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| 1. Record Nr. | UNISA996466137103316 |
| Titolo | Technologies for E-Learning and Digital Entertainment [[electronic resource]] : First International Conference, Edutainment 2006, Hangzhou, China, April 16-19, 2006, Proceedings // edited by Zhigeng Pan, Ruth Aylett, Holger Diener, Xiaogang Jin, Stefan Göbel, Li Li |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006 |
| ISBN | 3-540-33424-6 |
| Edizione | [1st ed. 2006.] |
| Descrizione fisica | 1 online resource (XXV, 1396 p.) |
| Collana | Information Systems and Applications, incl. Internet/Web, and HCI ; ; 3942 |
| Disciplina | 005.437 4.019 |
| Soggetti | User interfaces (Computer systems) Artificial intelligence Application software Multimedia information systems Computer graphics Education—Data processing User Interfaces and Human Computer Interaction Artificial Intelligence Information Systems Applications (incl. Internet) Multimedia Information Systems Computer Graphics Computers and Education |
| 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 index. |
| Nota di contenuto | Keynote Speeches -- Invited Papers -- E-Learning Platforms and Tools -- E-Learning System and Graphics Education -- Storytelling, Intelligent Agents and Affective Interaction -- Integration of Game and Education -- Game Design and Development -- Mobile Computing, Network and Collaboration -- Graphics Modeling and Rendering for |

Sommario/riassunto

Edutainment 2006 is an international conference on research and development on e-learning and digital entertainment. The main purpose of the conference is the discussion, information and opinions exchange on the development and use of such systems. It provides a very interesting opportunity for researchers who want to attend or present communications at these events. The conference includes plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions. "Edutainment" is a recently coined term that expresses the union between education and entertainment in a television program, game or website. Today, the world of multimedia games and activities is a place where education and entertainment meet. Edutainment has evolved as a prospering research topic banding together formerly disjoined disciplines stemming from education, entertainment as well as computer science. Thus, with this conference, we can bring people from different fields together to discuss techniques for e-learning and digital entertainment as well as about the future of edutainment. This conference developed from the previous Europe-China Workshop on E-learning and Games called Edutainment 2005 (April 28-March 2, 2005), which was originally based on the ELVIS project, an EU-Asia link project (Prof. Ruth Alyett was the project coordinator and Prof. Zhigeng Pan was the project leader). It was also a sub-event for celebrating the 30th Anniversary of EU China Diplomatic Relations. During this workshop, experts from home and abroad were invited to give keynote speeches, and about 90 people attended the workshop.

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| 2. Record Nr. | UNISALENT0991000981919707536 |
| Autore | Heinecke, Johann Gottlieb |
| Titolo | Jo. Gottl. Heineccii, JC. ... Elementa juris naturae, et gentium, commoda auditoribus methodo adornata |
| Pubbl/distr/stampa | Neapoli ... : Ex Typographia Pauli Severini, 1793 |
| Edizione | [Editio nova & castigatior] |
| Descrizione fisica | 644, [2] p. ; 12 (16 cm) |

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| Lingua di pubblicazione | Latino |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Segnatura: A-Z12 Aa-Cc12 Dd12 Testate, fregi, car. rom., cors., gr. |