1.	Record Nr.	UNISA996465532003316
	Titolo	Human-Computer Interaction and Knowledge Discovery in Complex, Unstructured, Big Data [[electronic resource]] : Third International Workshop, HCI-KDD 2013, Held at SouthCHI 2013, Maribor, Slovenia, July 1-3, 2013, Proceedings / / edited by Andreas Holzinger, Gabriella Pasi
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013
	ISBN	3-642-39146-X
	Edizione	[1st ed. 2013.]
	Descrizione fisica	1 online resource (XVI, 442 p. 136 illus.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7947
	Disciplina	004.01/9
	Soggetti	User interfaces (Computer systems)
		Data mining
		Information storage and retrieval
		Artificial intelligence
		Database management
		Education—Data processing
		User Interfaces and Human Computer Interaction
		Data Mining and Knowledge Discovery
		Information Storage and Retrieval
		Artificial Intelligence
		Database Management
		Computers and Education
		Conference proceedings.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references and author index.
	Nota di contenuto	Human-computer interaction and knowledge discovery -- Knowledge discovery and smart homes -- Smart learning environments -- Visualization data analytics.
	Sommario/riassunto	This book constitutes the refereed proceedings of the Third Workshop on Human-Computer Interaction and Knowledge Discovery, HCI-KDD

2013, held in Maribor, Slovenia, in July 2013, at SouthCHI 2013. The 20 revised papers presented were carefully reviewed and selected from 68 submissions. The papers are organized in topical sections on human-computer interaction and knowledge discovery, knowledge discovery and smart homes, smart learning environments, and visualization data analytics.

2.	Record Nr.	UNINA9910777770403321
	Autore	Bogost Ian
	Titolo	Persuasive games : the expressive power of videogames / / Ian Bogost
	Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, ©2007
	ISBN	0-262-26194-4
		1-282-10078-5
		9786612100789
		0-262-26891-4
		1-4294-8028-9
	Descrizione fisica	1 online resource (463 p.)
	Disciplina	794.8
	Soggetti	Video games - Social aspects
		Persuasion (Rhetoric)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references (p. [341]-436) and index.
	Nota di contenuto	Procedural rhetoric -- Political processes -- Ideological frames -- Digital democracy -- Advertising logic -- Licensing and product placement -- Advergames -- Procedural literacy -- Values and aspirations -- Exercise -- Purposes of persuasion.
	Sommario/riassunto	An exploration of the way videogames mount arguments and make expressive statements about the world that analyzes their unique persuasive power in terms of their computational properties. Videogames are an expressive medium, and a persuasive medium; they represent how real and imagined systems work, and they invite players to interact with those systems and form judgments about them. In this innovative analysis, Ian Bogost examines the way videogames mount

arguments and influence players. Drawing on the 2,500-year history of rhetoric, the study of persuasive expression, Bogost analyzes rhetoric's unique function in software in general and videogames in particular. The field of media studies already analyzes visual rhetoric, the art of using imagery and visual representation persuasively. Bogost argues that videogames, thanks to their basic representational mode of procedurality (rule-based representations and interactions), open a new domain for persuasion; they realize a new form of rhetoric. Bogost calls this new form "procedural rhetoric," a type of rhetoric tied to the core affordances of computers: running processes and executing rule-based symbolic manipulation. He argues further that videogames have a unique persuasive power that goes beyond other forms of computational persuasion. Not only can videogames support existing social and cultural positions, but they can also disrupt and change these positions themselves, leading to potentially significant long-term social change. Bogost looks at three areas in which videogame persuasion has already taken form and shows considerable potential: politics, advertising, and learning.