

1. Record Nr.	UNISA996465926503316
Titolo	Advanced Topics in Exception Handling Techniques [[electronic resource] /] / edited by Christophe Dony, Jorgen Lindskov Knudsen, Alexander Romanovsky, Anand Tripathi
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006
ISBN	3-540-37445-0
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (X, 301 p.)
Collana	Programming and Software Engineering ; ; 4119
Disciplina	005.3
Soggetti	Software engineering Computer communication systems Computer programming Programming languages (Electronic computers) Operating systems (Computers) Software Engineering/Programming and Operating Systems Computer Communication Networks Programming Techniques Software Engineering Programming Languages, Compilers, Interpreters Operating Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"We organized two ECOOP workshops ... in 2003 and 2004. This book is primarily an outcome of these two events"--P. vi. "[Based on an] ECOOP workshop in 2000, in 2001 we published the first collection of papers on this topic (Advances in exception handling techniques ...)"--P. [v].
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Programming Languages -- Bound Exceptions in Object-Oriented Programming -- Exception-Handling Bugs in Java and a Language Extension to Avoid Them -- Concurrency and Operating Systems -- Exception Handling in the Choices Operating System -- Handling Multiple Concurrent Exceptions in C++ Using Futures -- Exception Handling and Asynchronous Active Objects: Issues and Proposal -- Pervasive Computing Systems -- Exception Management Within Web

Applications Implementing Business Processes -- Failure Handling in a Network-Transparent Distributed Programming Language -- Ambient-Oriented Exception Handling -- Exception Handling in CSCW Applications in Pervasive Computing Environments -- Structured Coordination Spaces for Fault Tolerant Mobile Agents -- Requirements and Specification -- Practical Exception Specifications -- Exception-Aware Requirements Elicitation with Use Cases -- An Approach to Defining Requirements for Exceptions -- Engineering and Experience -- Aspectizing Exception Handling: A Quantitative Study -- Errors and Exceptions -- Rights and Obligations -- Exceptions in Java and Eiffel: Two Extremes in Exception Design and Application.

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## Sommario/riassunto

Modern software systems are becoming more complex in many ways and are having to cope with a growing number of abnormal situations which, in turn, are increasingly complex to handle. Exception handling is an essential part of software and system architectures and a crucial element in the tool-set that enables the building of resilient, robust and safe software systems. Two ECOOP workshops on exception handling were held in 2003 and 2005. This book is primarily an outcome of these two events - several workshop participants as well as a number of other leading researchers in the field were invited to contribute a chapter each. This book is composed of five parts; the first four deal with topics related to exception handling in the context of programming languages, concurrency and operating systems, pervasive computing systems, and requirements and specifications. The last part focuses on case studies, experimentation and qualitative comparisons. The 16 coherently written chapters by leading researchers competently address a wide range of issues in exception handling.

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2. Record Nr.	UNINA9910797409803321
Autore	O'Donovan Oliver
Titolo	Finding and seeking // Oliver O'Donovan
Pubbl/distr/stampa	Grand Rapids, Michigan : , : William B. Eerdmans Publishing Company, , 2014
ISBN	1-4674-4223-2
Descrizione fisica	1 online resource (x, 249 pages)
Collana	Ethics as Theology ; ; Volume 2
Disciplina	241
Soggetti	Christian ethics Self-knowledge, Theory of God
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and indexes.
Nota di contenuto	1. Spirit and self -- 2. Faith and purpose -- 3. Faith and meaning -- 4. The good of man -- 5. Wisdom and time -- 6. Love and testimony -- 7. Hope and anticipation -- 8. Deliberation -- 9. Discernment.
Sommario/riassunto	This volume traces the logic of moral thought from self-awareness to decision through the virtues of faith, hope, and love, blending biblical, historico-theological, and contemporary ideas.

3. Record Nr.	UNINA9910953472603321
Titolo	Serious games : mechanisms and effects / / edited by Ute Ritterfeld, Michael Cody, and Peter Vorderer
Pubbl/distr/stampa	New York ; ; London : , : Routledge, , 2009
ISBN	1-135-84890-4 1-135-84891-2 1-282-28411-8 9786612284113 0-415-99370-9 0-203-89165-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (553 p.)
Altri autori (Persone)	CodyMichael J RitterfeldUte VordererPeter
Disciplina	793.01
Soggetti	Games - Psychological aspects Learning Games - Research
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Book Cover; Title; Copyright; Contents; Foreword: From Virtual U to Serious Games to Something Bigger; Editors; Contributors; List of Figures and Tables; Part I Serious Games: Explication of an Oxymoron; Chapter 1 Introduction; Chapter 2 Classifying Serious Games; Chapter 3 Enjoyment of Digital Games: What Makes Them "Seriously" Fun?; Chapter 4 Serious Games and Seriously Fun Games: Can They Be One and the Same?; Part II Theories and Mechanisms; Section I Serious Games for Learning; Chapter 5 Deep Learning Properties of Good Digital Games: How Far Can They Go? Chapter 6 Deep Learning and Emotion in Serious GamesChapter 7 Psychological and Communicological Theories of Learning and Emotion Underlying Serious Games; Chapter 8 Designing Serious Games for Learning and Health in Informal and Formal Settings; Chapter 9 What Do Children Learn from Playing Digital Games?; Section II Serious

Games for Development; Chapter 10 The Impact of Serious Games on Childhood Development; Chapter 11 Designing Serious Games for Children and Adolescents: What Developmental Psychology Can Teach Us  
Chapter 12 Doors to Another Me: Identity Construction Through Digital Game PlayChapter 13 Identity Formation and Emotion Regulation in Digital Gaming; Section III Serious Games for Social Change; Chapter 14 Serious Games for Girls?: Considering Gender in Learning with Digital Games; Chapter 15 Girls as Serious Gamers: Pitfalls and Possibilities; Chapter 16 Serious Games and Social Change: Why They (Should) Work; Chapter 17 Entertainment-Education Through Digital Games; Part III Methodological Challenges  
Chapter 18 Melding the Power of Serious Games and Embedded Assessment to Monitor and Foster Learning: Flow and GrowChapter 19 Making the Implicit Explicit: Embedded Measurement in Serious Games; Chapter 20 Evaluating the Potential of Serious Games: What Can We Learn from Previous Research on Media Effects and Educational Intervention?; Chapter 21 Improving Methodology in Serious Games Research with Elaborated Theory; Chapter 22 Generalizability and Validity in Digital Game Research; Chapter 23 Designing Game Research: Addressing Questions of Validity  
Part IV Applications, Limitations, and Future DirectionsChapter 24 Three-Dimensional Game Environments for Recovery from Stroke; Chapter 25 Reducing Risky Sexual Decision Making in the Virtual and in the Real World: Serious Games, Intelligent Agents, and a SOLVE Approach; Chapter 26 From Serious Games to Serious Gaming; Chapter 27 Immersive Serious Games for Large Scale Multiplayer Dialogue and Cocreation; Chapter 28 The Gaming Dispositif: An Analysis of Serious Games from a Humanities Perspective; Index

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## Sommario/riassunto

Serious Games provides a thorough exploration of the claim that playing games can provide learning that is deep, sustained and transferable to the real world. "Serious games" is defined herein as any form of interactive computer-based game software for one or multiple players to be used on any platform and that has been developed to provide more than entertainment to players. With this volume, the editors address the gap in existing scholarship on gaming, providing an academic overview on the mechanisms and effects of serious games. Contributors investigate the psychological mechanisms

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