1. Record Nr. UNISALENTO991004281036407536

Autore	Del Guerra, Enrico
Titolo	Dizionario delle imposte dirette : (ricchezza mobile e fabbricati : esposizione per voci dei principi teorici che informano le leggi e I regolamenti delle imposte di ricchezza mobile e fabbricati e delle più importanti massime di giurisprudenza che ivi si riferiscono / per Enrico Del Guerra
Pubbl/distr/stampa	Milano : Vallardi, 1914
Descrizione fisica	IX, 435 p. ; 27 cm
Disciplina	336
Soggetti	Imposte dirette
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910811399503321

Titolo	How schools and districts meet rigorous standards through authentic intellectual work : lessons from the field / / M. Bruce King, editor ; foreword by Fred W. Newmann
Pubbl/distr/stampa	Thousand Oaks, California : , : Corwin, , [2016] 2016
ISBN	1-5063-4229-9 1-5063-4228-0 1-5063-4227-2
Descrizione fisica	1 online resource (xvii, 153 pages) : illustrations
Collana	Gale eBooks
Disciplina	371.1
Soggetti	Teachers - Professional relationships - United States Effective teaching - United States Academic achievement - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Improving Instruction for Excellence and Equity : Teaching for Authentic Intellectual Work / M. Bruce King -- Professional Learning for Authentic Intellectual Work : Iowa's Statewide Initiative / Dana L. Carmichael and Rita Penney Martens -- Meeting State Accountability Requirements Through AIW / Fred Nolan and Jake Nelson -- Focusing on the Right Thing : Using AIW to Build Coherence and Align Initiatives / Gretchen Kriegel, Shannon Guyer, Jessica Hillers, Kim Carlson, Robyn Ponder, Jean Kehoe, and Sarah Goldsmith -- AIW Transformational Learning : The Pilot Year / Dana L. Carmichael, Mary Segal, Christina Brewer, Amy Adkins, and Allison McGrath -- Curriculum and Professional Development Practices Transformed Through AIW Framework / Patricia Briese, Michele Dirkx, Joe Mueting, and Elli Wiemers -- Ensuring the Right Work within Collaborative Teams : Enhanced PLCs through the AIW Framework and Protocols / Becca Lindahl and Shelly Boley -- If It's Right for Kids : Evaluations that Promote Teachers? Learning and Implementation of AIW / Kathy Lemberger, Tammy O?Connor, and Jim Bukowski -- Transforming Professional Development and Student Learning : Evaluating Impact / Susan E. Peterson, Christina Wahlert, Tammie M. McKenzie, and Hope Bossard -- Schools and Districts Promoting Authentic Intellectual Work / M. Bruce King.
Sommario/riassunto	Meet challenging standards by promoting students' authentic intellectual work Educators have long called for more rigor and engagement in classroom work, alongside calls for enhancing equity. Yet classroom practices and student outcomes have been slow to change. A promising solution is the research-backed, real world-tested potential of the Authentic Intellectual Work (AIW) framework to meet intellectually challenging standards including Common Core. This book provides * Richly detailed case studies of successful AIW implementation at the statewide, districtwide, and individual school levels * Illustrations of collaborative teaming to advance higher-order thinking, disciplined inquiry, and value beyond school * Exemplars of how AIW transforms professional development and evaluations and increases coherence and alignment of initiatives There is no such thing as a simple formula for school improvement, ...

3.	Record Nr.	UNINA9910767520803321
	Autore	Martins Nuno
	Titolo	Advances in Design and Digital Communication IV : Proceedings of the 7th International Conference on Design and Digital Communication, Digicom 2023, November 9–11, 2023, Barcelos, Portugal / / edited by Nuno Martins, Daniel Brandão
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
	ISBN	9783031472817 3031472810
	Edizione	[1st ed. 2024.]
	Descrizione fisica	1 online resource (992 pages)
	Collana	Springer Series in Design and Innovation, , 2661-8192 ; ; 35
	Altri autori (Persone)	BrandaoDaniel
	Disciplina	745.2
	Soggetti	Industrial design User interfaces (Computer systems) Human-computer interaction Digital media Industrial Design User Interfaces and Human Computer Interaction Digital and New Media
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Digital and Interaction Design -- Using Augmented Reality for Training Computer Workstation Ergonomic Issues: An Exploratory Project -- 1 Introduction -- 2 Theoretical Background -- 2.1 The Workstation Ergonomics AR Experience (WEARE) -- 3 Methodology -- 3.1 Data Collection and Participants -- 4 Results and Discussion -- 5 Conclusions -- References -- Design Methodology for a Shared Mobility App -- 1 Introduction -- 2 Interaction Design and User Experience (UX) -- 3 The Methodology Used for Developing the On.Move App -- 3.1 The Strategy Plane -- 3.2 The Scope Plane -- 3.3 The Structure Plane -- 3.4 The Skeleton Plane -- 3.5 The Surface Plane -- 4 Conclusions and Future Work -- References -- Brain Computer Interface: Behavioral Differences in the Calmness Level and Reading Time, Considering Screen or Paper, Serif or Sans Serif Typefaces -- 1 Introduction -- 2 Material

