

1. Record Nr.	UNISA996565572803316
Autore	van Dalen-Oskam Karina
Titolo	The Riddle of Literary Quality : A Computational Approach
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , 2023 ©2023
ISBN	90-485-5815-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (234 pages)
Disciplina	801.950285
Soggetti	Criticism - Data processing Digital humanities - Data processing Dutch literature - History and criticism Text data mining - Netherlands LANGUAGE ARTS & DISCIPLINES / Writing / Fiction Writing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Contents -- 1. The Riddle -- 2. The National Reader Survey -- 3. Romance, Suspense, and Translations -- 4. Literary Novels Written by Women -- 5. Literary Novels Written by Men -- 6. Style, Gender, and Genre -- 7. The Riddle of Literary Quality Solved? -- Appendix 1: The Survey -- Appendix 2: The Books -- Appendix 3: The Website -- Bibliography -- Tables -- Figures -- Acknowledgements -- Index
Sommario/riassunto	What is literature? Can we measure 'literariness' in texts themselves? The innovative Computational Humanities project The Riddle of Literary Quality asked thousands of Dutch readers for their opinion about contemporary Dutch and translated novels. The public shared which novels they had read, what they really thought of them, and how they judged their quality. Their judgments of the same novels were compared with the results of computational analysis of the books. Using evidence from almost 14,000 readers and building on more textual data than ever before, Van Dalen-Oskam and her team uncovered unconscious biases that shed new light on prejudices many people assumed no longer existed. This monograph explains in an accessible way how the project unfolded, which methods were used,

and how the results may change the future of Literary Studies.

2. Record Nr.	UNISA996546839203316
Autore	Vince John
Titolo	Foundation Mathematics for Computer Science [[electronic resource]] : A Visual Approach / / by John Vince
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2023
ISBN	9783031174117 9783031174100
Edizione	[3rd ed. 2023.]
Descrizione fisica	1 online resource (519 pages)
Disciplina	004.0151
Soggetti	Computer science—Mathematics Computer graphics Mathematics of Computing Computer Graphics Mathematical Applications in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1.Visual Mathematics -- 2.Numbers -- 3.Systems of Counting -- 4. Algebra -- 5.Logic -- 6.Combinatorics -- 7.Probability -- 8.Modular Arithmetic -- 9.Trigonometry -- 10.Coordinate Systems -- 11. Determinants -- 12.Vectors -- 13.Complex Numbers -- 14.Matrices -- 15.Geometric Matrix Transforms -- 16.Calculus: Derivatives -- 17. Calculus: Integration -- 18.Area -- 19.Volume -- Appendix A -- Appendix B -- Index.
Sommario/riassunto	In this third edition of Foundation Mathematics for Computer Science, John Vince has reviewed and edited the second edition, and added chapters on systems of counting, area and volume. These subjects complement the existing chapters on visual mathematics, numbers, algebra, logic, combinatorics, probability, modular arithmetic, trigonometry, coordinate systems, determinants, vectors, complex numbers, matrices, geometric matrix transforms, differential and

integral calculus. During this journey, the author touches upon more esoteric topics such as quaternions, octonions, Grassmann algebra, Barycentric coordinates, transfinite sets and prime numbers. John Vince describes a range of mathematical topics that provide a solid foundation for an undergraduate course in computer science, starting with a review of number systems and their relevance to digital computers, and finishing with calculating area and volume using calculus. Readers will find that the author's visual approach should greatly improve their understanding as to why certain mathematical structures exist, together with how they are used in real-world applications. This third edition includes new, full-colour illustrations to clarify the mathematical descriptions, and in some cases, equations are also coloured to reveal vital algebraic patterns. The numerous worked examples will help consolidate the understanding of abstract mathematical concepts. Whether you intend to pursue a career in programming, scientific visualisation, artificial intelligence, systems design, or real-time computing, you should find the author's literary style refreshingly lucid and engaging, and prepare you for more advanced texts.
