1.	Record Nr.	UNISA996465598203316
	Titolo	Transactions on Edutainment IX [[electronic resource] /] / edited by Zhigeng Pan, Adrian David Cheok, Wolfgang Mueller, Fotis Liarokapis
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013
	ISBN	3-642-37042-X
	Edizione	[1st ed. 2013.]
	Descrizione fisica	1 online resource (XII, 297 p. 142 illus.)
	Collana	Transactions on Edutainment, , 1867-7207 ; ; 7544
	Disciplina	004.16
	Soggetti	Personal computers Computers and civilization Education—Data processing User interfaces (Computer systems) Personal Computing Computers and Society Computers and Education User Interfaces and Human Computer Interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di contenuto	The Periodic Table of Elements via an XNA-Powered Serious Game -- Digital Storytelling within Virtual Environments: "The Battle of Thermopylae" -- Games on Prescription! Evaluation of the Elinor Console for Home-Based Stroke Rehabilitation -- An Analysis of the Potential to Utilize Virtual Worlds to Enhance Edutainment and Improve the Wellbeing of the Ageing Population -- Course Lectures as Problem-Based Learning Interventions in Virtual Worlds -- Virtual Customers in a Multiagent Training Application -- Game Based Early Programming Education: The More You Play, the More You Learn -- Story Guided Virtual Environments in Educational Applications -- Rendering Technology of 3D Digital Chinese Ink-Wash Landscape Paintings Based on Maya -- Effects of RPG on Middle School Players' Intrapersonal Intelligence -- Implementation of Lushan Virtual Digital Plant Museum -- Pedestrian Detection Based on Kernel Discriminative Sparse Representation -- The Design and Implementation of Computer-Aided

Chinese Medicated Diet System -- Music-Driven Emotion Model Applied in Digitalized Dance Performance of Sacrificial Ceremony for Confucius -- Real-Time Rendering Framework in the Virtual Home Design System -- Multiple-Cue-Based Visual Object Contour Tracking with Incremental Learning -- Building Virtual Entertainment Environment with Tiled Display Wall and Motion Tracking -- A Calibration Method for Removing the Effect of Infrared Camera Self-radiance on the Accuracy of Temperature Measurement -- Enjoying of Traditional Chinese Shadow Play – A Cross-Culture Study -- A Patch-Based Data Reorganization Method for Coupling Large-Scale Simulations and Parallel Visualization -- The Boom and Bust and Boom of Educational Games.

| 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. This issue contains a special section on serious games with 8 outstanding contributions from the VS-Games 2011 conference; furthermore, there are 13 regular papers. These contributions clearly demonstrate the use of serious games and virtual worlds for edutainment applications and form a basis for further exploration and new ideas. |