and methods -- 2.1 Procedures and Participants -- 2.2 Signal Acquisition -- 3 Results -- 4 Discussion and Conclusion -- References -- Anticipation as a Tool for Designing the Future -- 1 Introduction -- 1.1 The Essence of Anticipation -- 2 Literature Review -- 2.1 Anticipation and the Philosophical Roots of Causality -- 2.2 Future Studies, Anticipation, and its Capabilities -- 3 Methodology: Analyzing the Role of Anticipatory Design -- 4 Unraveling Anticipatory Experiences: Insights from Grounded Theory Analysis -- 4.1 Importance of Anticipation in Shaping the Future -- 4.2 Anticipation in Application to Future Studies and Strategic Foresight -- 4.3 Three levels of Future Studies -- 5 Closing Insights and Prospects for Future Exploration -- References -- Designing Audio-Based Multimodal Interfaces for English Teaching: A Conceptual Model Based on an Integrative Literature Review -- 1 Introduction -- 2 Design and Method.
3 Work Field and Data Analysis -- 4 Results -- 4.1 Multimodal Interfaces and Auditive Mode -- 4.2 Principles for Multimedia Learning -- 4.3 English Teaching Skills -- 4.4 Studies Summary -- 5 Conclusion -- References -- From the Algorithm to the New Art Collector. Design, Development and Launch of an Innovative NFT Collection -- 1 Introduction -- 2 State of the Art in Generative Art -- 2.1 Generative Art and the New Role of the Collector -- 2.2 Primary Collectors and Secondary Collectors -- 3 Design, Development and Launch of an Innovative NFT Collection -- 3.1 Concept for a Practical Project -- 3.2 Continuity and Evolution -- 3.3 Launch of the Collection and Conclusions -- References -- From Print to Pixels: Prototyping a Virtual Exhibition for the Faro Museum Poster Collection -- 1 Introduction -- 2 Museums in the Twenty-First Century -- 3 Creating a Virtual Exhibition -- 3.1 Setting a Structure for a Prototype -- 3.2 Searching for the Ideal Workspace -- 3.3 Prototyping the virtual room. -- 4 Future Work -- References -- Identifying Design Guidelines of Interactive Whiteboard Interfaces Through Usability Evaluation -- 1 Introduction -- 2 Literature Review -- 3 Methodology -- 3.1 Heuristic Evaluation -- 3.2 User Study -- 4 Research Findings -- 5 Proposed Design Guidelines -- 6 Discussions and Conclusions -- References -- Peer-Produced Archives, Peer-Designed Solutions -- 1 Introduction -- 2 Methodology -- 2.1 Sampling -- 2.2 Thematic Analysis -- 3 Findings -- 3.1 Users as Hosts, Users vs Hosts -- 3.2 Editing, Curating and Reviewing -- 3.3 Enhancing Quality and Validity through Collaboration -- 3.4 Enhancing Communication -- 3.5 Reconsidering Browsing, Archiving, Preserving and Distributing -- 4 Conclusion -- References -- Usability Analysis of Augmented Reality-Based Learning Applications for Kids: Insights from SUS and Heuristic Evaluation.
1 Introduction -- 2 Literature Review -- 3 Methodology -- 4 Usability Evaluation -- 4.1 Heuristics Evaluation -- 4.2 User Study -- 5 Comparative Analysis and Findings -- 6 Conclusion -- References -- Investigating Usability Indicators for the Adoption of AI Models in Heuristic Evaluation -- 1 Introduction -- 2 Background and Related Work -- 3 Methodology -- 4 Discussion -- 5 Conclusion -- References -- Critical Digital: A Taxonomy to Classify Digital Integration in the Museum Domain -- 1 Introduction -- 2 Methodology -- 3 Visualization Modes and Virtualization -- 4 Observation Distance and Technological Embodiment -- 4.1 Technological Embodiment -- 5 Interactivity -- 6 Taxonomy Application -- 7 Conclusion and Future Work -- References -- Exploring Hazard Perception and Compliance: A Pilot Study on the Influence of Safety Signs in a Non-conspicuous Hazard Situation -- 1 Introduction -- 2 Method -- 2.1 Participants -- 2.2 System Set-Up -- 2.3 Virtual Environment (VE) -- 2.4 Strategy

