1. **Record Nr.** UNICAMPANIAVAN00108104
   Autore Wang, Guoliang
   Titolo Analysis and Design of Singular Markovian Jump Systems / Guoliang Wang, Qingling Zhang, Xinggang Yan
   Pubbl/distr/stampa Cham, : Springer, 2015
   ISBN 978-33-19-08722-1
   Descrizione fisica ix, 284 p. ; 24 cm
   Altri autori (Persone) Yan, Xinggang
   Zhang, Qingling
   Lingua di pubblicazione Inglese
   Formato Materiale a stampa
   Livello bibliografico Monografia

2. **Record Nr.** UNINA9910957969303321
   Autore Wilson Adidas
   Titolo :   ,
   Pubbl/distr/stampa Chicago : , : Adidas Wilson, , 2020
   ©2020
   ISBN 9781071558386
   1071558382
   Edizione [1st ed.]
   Descrizione fisica 1 online resource (54 pages)
   Altri autori (Persone) bajpaialok
   Soggetti Cryptocurrencies
   Digital currency
   Lingua di pubblicazione Hindi
   Formato Materiale a stampa
   Livello bibliografico Monografia
   Nota di contenuto Intro --   --   --   -- --
   1 | -- 2 | --

```
3 |  ?  ? -- 4 |
 ? -- 5 |   (100+ ) --
 6 |      -- 7 |
  -- 8 |      -- 9
| 100+       -- 10 |
  -- 11 |       --
12 |       ? -- .
```

Sommario/riassunto	This book, authored by Adidas Wilson, provides a comprehensive guide to cryptocurrency investment. It delves into the fundamentals of cryptocurrency, offering insights into blockchain technology, digital currency trading, and strategies for maximizing investment returns. The author aims to educate readers on the evolving landscape of cryptocurrencies, addressing both beginners and experienced investors. The book explores the potential risks and rewards associated with cryptocurrency markets, emphasizing the importance of informed decision-making. Through detailed explanations and practical advice, the book serves as a valuable resource for individuals seeking to understand and navigate the complexities of cryptocurrency investments.

3.	Record Nr.	UNISA996664550303316
	Autore	Antona Margherita
	Titolo	Universal Access in Human-Computer Interaction : 19th International Conference, UAHCI 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part II / / edited by Margherita Antona, Constantine Stephanidis
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
	ISBN	3-031-93851-8
	Edizione	[1st ed. 2025.]
	Descrizione fisica	1 online resource (406 pages)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15781
	Altri autori (Persone)	StephanidisConstantine
	Disciplina	005.437 004.019
	Soggetti	User interfaces (Computer systems) Human-computer interaction Computer engineering Computer networks Image processing - Digital techniques Computer vision Artificial intelligence User Interfaces and Human Computer Interaction Computer Engineering and Networks Computer Imaging, Vision, Pattern Recognition and Graphics Artificial Intelligence
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Inclusive Virtual and Augmented Reality Assessing the Usability of Kinect Sensor Gestures in Parkinson's Disease: A Comparative Study of Standing and Seated Interactions -- Measuring Cognitive Load Through Virtual Reality Equipment Using Mock-Up Design Software -- A Proposal to Development a Digital Twin System Using VR to Support Dobot Training -- Immersive Virtual and Augmented Reality in Inclusive Sports Lectures -- Application of Augmented Reality Technology Combined with Concept Maps to Enhance Symbolic Play Abilities in

Children with Autism -- Wayfinding and Independence: Usability, User Experience and Perceptions of Independence with GoodMaps Indoor Navigation -- Virtual Reality in School - Perspectives of German Students with Physical and Motor Disabilities -- Breaking Accessibility Barriers Through Laughter: An Emotional and Universal Design Approach to Address Technophobia in Augmented Reality -- Designing Inclusion and Inclusive Education with Virtual Reality – Perspectives from German-Speaking Countries -- Inclusive Learning and Playing Enhancing K12 Education with Intelligent and Assistive Robots: Exploring Student Learning Experience -- Implementing Cutting Edge Technologies To Train Teacher Toward Maximizing The Inclusion of Underrepresented Middle School Students In STEM Academic Majors and Careers -- Empowering Adults with Intellectual Disabilities (ID) through Adaptive Chess Training: Preliminary Findings on Cognitive Assessment -- Extending and Designing an Inclusive Chess App for Users with Cognitive and Visual Impairments: A Participatory Design Approach -- The IceBreaker: A Portable Tangible Device to Facilitate Co-Located Icebreaking Activities -- Media Education for Students with Learning Difficulties - A Self-Assessment Study -- Designing Retention Tools Involving Role Models For Inclusive Computing Education -- Lessons Learned from Two Pilots Using Social Robots with Children with Autism in a Special Education School in Norway -- Evaluating the Efficacy of Immersive Virtual Learning Programme on Verbal and Nonverbal Interactions in Children with Attention Deficit Hyperactivity Disorder -- Together in Play: Encouraging Social Interaction Between Blind and Sighted Players with a Hide and Seek Game -- Towards a Conversational Tool for Discussing and Reflecting with Children on their Gendered Associations about Technology -- Research on Interactive Product Design Strategies for Gamified Hand Rehabilitation Training for Children with Cerebral Palsy.

| Sommario/riassunto | This 2-volume set LNCS 15780-15781 constitutes the refereed proceedings of the 19th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2025, held as part of the 27th International Conference, HCI International 2025, in Gothemburg, Sweden during June 22nd to 27th, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The two volumes cover topics as follows: Universal Access Theory and Practice Multimodality and UI Adaptation Universal Access and AI Inclusive Virtual and Augmented Reality Inclusive Learning and Playing. |