

1. Record Nr.	UNISA996418297503316
Titolo	Transactions on Edutainment XVI [[electronic resource] /] / edited by Zhigeng Pan, Adrian David Cheok, Wolfgang Müller, Mingmin Zhang
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2020
ISBN	3-662-61510-X
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (294 pages) : illustrations
Collana	Transactions on Edutainment, , 1867-7207 ; ; 11782
Disciplina	371.33
Soggetti	Optical data processing Computer organization Computers Application software Machine learning Pattern recognition Image Processing and Computer Vision Computer Systems Organization and Communication Networks Information Systems and Communication Service Computer Appl. in Social and Behavioral Sciences Machine Learning Pattern Recognition
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	The Effects of the Edutainment Strategies on Student Motivation and Engagement in the College EFL Classes -- Correlation Analysis between Emotional Engagement and Achievement of Online Learning in University Students: An Empirical Study based on the Dataset in an Elective Course -- Interactive Virtual Bracket Positioning Method in Orthodontics -- Research and Implementation of Virtual Pottery -- An annotation method for artwork attributes based on visual perception -- DPNet: A Dual Path Network for Road Scene Semantic Segmentation -- Detecting Aging Substation Transformers by Audio Signal with Deep Neural Network -- Statistical Analysis of Principal Dimensions of Dry

Bulk Carriers Navigating on Yangtze River Based on Big Data -- Deep Residual SENet for Foliage Recognition -- Application Of Density Clustering Algorithm Based On Greedy Strategy In Hot Spot Mining Of Taxi Passengers -- A Virtual Marine Ranch for Underwater Tourism -- A Virtual Reality Training System for Flood Security -- Life science immersive system based on virtual reality -- Augmented Reality Animation for Pancreatic Surgery -- Human Skeleton Control with the Face Expression Changed Synchronously -- Context Construction and Virtual Human Based Intelligent Navigation in Virtual Experiment Using CNN and channel attention mechanism to identify driver's distracted behavior -- A Method of Human Motion Feature Extraction and Recognition Based on Motion Capture Device -- The Research and Design of 3D Visualization Route Display System Based on osgEarth -- Forensic Analysis of Play Station 4 -- Interactive Experience and Communication of Public Service Advertisements based on User's Subconscious Behaviors -- National Culture - the Soul of Chinese Animation -- Fruit Shape 3D Printing Based on Wavelet Interpolation Modeling -- Research on Digital Forensic Investigation of Xbox One -- Online Learning Engagement Assessment Based on Multimodal Behavioral Data -- Distributed Cache and Recovery Method for Strong Real-time Applications -- Cross Cultural Hierarchy Phenomenon: A new Communication Mechanism to Disseminate Chinese Culture Overseas based on Social Media.

Sommario/riassunto

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 27 papers presented in this issue were organized in topical sections named: e-learning and on-line apps; image and graphics; VR/AR; CV and AI; and animation and miscellaneous. .
