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Soggetti	Optical data processing
	Pattern recognition
	Computer graphics
	Artificial intelligence
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	User interfaces (Computer systems)
	Image Processing and Computer Vision
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	Computer Graphics Artificial Intelligence
	Algorithm Analysis and Problem Complexity
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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro Title Preface Organization Table of Contents Visual Computing Capturing Mini Brand Using a Parametric Shape Grammar Introduction Evolution of Mini A Brief Introduction to Shape Grammars Parametric Shape Grammar Generating Mini Car Models Using the Adapted Parametric Shape Grammar Discussions Conclusions References Development and Usability Evaluation of Virtual Environment for Early Diagnosis of Dementia Introduction

-- System Design -- Virtual Environment -- Data Collection --Information System -- Methods -- Design -- Instruments -- Usability Evaluation and Results -- Conclusions -- References -- Usability Study of Mobile Learning Course Content Application as a Revision Tool --Introduction -- Literature Study -- Content -- Natural Usage --Navigation -- Consistency -- Flexibility -- Methodology -- Usability Questionnaire -- Usability Observation -- Results and Analysis --Conclusion -- References -- Game Design Framework: A Pilot Study on Users' Perceptions -- Introduction -- Research Methodology --Analysis and Finding -- Conclusions -- References -- The Development of History Educational Game as a Revision Tool for Malaysia School Education -- Introduction -- Related Research on Educational Game -- Educational Game Prototypes: History of Japanese Occupation in Malaya -- Phase 1: Plan -- Phase 2: Design -- Phase 3: Produce -- Conclusion -- References -- Ontology Construction Using Computational Linguistics for E-Learning -- Introduction -- Related Literature Analysis -- Text-To-Onto -- TextOntoEx -- OntoLT --DEKA - Computational Linguistics Propositional Logic-Based Ontology Construction (Proposed Framework) -- Split Sentences -- Parse Sentences -- Resolve Anaphora -- Recovering Ontological Relationships -- Visualizing Ontology -- Discussions and Evaluation Results.

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	User Interaction Issues Introduction Method in Development of Conceptual Model Initial Investigation Data Collection Application Technique Analysis and Finding Result Conclusion References Use of RSVP Techniques on Children's Digital Flashcards Introduction Related Work RSVP Techniques in Image Representation RSVP Applications User Experiment Results and Discussion Conclusions and Future Work References Cultural Learning in Virtual Heritage: An Overview Introduction Virtual Heritage Domains of Virtual Heritage Research in Cultural Learning Issues Cultural Heritage Learning Content Development Approach Every Culture Is Unique Proposed Approach User Study User Groups Conclusion References i-JEN: Visual Interactive Malaysia Crime News Retrieval System Introduction Related Works Event Crime Model Crime Data Visualization An Interactive Malaysia Crime News Retrieval System (i- JEN) Technical Possibilities Interaction Design and Visualization Conclusion References Measurement Model to Evaluate Success of E-Government Applications through Visual Relationship Introduction Literature Review Malaysia's Electronic Government Applications IT Project Success Model Research Methodology Findings of the Study Exploratory Factor Analysis. Confirmatory Factor Analysis.
Sommario/riassunto	The two-volume set LNCS 7066 and LNCS 7067 constitutes the proceedings of the Second International Visual Informatics Conference, IVIC 2011, held in Selangor, Malaysia, during November 9-11, 2011. The 71 revised papers presented were carefully reviewed and selected for inclusion in these proceedings. They are organized in topical sections named computer vision and simulation; virtual image processing and engineering; visual computing; and visualisation and social computing. In addition the first volume contains two keynote speeches in full paper length, and one keynote abstract.