1. Record Nr. UNIORUON00504411

Autore	PARIKKA, Jussi
Titolo	Archeologia dei media. Nuove prospettive per la storia e la teoria della comunicazione / Jussi Parikka
Pubbl/distr/stampa	Roma, : Carocci, 2019
ISBN	978-88-430-9604-6
Descrizione fisica	284 p. ; 23 cm.
Disciplina	153.6
Soggetti	Comunicazione - Storia - Studi Comunicazione - Teorie
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Da alcuni anni la storia dei media è al centro di profondi rivolgimenti. Scavando sotto l'apparenza di un paesaggio lineare ed evolutivo, gli studiosi hanno iniziato a scoprire congegni straordinari mai sviluppati, invenzioni bizzarre che tornano inaspettatamente a distanza di anni, dispositivi immaginari che preannunciano con grande anticipo quelli reali. L'archeologia dei media indaga con strumenti innovativi la logica non lineare di tale sviluppo. Jussi Parikka, uno dei protagonisti di questo nuovo corso di studi, propone un'introduzione completa e approfondita alla disciplina. L'archeologia dei media, all'incrocio tra l' archeologia del sapere di Michel Foucault e la storia materiale dei media di Friedrich Kittler, attrae e fa dialogare non solo la storia e la filosofia dei media, ma anche le pratiche artistiche che tematizzano le identità dei mezzi di comunicazione. Ne deriva un libro fondamentale per comprendere che cosa sono oggi i media, che cosa non sono più e che cosa stanno diventando.

2. Record Nr. UNISA996636771403316

Autore	Ide Ichiro
Titolo	MultiMedia Modeling : 31st International Conference on Multimedia Modeling, MMM 2025, Nara, Japan, January 8–10, 2025, Proceedings, Part III / / edited by Ichiro Ide, Ioannis Kompatsiaris, Changsheng Xu, Keiji Yanai, Wei-Ta Chu, Naoko Nitta, Michael Riegler, Toshihiko Yamasaki
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2025
ISBN	9789819620647 9819620643
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (472 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15522
Altri autori (Persone)	KompatsiarisYiannis XuChangsheng YanaiKeiji ChuWei-Ta NittaNaoko RieglerMichael YamasakiToshihiko
Disciplina	006.37
Soggetti	Computer vision Image processing - Digital techniques Signal processing Pattern recognition systems Application software Information storage and retrieval systems Computer Vision Computer Imaging, Vision, Pattern Recognition and Graphics Signal, Speech and Image Processing Automated Pattern Recognition Computer and Information Systems Applications Information Storage and Retrieval
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di contenuto

Regular Papers -- Modeling High-order Relationships between Human and Video for Emotion Recognition -- MPPQNet: A Moment-Preserving Product Quantization Neural Network for Progressive 3D Point Cloud Transmission -- MS-SAM:Multi-Scale SAM based on Dynamic Weighted Agent Attention -- MSA-Former: Multi-Scale Adaptive Transformer for Image Snow Removal -- MSD-YOLO : An Efficient Algorithm for Small Target Detection -- Multi-Modal Information Multi-Angle Mining For Multimedia Recommendation.-Multimodal Prompt Learning for Audio Visual Scene-aware Dialog -- Music2MIDI: Pop Music to MIDI Piano Cover Generation -- Noise-robust Separating Multi-source Aliased Vibration Signal Based on Transformer Demucs -- One-Shot Generative Domain Adaptation by Constructing Self-Amplifying Datasets -- Open-vocabulary Scene Graph Generation via Synonym-based Predicate Descriptor -- Operatic Singing Voice Synthesis From Inexperienced Voice Considering Tempo and Vowel Change -- Optimally Planning Drone Trajectories to Capture 3D Gaussian Splatting Objects -- PA2Net: Pyramid Attention Aggregation Network for Saliency Detection -- PianoPal: A Robotic Multimedia System for Interactive Piano Instruction Based on Q-learning and Real-time Feedback -- Poseidon: A NAS-Based Ensemble Defense Method against Multiple Perturbations -- Progressive Neural Architecture Generation with Weaker Predictors -- Pubic Symphysis-Fetal Head Segmentation Network Using BiFormer Attention Mechanism and Multipath Dilated Convolution -- QRALadder: QoE and Resource Consumption-Aware Encoding Ladder Optimization for Live Video Streaming -- Quantized-ViT Efficient Training via Fisher Matrix Regularization -- Real-Time Action Detection in Volleyball Matches Using DETR Architecture -- Revisit Data Association in Semantic SLAM Systems for Autonomous Parking.-RobSparse: Automatic Search for GPU-Friendly Robust and Sparse Vision Transformers -- Robust Active Speaker Detection in Challenging Environments Using GNN-Fused Multi-Modal Cues and Body Language -- RoLD: Robot Latent Diffusion for Multi-task Policy Modeling -- Rotation Methods for 360-degree Videos in Virtual Reality - A Comparative Study -- Saliency Based Data Augmentation for Few-shot Video Action Recognition -- Saliency Guided Optimization Of Diffusion Latents -- SCANet: Semantic Coherence Attention Network for Clothing Change Person Re-identification -- SCLSTE: Semi-Supervised Contrastive Learning-Guided Scene Text Editing -- Select and Order: Enhancing Few-Shot Image Classification through In-Context Learning -- Self-Supervised Reference-based Image Super-Resolution with Conditional Diffusion Model.

Sommario/riassunto

This five-volume set LNCS 15520-15524 constitutes the proceedings of the 31st International Conference on Multimedia Modeling, MMM 2025, held in Nara, Japan, January 8–10, 2025. The 135 full papers and 41 short papers presented in these proceedings were carefully reviewed and selected from 348 submissions. The MMM conference was organized in topics related to multimedia modelling, particularly: audio, image, video processing, coding and compression; multimodal analysis for retrieval applications, and multimedia fusion methods.