1. **Record Nr.** UNINA9910294859903321

   Autore Li, Xiaobing <1954->

   Titolo The Cold War in East Asia / Xiaobing Li

   Pubbl/distr/stampa London ; New York, NY : [Routledge, Taylor & Francis Group,] : 2018

   ISBN 978-1-138-65180-7

   Descrizione fisica xiii, 228 pages : maps ; ; 26 cm

   Disciplina 950.4

   Locazione FSPBC

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   Lingua di pubblicazione Inglese

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   Livello bibliografico Monografia

2. **Record Nr.** UNISANNIOAQ10002270

   Autore Bechtolsheim, Stephan : von

   Titolo TEX in practice / Stephen von Bechtolsheim

   Pubbl/distr/stampa New York [etc.], : Springer-Verlag, c1993

   ISBN 038797296X
   354097296X

   Descrizione fisica 4 v. ; 25 cm.

   Collana Monographs in visual communication

   Disciplina 686.2
   686.22544

   Soggetti Composizione tipografica - Automazione
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3. Record Nr.   UNINA9910768470603321

Titolo   Fun and Games : Second International Conference, Eindhoven, The
                         Netherlands, October 20-21, 2008, Proceedings / / edited by Panos
                         Markopoulos, Wijnand IJsselsteijn, Duncan Rowland

Pubbl/distr/stampa   Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer,
                         , 2008

ISBN   3-540-88322-3

Edizione   [1st ed. 2008.]

Descrizione fisica   1 online resource (XII, 203 p.)

Collana   Programming and Software Engineering, , 2945-9168 ; ; 5294

Disciplina   794.8

Soggetti   User interfaces (Computer systems)
                         Human-computer interaction
                         Computer engineering
                         Computer networks
                         Application software
                         Multimedia systems
                         Artificial intelligence
                         Computers and civilization
                         User Interfaces and Human Computer Interaction
                         Computer Engineering and Networks
                         Computer and Information Systems Applications
                         Multimedia Information Systems
                         Artificial Intelligence
                         Computers and Society

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Note generali   Bibliographic Level Mode of Issuance: Monograph

Nota di bibliografia   Includes bibliographical references and index.

Nota di contenuto   Keynotes -- Rotational Dynamics for Design of Bidirectional Feedback
                         during Manual Interaction -- Hypercomputation, Unconsciousness and
                         Entertainment Technology -- Focus on Innovation -- Pervasive Mobile
                         Games – A New Mindset for Players and Developers -- EyeMote –
                         Towards Context-Aware Gaming Using Eye Movements Recorded from
                         Wearable Electrooculography -- The Audio Adventurer: Design of a
                         Portable Audio Adventure Game -- Building RFID-Based Augmented

Dice with Perfect Recognition Rates -- Aseba-Challenge: An Open-Source Multiplayer Introduction to Mobile Robots Programming -- Test-Bed for Multimodal Games on Mobile Devices -- Affect and Gaming -- Dynamic Game Balancing by Recognizing Affect -- Alone or Together: Exploring the Effect of Physical Co-presence on the Emotional Expressions of Game Playing Children Across Cultures -- Shared Fun Is Doubled Fun: Player Enjoyment as a Function of Social Setting -- The Unlikeability of a Cuddly Toy Interface: An Experimental Study of Preschoolers' Likeability and Usability of a 3D Game Played with a Cuddly Toy Versus a Keyboard -- Think Aloud during fMRI: Neuronal Correlates of Subjective Experience in Video Games -- Engagement and EMG in Serious Gaming: Experimenting with Sound and Dynamics in the Levee Patroller Training Game -- Log Who's Playing: Psychophysiological Game Analysis Made Easy through Event Logging -- Fun n'Games for Young and Old -- Acting Your Age in Second Life -- Developing an Adaptive Memory Game for Seniors -- A Tangible Tabletop Game Supporting Therapy of Children with Cerebral Palsy -- A Music Educational Entertainment Environment for Preschoolers.

| Sommario/riassunto | This book constitutes the refereed proceedings of the Second International Conference on Fun and Games, held in Eindhoven, The Netherlands, in October 2008. The 17 revised full papers, presented together with 2 invited talks were carefully reviewed and selected from a total of 36 submissions. The papers encompass the study of computer games, game development and experiences by researchers from social sciences, computing, electrical engineering, design, etc. Main focus is given to topics such as tightly-coupled embodied control of movement-sensitive mobile devices, hypercomputation and cultural computing, emerging gaming paradigms, concepts and platforms to support gaming, affective aspects of gaming, and finally to the notion of serious games to help provide cognitive or physiological training. |