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Collana	Transactions on Edutainment, , 1867-7207 ; ; 9292
Disciplina	794.8
Soggetti	Education—Data processing User interfaces (Computer systems) Optical data processing Pattern recognition Data mining Algorithms Computers and Education User Interfaces and Human Computer Interaction Image Processing and Computer Vision Pattern Recognition Data Mining and Knowledge Discovery Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Interactive Digital Storytelling Based Educational Games: Formalise, Author, Play, Educate and Enjoy! - The EDUGAMES4ALL Project Framework -- A Methodology of Integrating Knowledge into Applied Game and Validation of Education and Entertainment Effects -- Augmented Reality Game Development and Experience Based on Intelligent Mobile Phone -- A Study of Digital Games as a New Media of Cultural Transmission -- Research on Initialization of 3D Hand Pose based on User and Computer Interaction -- The Recognition of Human Daily Actions with Wearable Motion Sensor System -- A Rehabilitation Planning based on Kinect Somatosensory Recognition and Cloud

Computing -- Virtual Interface and its Application in Natural Interaction -- Building Targets Change Detection of SAR Images Based on Fuzzy Distances -- 3D Plant Modeling Based on BP Neural Network -- The Seamless Integration Achievement of the Actual Situation of the Scene -- An Improved Edge Detection Method Using Adaptive Threshold -- Vertex Mesh Simplification Algorithm Based on Curvature and Distance Metric -- Visualization of the Color Family Order System -- An Affine Transformation Based Image Shuffling and Watermarking Scheme -- A Novel Emergency Detection Approach Leveraging Spatiotemporal Behavior For Power System -- Computer Assisted Chinese Birthday Couplets Generation.

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 17 papers presented in the 12th issue were organized in four parts dealing with: games; human-computer interaction; image and graphics; and applications. .
