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| 1. Record Nr. | UNISALENTO991000659979707536 |
| Autore | Schuster, Mauriz |
| Titolo | Tibull-Studien : Beiträge zur Erklärung und Kritik Tibulls und des Corpus Tibullianum / Mauriz Schuster |
| Pubbl/distr/stampa | Hildesheim : Olms, 1968 |
| Descrizione fisica | vii, 201 p. ; 22 cm |
| Disciplina | 874.01 |
| Soggetti | Tibullo, Albio - Saggio critico |
| Lingua di pubblicazione | Tedesco |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
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| 2. Record Nr. | UNINA9911007462503321 |
| Titolo | Virtual, Augmented and Mixed Reality : 17th International Conference, VAMR 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part I // edited by Jessie Y. C. Chen, Gino Fragomeni |
| Pubbl/distr/stampa | Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025 |
| ISBN | 3-031-93700-7 |
| Edizione | [1st ed. 2025.] |
| Descrizione fisica | 1 online resource (XXVII, 321 p. 97 illus., 74 illus. in color.) |
| Collana | Lecture Notes in Computer Science, , 1611-3349 ; ; 15788 |
| Disciplina | 005.437
004.019 |
| Soggetti | User interfaces (Computer systems)
Human-computer interaction
Computer engineering
Computer networks
Application software
Artificial intelligence
Computer vision
User Interfaces and Human Computer Interaction
Computer Engineering and Networks
Computer and Information Systems Applications
Artificial Intelligence
Computer Communication Networks |

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Designing and Developing Virtual Environments. -- Fatigue Considerations for Extended Reality Applications in Aviation. -- Transcending Dimensions using Generative AI: Real-Time 3D Model Generation in Augmented Reality. -- On Target: Constant Activity Constrained Semi-Supervised Feature Selection for Marksmanship Activity Classification. -- Automated Identification of Areas of Interest in Dynamic Head-Mounted Display Videos for Virtual Reality Forensic Psychology Applications. -- Affordance as an Interactive Feature to Enhance Usability in Virtual Reality. -- Enabling Users in Virtual-Reality-Based Human-Centered Design Processes: The Role of Objective Validation on Acceptance, Usability, and User Experience. -- Applying Consistent Spatial Interaction Techniques to Factory Layout Planning. -- Recent User Interface and Experience Development in Virtual Reality: A Literature Study. -- Exploring the Role of Generative Artificial Intelligence in Virtual Reality: Opportunities and Future Perspectives. -- UX in Virtual Environments. -- What You See Is What You Map: Exploring the Impact of Viewpoint Transitions on Cognitive Mapping in VR. -- VR-assisted Wayfinding System User Evaluation. -- Assessing Situation Awareness in Different Space Teleoperation Tasks Using Eye-Tracking. -- Virtual Reality-Based Analysis of Urban Waterfront Lighting Elements' Influence on Visual Behavior. -- The Mechanism of Consumer Emotional Experience Under Different Virtual Shopping Presentation Modes. -- The Impact of Virtual Object Interaction on Episodic Memory: The Role of Bodily-Self Consciousness and Presence . -- The Impact of Locomotion Fidelity on the Usability of VR Pedestrians' Gap Acceptance Simulators. -- How Visually Induced Motion Sickness Is Affected by Stimulus Characteristics and Individual Factors in Younger and Older Adults. -- Examining the Effects of Redirected Walking and Resets on Spatial Knowledge Acquisition. -- Effects of Visual Stimuli on Perceived Sound Volume in Virtual Reality Spaces. -- Elderly and Young Drivers' Perceptions, Beliefs, and Preferences of Advanced Driving Assistance Systems (ADAS).
Sommario/riassunto	This three-volume set, LNCS 15788-15790, constitutes the refereed proceedings of the 17th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22–27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings were carefully reviewed and selected from 7972 submissions. The papers presented in these three volumes are organized in the following topical sections:: Part I: Designing and Developing Virtual Environments; UX in Virtual Environments Part II: VR, Culture, Art and Entertainment; Social Interaction and Wellbeing in Virtual Environments Part III: VR Games; Virtual Environments for Learning, Training and Professional Development; Multimodal Interaction in Virtual Environments.

3. Record Nr.	UNINA9910957332903321
Autore	Martin Dale B. <1954->
Titolo	New Testament history & literature / / Dale B. Martin
Pubbl/distr/stampa	New Haven, : Yale University Press, c2012
ISBN	1-299-46435-1 0-300-18219-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (462 p.)
Collana	Open Yale courses series
Disciplina	225.6/1
Soggetti	Christian literature, Early - History and criticism
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 indexes.
Nota di contenuto	Front matter -- Contents -- Preface and Acknowledgments -- Map -- 1. Introduction: Why Study the New Testament -- 2. The Development of the Canon -- 3. The Greco- Roman World -- 4. Ancient Judaism -- 5. The New Testament as a Historical Source: A Comparison of Acts and Paul's Letters -- 6. The Gospel of Mark -- 7. The Gospel of Matthew -- 8. The Gospel of Thomas -- 9. The Gospel of Luke and the Acts of the Apostles, Part 1: Structure and Themes -- 10. The Gospel of Luke and the Acts of the Apostles, Part 2: Editing the Beginnings of Christianity -- 11. The Gospel of John -- 12. The Letters of John and the Spread of Christianity -- 13. The Historical Jesus -- 14. Paul as Missionary: 1 Thessalonians -- 15. Paul as Pastor: Philemon and 1 and 2 Corinthians -- 16. Paul as Jewish Theologian: Galatians and Romans -- 17. Colossians and Ephesians -- 18. Differing Christians: Christology, Faith, and Works -- 19. The Pro- household Paul: The Pastoral Epistles -- 20. The Anti- household Paul: The Acts of Paul and Thecla -- 21. Hebrews and Biblical Interpretation -- 22. Premodern Biblical Interpretation -- 23. Apocalypticism as Resistance -- 25. The Development of Ecclesiastical Institutions: Ignatius and the Didache -- Epilogue: Christianity after the New Testament Period -- Notes -- Bibliography -- Subject and Author Index -- Index of Scripture Citations
Sommario/riassunto	In this engaging introduction to the New Testament, Professor Dale B. Martin presents a historical study of the origins of Christianity by

analyzing the literature of the earliest Christian movements. Focusing mainly on the New Testament, he also considers nonbiblical Christian writings of the era. Martin begins by making a powerful case for the study of the New Testament. He next sets the Greco-Roman world in historical context and explains the place of Judaism within it. In the discussion of each New Testament book that follows, the author addresses theological themes, then emphasizes the significance of the writings as ancient literature and as sources for historical study. Throughout the volume, Martin introduces various early Christian groups and highlights the surprising variations among their versions of Christianity.
