

1. Record Nr.	UNISA996466298103316
Titolo	Transactions on Edutainment IV [[electronic resource] /] / edited by Xiaopeng Zhang
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
ISBN	1-280-38802-1 9786613565945 3-642-14484-5
Edizione	[1st ed. 2010.]
Descrizione fisica	1 online resource (X, 277 p. 142 illus.)
Collana	Transactions on Edutainment, , 1867-7207 ; ; 6250
Disciplina	371.33
Soggetti	Educational technology Education—Data processing Educational Technology 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	The Study and Design of Adaptive Learning System Based on Fuzzy Set Theory -- Modeling Personalized Learning Styles in a Web-Based Learning System -- An Emotional Agent in Virtual Learning Environment -- Lunar Surface Collaborative Browsing System for Science Museum Exhibitions -- Towards a Structural Model for Intention to Play a Digital Educational Game -- Case Study of FISS: Digital Game Based Learning for a Broad Range of Ages -- Woodment: Web-Based Collaborative Multiplayer Serious Game -- Learning with Virtual Reality: Its Effects on Students with Different Learning Styles -- Automatic Motion Generation Based on Path Editing from Motion Capture Data -- Exploration of Metaphorical and Contextual Affect Sensing in a Virtual Improvisational Drama -- Synchronizable Objects in Distributed Multimedia Applications -- Anisotropic Cloth Modeling for Material Fabric -- A Virtual Reality Simulator Prototype for Learning and Assessing Phaco-sculpting Skills -- An Augmented Reality Nanomanipulator for Learning Nanophysics: The "NanoLearner" Platform -- Fast Prototyping of Virtual Reality Based Surgical Simulators

with PhysX-enabled GPU -- Dance-Based ExerGaming: User Experience Design Implications for Maximizing Health Benefits Based on Exercise Intensity and Perceived Enjoyment -- Learning Ultrasound-Guided Needle Insertion Skills through an Edutainment Game -- Sketch-Based 3D Face Modeling for Virtual Character -- A Framework for Virtual Hand Haptic Interaction -- Phone, Email and Video Interactions with Characters in an Epidemiology Game: Towards Authenticity -- A Real-Time Interactive System for Facial Makeup of Peking Opera -- Design of Educational Game: A Literature Review.

Sommario/riassunto

E-learning and digital entertainment techniques, tools and systems are becoming popular and can be found in many real-world educational applications in many countries. The driving force behind these technologies is the rapidly growing requirements of edutainment, especially from the perspective of the users. This has led to the increasing interest of researchers in this area. The articles in this issue give a rich overview of how edutainment technologies can be creatively used for training and education purposes. The first 12 articles of this issue represent a selection of outstanding contributions from Edutainment 2010, the 5th International Conference on E-learning and Games, held in Changchun, China, in August 2010. The main purpose of this event is to facilitate the discussion, presentation, and information exchange on the scientific and technological developments in the emerging field of digital entertainment techniques and systems for education. These 12 papers concentrated on three aspects: e-learning system and applications, game techniques for learning, and virtual reality techniques for entertainment. They are closely related to the topics of this journal.