to Assess Behavioural Compliance -- 2.5 Measures -- 2.6 Procedure -- 3 Results -- 3.1 Behavioural Data -- 3.2 Subjective Data -- 4 Conclusion -- References -- The Impact of Tangibility in the Input of the Secondary Car Controls: Touchscreens vs. Physical Buttons -- 1 Introduction -- 2 Methodology -- 2.1 Experimental Conditions -- 2.2 Participants -- 2.3 Tools -- 2.4 Procedures -- 2.5 Data Processing -- 3 Results -- 4 Conclusions -- References -- Dep-Project: Comparative Analysis of Online Solutions Aimed at Personalization and Purchasing Prostheses -- 1 Introduction -- 2 State of the Art -- 2.1 Universal Design &amp -- Inclusive Design -- 2.2 Usability Heuristics -- 3 Methodologies -- 4 Development of UX Benchmarking Analysis -- 4.1 Define and Understand the Goals -- 4.2 Definition of Competitors -- 4.3 Competitive Analysis Matrix.
4.4 Analysis of Competing Online Platforms -- 5 Heuristic Evaluation -- 6 Conclusions -- References -- Digitization Project of Museum Collections as a Way of Preserving Memory and Cultural Heritage -- 1 Introduction -- 2 Textile Conservation and Its Difficulties -- 3 Digitization of Historical Collections and Costumes -- 4 Technologies for 3D Garment Representation -- 4.1 3D Capture and Modeling -- 4.2 Devices and Types of Presentation -- 5 Museum and Virtualization -- 6 Project -- 7 Conclusions -- References -- A Social IoT Hybrid Scenario to Promote the Physical, Psychological, and Social Well-Being of Elderly -- 1 Introduction -- 2 Research Method -- 2.1 Target Population -- 2.2 Sample -- 2.3 Study Instruments -- 2.4 Survey Procedure -- 3 The Social Hybrid Scenario Model -- 4 Results -- 4.1 Part 1. Social Interaction with Family and Friends -- 4.2 Part 2. Medical Follow-Up -- 4.3 Part 3. Your Opinion About the System's Advantages and Disadvantages -- 4.4 Part 4. Your Predisposition to use or not use a System of this Nature -- 5 Discussion and Conclusion -- 6 Conclusion -- References -- The Expanded Book - Various Perspectives in Augmented Reality -- 1 Introduction -- 2 Methodology -- 3 State of the Art -- 3.1 Expanded Books in Augmented Reality -- 3.2 Case Studies -- 4 Project: The book "My Monster Friends" -- 4.1 Narrative -- 4.2 Visual Component -- 5 Tests and Results -- 6 Final Considerations -- References -- Society, Communication and Design -- Design and Development of a Pill Dispenser: Prototype Assembly, Electronic and Mechanical Hardware -- 1 Introduction -- 2 CAD Modelling -- 3 3D Printing and Prototype Assembly -- 3.1 Frame 3D Printing -- 3.2 Prototype Assembly -- 3.3 Preliminary Tests of the Pill Dispensing Mechanism -- 4 Conclusion -- References -- Design and Craft Come Together - A New Perspective to Synergistic Interactions.
1 Introduction -- 2 Design and Craft Come Together - A New Perspective to Synergistic Interactions -- 2.1 Comparative Analysis of the Essential Characteristics of Crafts and Design -- 2.2 Comparative Analysis of the Areas of Overlapping and Differentiation Between Crafts and Design -- 2.3 What Happens in Practice? -- 3 Conclusion -- References -- Guidelines for Sustainable Online Behaviors. Green Computing Practices to Reduce the Digital Carbon Footprint -- 1 Introduction -- 2 Metrics on Digital Consumption -- 3 Expansion of Digital Infrastructure -- 3.1 Impact of Digital Technologies on Ecological Footprint -- 4 Constraints and Motivations for Adopting Sustainable Online Behaviors -- 4.1 Pro-Environmental Practices -- 4.2 The Intangibility of Pro-Environmental Online Behavior -- 5 Green Technology and Green Computing -- 6 Green Computing Guidelines for Reducing the Digital Carbon Footprint -- 7 Challenges and Future Work -- 8 Conclusion -- References -- Emotional Design to Create Furniture for Children's Well-Being -- 1 Introduction -- 2

Methodology -- 3 Emotional Design for Children's Well-Being -- 3.1 The "Ti 3a" Chair by Marcel Breuer (1920s) -- 3.2 The "Elephant Stool" by Charles &amp -- Ray Eames (1940s) -- 3.3 "the Place of Games" by Enzo Mary (1960s) -- 3.4 "Sena" Chair by António Sena Da Silva (1970s) -- 3.5 "Porcupine Desk" by Hella Jongerius (2007) -- 4 Conclusions -- References -- Analysis of Cyberaggression in Social Networks Involving Students and University Environments -- 1 Introduction -- 2 Methodologies -- 2.1 Interview Methodology -- 2.2 Group Analysis Methodology -- 2.3 Content and Thematic Analysis of the Aggressive Content -- 3 Results -- 3.1 Interviews -- 3.2 Open Social Media Group Analyses -- 4 Discussion -- 5 Final Remarks -- References.
Child Safety on Bicycle Seats. A Study Evaluating the Need for Additional Markers to Increase the Visibility of Children When Transported by Bicycle.

Sommario/riassunto

This book reports on research findings and practical lessons featuring advances in the areas of digital and interaction design, graphic design and branding, design education, society and communication in design practice, and related ones. Gathering the proceedings of the 7th International Conference on Digital Design and Communication, Digicom 2023, held on November 9-11, 2023, as a hybrid event, in/from Barcelos, Portugal, this book continues the tradition of the previous ones reporting on new design strategies to foster digital communication within and between the society, institutions and brands. By highlighting innovative ideas and reporting on multidisciplinary projects, it offers a source of inspiration for designers of all kinds, including graphic and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and brand and corporate communication managers alike.