1.
Record Nr.	UNISA996433045403316
Autore	Vehlken Sebastian
Titolo	Zootechnologies : a media history of swarm research / / Sebastian Vehlken ; translated by Valentine A. Pakis [[electronic resource]]
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , 2019
ISBN	90-485-3742-8
Descrizione fisica	1 online resource (400 pages) : digital, PDF file(s)
Collana	Recursions: theories of media, materiality, and cultural techniques
Disciplina	006.3824
Soggetti	Swarm intelligence
	Computer simulation
	Swarming (Zoology)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from publisher's bibliographic system (viewed on 20 Nov 2020).
	Already published as: Zootechnologien. Eine Mediengeschichte der Schwarmforschung, Sebastian Vehlken. Copyright 2012, Diaphanes, Zurich-Berlin.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Front matter -- Table of Contents -- Acknowledgements -- Introduction -- I. Deformations: A Media Theory of Swarming -- II. Formations -- III. Formats -- IV. Formulas -- V. Transformations -- VI. Zootechnologies -- Conclusion -- Works Cited
Sommario/riassunto	Swarming has become a fundamental cultural technique related to dynamic processes and an effective metaphor for the collaborative efforts of society. This book examines the media history of swarm research and its significance to current socio-technological processes. It shows that the hype about collective intelligence is based on a reciprocal computerization of biology and biologization of computer science: After decades of painstaking biological observations in the ocean, experiments in aquariums, and mathematical model-making, it was swarms-inspired computer simulation which provided biological researchers with enduring knowledge about animal collectives. At the same time, a turn to biological principles of self-organization made it possible to adapt to unclearly delineated sets of problems and clarify the operation of opaque systems - from logistics to architecture, or from crowd control to robot collectives. As zootechnologies, swarms offer performative, synthetic, and approximate solutions in cases where

analytical approaches are doomed to fail.

2.
Record Nr.	UNISA996696879203316
Autore	Wei June
Titolo	HCI International 2025 – Late Breaking Papers : 27th International Conference on Human-Computer Interaction, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part XVI / / edited by June Wei, George Margetis, Helmut Degen, Stavroula Ntoa
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-13187-1
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (578 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 16346
Altri autori (Persone)	Wei
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction Interacció persona-ordinador Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The 16-volume set LNCS 16331–16346 constitutes late breaking papers from the 27th International Conference on Human-Computer Interaction, HCI International 2025, held in Gothenburg, Sweden, during June 22-27, 2025. 439 papers and 104 posters were included in the volumes of the proceedings published after the conference, as "Late Breaking Work". The papers were organized in topical sections as follows: Part I: Theoretical and Conceptual Advances in HCI; and User Interface and Interaction Design; Design for Inclusivity and Social Impact. Part II: Robotics, Embodied Agents, and Human-Robot Interaction; Smart Environments and Manufacturing Systems; Human-AI

Interaction and Generative AI in Design; and Ethics, Privacy and Sustainability in Digital Systems. Part III: Human Experience in Virtual Environments; Human Factors in Intelligent and Autonomous Systems; and Computational Methods for Human Behavior Analysis. Part IV: Human Performance and Safety in Aviation; Human-Automation Teaming; Eye Tracking, Cognition, and Situation Awareness; and Innovations in Adaptive and Responsive Environments. Part V: Accessibility and Inclusive Interaction Design; Accessibility and Innovations in Intelligent Environments; and Human-Centered Technologies for Autism and Neurodiverse Populations. Part VI: Designing for Positive Change: Well-Being, Inclusion, and Social Impact; Cross-Cultural and Creative Design Futures; Design and Engineering of Mobility Experiences; and Human Factors, Safety, and Driver Assistance. Part VII: Social Media, Society, and Digital Communities; LLMs and Intelligent Agents in Social Computing and Security; Understanding User Behavior in Social Computing; and Security, Privacy, and Trust in Digital Environments. Part VIII: Frameworks and Computational Methods in XR; Human Factors and User Experience in XR; XR, Culture, and Immersive Heritage Experiences; Extended Reality in Healthcare and Medical Training; and Serious Games and Interactive Narratives. Part IX: Ergonomics and Digital Human Modeling; Digital Human Modeling in Fashion and Textiles; Artificial Intelligence and Smart Services in Digital Human Modeling; and Health Monitoring, Decision-Making, and Care Optimization. Part X: Generational Differences and Technology Acceptance in Older Adults; Healthy Lifestyle, Physical Activity, and Active Aging; Cognitive Health, Well-Being; and Preventive Care; Intelligent Systems, Safety, and Aging in Place; and Artificial Intelligence in Healthcare and Well-Being. Part XI: User Experience and Interaction for Positive Social Impact; User Experience Methods, Tools, and Metrics; User Experience in Education and Learning; and User Experience in Digital Heritage and Art. Part XII: User Experience in Product and Service Design; User Experience, AI, and Emerging Applications; Digital Innovation and Interactive Design for Cultural Heritage; and Technology-Driven Cultural Shifts: AI, Metaverse, and Digital Society. Part XIII: Human-Centered Perspectives on New Technologies Adoption and Impact; AI-Empowered Ageing, Education, and Healthcare; Advances in Commerce, Marketing, and Consumer Behavior; and Digital Transformation of Business and Governance. Part XIV: Immersive Technologies for Learning; Inclusive and Collaborative Learning Design; Adaptive Instructional Systems; AI, Data, and Intelligent Support in Education. Part XV: Human-Centered Artificial Intelligence: Frameworks and Lessons Learned; Frameworks and Approaches for Trustworthy and Explainable AI; Large Language Models – Capabilities, Biases, and Applications. Part XVI: Generative AI in Creativity and Design; Human-AI Interaction and Collaboration; and Mobile Technologies for Health, Education, and Digital Engagement.