or riffed upon it, or modernized it, or speculated about it, or drawn comfort from it – right up to a stunning account of the therapeutic role played by Jane Austen in the COVID pandemic. This book is beautifully written, witty, and allusive: exactly the kind of response one would hope to find from a deep encounter with Jane Austen. Darryl Jones, Professor of Modern British Literature and Culture .