

1. Record Nr.	UNISA996465725503316
Titolo	Intelligent Technologies for Interactive Entertainment [[electronic resource]] : First International Conference, INTETAIN 2005, Madonna di Campaglio, Italy, November 30 - December 2, 2005, Proceedings / / edited by Mark Maybury, Oliviero Stock, Wolfgang Wahlster
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2005
ISBN	3-540-31651-5 3-540-30509-2
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (XVI, 344 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 3814
Disciplina	006.3
Soggetti	Artificial intelligence Application software Multimedia information systems User interfaces (Computer systems) Computer graphics Artificial Intelligence Information Systems Applications (incl. Internet) Multimedia Information Systems User Interfaces and Human Computer Interaction Computer Graphics Computer Appl. in Arts and Humanities
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	Long Papers -- COMPASS2008: Multimodal, Multilingual and Crosslingual Interaction for Mobile Tourist Guide Applications -- Discovering the European Heritage Through the ChiKho Educational Web Game -- Squidball: An Experiment in Large-Scale Motion Capture and Game Design -- Generating Ambient Behaviors in Computer Role-Playing Games -- Telepresence Techniques for Controlling Avatar Motion in First Person Games -- Parallel Presentations for Heterogenous User Groups – An Initial User Study -- Performing

Physical Object References with Migrating Virtual Characters -- AI-Mediated Interaction in Virtual Reality Art -- Laughter Abounds in the Mouths of Computers: Investigations in Automatic Humor Recognition -- AmbientBrowser: Web Browser for Everyday Enrichment -- Ambient Intelligence in Edutainment: Tangible Interaction with Life-Like Exhibit Guides -- Drawings as Input for Handheld Game Computers -- Let's Come Together — Social Navigation Behaviors of Virtual and Real Humans -- Interacting with a Virtual Rap Dancer -- Grounding Emotions in Human-Machine Conversational Systems -- Water, Temperature and Proximity Sensing for a Mixed Reality Art Installation -- Geogames: A Conceptual Framework and Tool for the Design of Location-Based Games from Classic Board Games -- Disjunct Selection for One-Line Jokes -- Multiplayer Gaming with Mobile Phones -- Enhancing User Experience with a Public Screen -- Learning Using Augmented Reality Technology: Multiple Means of Interaction for Teaching Children the Theory of Colours -- Presenting in Virtual Worlds: Towards an Architecture for a 3D Presenter Explaining 2D-Presented Information -- Short Papers -- Entertainment Personalization Mechanism Through Cross-Domain User Modeling -- User Interview-Based Progress Evaluation of Two Successive Conversational Agent Prototypes -- Adding Playful Interaction to Public Spaces -- Report on a Museum Tour Report -- A Ubiquitous and Interactive Zoo Guide System -- Styling and Real-Time Simulation of Human Hair -- Motivational Strategies for an Intelligent Chess Tutoring System -- Balancing Narrative Control and Autonomy for Virtual Characters in a Game Scenario -- Web Content Transformed into Humorous Dialogue-Based TV-Program-Like Content -- Content Adaptation for Gradual Web Rendering -- Getting the Story Right: Making Computer-Generated Stories More Entertaining -- Omnipresent Collaborative Virtual Environments for Open Inventor Applications -- SpatiuMedia: Interacting with Locations -- Singing with Your Mobile: From DSP Arrays to Low-Cost Low-Power Chip Sets -- Bringing Hollywood to the Driving School: Dynamic Scenario Generation in Simulations and Games -- Demos -- Webcrow: A Web-Based Crosswords Solver -- COMPASS2008: The Smart Dining Service -- DaFEx: Database of Facial Expressions -- PeaceMaker: A Video Game to Teach Peace -- A Demonstration of the ScriptEase Approach to Ambient and Perceptive NPC Behaviors in Computer Role-Playing Games -- Multi-user Multi-touch Games on DiamondTouch with the DTFlash Toolkit -- Enhancing Social Communication Through Story-Telling Among High-Functioning Children with Autism -- Tagsocratic: Learning Shared Concepts on the Blogosphere -- Delegation Based Multimedia Mobile Guide -- Personalized Multimedia Information System for Museums and Exhibitions -- Lets Come Together – Social Navigation Behaviors of Virtual and Real Humans -- Automatic Creation of Humorous Acronyms.

2. Record Nr.	UNISALENTO991002684499707536
Autore	Pearce, Mark
Titolo	Il territorio di Milano e Pavia tra mesolitico e prima età del ferro : dalla carta archeologica alla ricostruzione del paesaggio / Mark Pearce
Pubbl/distr/stampa	Firenze : La nuova Italia, 1994
ISBN	8822114515
Descrizione fisica	148 p. : ill. ; 29 cm
Collana	Pubblicazioni della Facoltà di lettere e filosofia dell'Università di Pavia ; 75
Disciplina	937.2
Soggetti	Preistoria - Milano (Territorio) Preistoria - Pavia (Territorio)
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia