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Fabio Sartori,Miguel-Angel Sicilia,Nikos Manouselis

EBOOK: Understanding Alternative Media Olga Bailey, Bart Cammaerts, Nico

Carpentier, 2007-12-16 What are alternative media? What roles do alternative media play in pluralistic, democratic societies? What are the similarities and differences between alternative media, community media, civil society media and rhizomatic media? How do alternative media work in practice? This clear and concise text offers a one-stop guide through the complex political, social and economic debates that surround alternative media and provides a fresh and insightful look at the renewed importance of this form of communication. Combining diverse case studies from countries including the UK, North America and Brazil, the authors propose an original theoretical framework to help understand the subject. Looking at both 'old' and 'new' media, the book argues for the importance of an alternative media and suggests a political agenda as a way of broadening its scope. Understanding Alternative Media is valuable reading for students in media, journalism and communications studies, researchers, academics, and journalists.

Virtual and Augmented Reality (VR/AR) Ralf Doerner, Wolfgang Broll, Paul

Grimm, Bernhard Jung, 2022-01-12 This comprehensive textbook offers a scientifically sound and at the same time practical introduction to Virtual and Augmented Reality (VR/AR). Readers will gain the theoretical foundation needed to design, implement or enhance VR/AR systems, evaluate and improve user interfaces and applications using VR/AR methods, assess and enrich user experiences, and develop a deeper understanding of how to apply VR/AR techniques. Whether utilizing the book for a principal course of study or reference reading, students of computer science, education, media, natural sciences, engineering and other subject areas can benefit from its in-depth content and vivid explanation. The modular structure allows selective sequencing of topics to the requirements of each teaching unit and provides an easy-to-use format from which to choose specific themes for individual self-study. Instructors are provided with extensive materials for creating courses as well as a foundational text upon which to build their advanced topics. The book enables users from both research and industry to deal with the subject in detail so they can properly assess the extent and benefits of VR/AR deployment and determine required resources. Technology enthusiasts and professionals can learn about the current status quo in the field of VR/AR and interested newcomers can gain insight into this fascinating world. Grounded on a solid scientific foundation, this textbook, addresses topics such as perceptual aspects of VR/AR, input and output devices including tracking, interactions in virtual worlds, real-time aspects of VR/AR systems and the authoring of VR/AR applications in addition to providing a broad collection of case studies.

Encyclopedia of Cloud Computing San Murugesan, Irena Bojanova, 2016-05-09 The

Encyclopedia of Cloud Computing provides IT professionals, educators, researchers and students with a compendium of cloud computing knowledge. Authored by a spectrum of subject matter experts in industry and academia, this unique publication, in a single volume, covers a wide range of cloud computing topics, including technological trends and developments, research opportunities, best practices, standards, and cloud adoption. Providing multiple perspectives, it also addresses questions that stakeholders might have in the context of development, operation, management, and use of clouds. Furthermore, it examines cloud computing's impact now and in the future. The encyclopedia presents 56 chapters logically organized into 10 sections. Each chapter covers a major topic/area with cross-references to other chapters and contains tables, illustrations, side-bars as appropriate. Furthermore, each chapter presents its summary at the beginning and backend material, references and additional resources for further information.

Transgression in Games and Play Kristine Jorgensen, Faltin Karlsen, 2019-02-05

Contributors from a range of disciplines explore boundary-crossing in videogames, examining both transgressive game content and transgressive player actions. Video

gameplay can include transgressive play practices in which players act in ways meant to annoy, punish, or harass other players. Videogames themselves can include transgressive or upsetting content, including excessive violence. Such boundary-crossing in videogames belies the general idea that play and games are fun and non-serious, with little consequence outside the world of the game. In this book, contributors from a range of disciplines explore transgression in video games, examining both game content and player actions. The contributors consider the concept of transgression in games and play, drawing on discourses in sociology, philosophy, media studies, and game studies; offer case studies of transgressive play, considering, among other things, how gameplay practices can be at once playful and violations of social etiquette; investigate players' emotional responses to game content and play practices; examine the aesthetics of transgression, focusing on the ways that game design can be used for transgressive purposes; and discuss transgressive gameplay in a societal context. By emphasizing actual player experience, the book offers a contextual understanding of content and practices usually framed as simply problematic. Contributors Fraser Allison, Kristian A. Bjørkelo, Kelly Boudreau, Marcus Carter, Mia Consalvo, Rhys Jones, Kristine Jørgensen, Faltin Karlsen, Tomasz Z. Majkowski, Alan Meades, Torill Elvira Mortensen, Víctor Navarro-Remesal, Holger Pötzsch, John R. Sageng, Tanja Sihvonen, Jaakko Stenros, Ragnhild Tronstad, Hanna Wirman

Affect and Emotion in Human-Computer Interaction Christian Peter, Russell Beale, 2008-08-25 Affect and emotion play an important role in our everyday lives: They are present whatever we do, wherever we are, and wherever we go, without us being aware of them for much of the time. When it comes to interaction, be it with humans, technology, or humans via technology, we suddenly become more aware of emotion, either by seeing the other's emotional expression, or by not getting an emotional response while anticipating one. Given this, it seems only sensible to explore affect and emotion in human-computer interaction, to investigate the underlying principles, to study the role they play, to develop methods to quantify them, and to finally build applications that make use of them. This is the research field for which, over ten years ago, Rosalind Picard coined the phrase affective computing. The present book provides an account of the latest work on a variety of aspects related to affect and emotion in human-technology interaction. It covers theoretical issues, user experience and design aspects as well as sensing issues, and reports on a number of affective applications that have been developed in recent years.

Advances in Computer Entertainment Anton Nijholt, Teresa Romão, Dennis Reidsma, 2012-10-12 This book constitutes the refereed conference proceedings of the 9th International Conference on Advances in Computer Entertainment, ACE 2012, held in Kathmandu, Nepal, in November 2012. The 10 full paper and 19 short papers presented together with 5 papers from the special track Arts and Culture and 35 extended abstracts were carefully reviewed and selected from a total of 140 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. Focusing on all areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.

Trends in Computer Science, Engineering and Information Technology Dhinakaran Nagamalai, Eric Renault, Murugan Dhanuskodi, 2011-09-14 This book constitutes the refereed proceedings of the First International Conference on Computer Science, Engineering and Information Technology, CCSEIT 2011, held in Tirunelveli, India, in September 2011. The 73 revised full papers were carefully reviewed and selected from more than 400 initial submissions. The papers feature significant contributions to all major fields of the Computer Science and Information Technology in theoretical and practical aspects.

Information Technologies for Performing Arts, Media Access, and

Entertainment Paolo Nesi,Raffaella Santucci,2013-07-29 This book contains revised selected papers from the Second International Conference on Information Technologies for Performing Arts, Media Access and Entertainment, ECLAP 2013, held in Porto, Portugal, in April 2013. The 24 papers presented were carefully reviewed and selected for inclusion in this book. They are organized in topical sections named: perspectives and (digital) strategies for cultural heritage institutions; trust, quality and tools for cultural heritage digital libraries; educational services for the performing arts; dance in the world of data and objects; acting and natural interaction; and music and opera of a digital generation.

ICTE in Transportation and Logistics 2019 Egils Ginters,Mario Arturo Ruiz Estrada,Miquel Angel Piera Eroles,2020-01-30 This proceedings volume explores the latest advances in transport and logistics, while also discussing the applications of modern information technologies, telecommunications, electronics, and prospective research methods and analyzing their impacts on society and the environment, which in turn determine the future development of these technologies. The book is intended for a broad readership, including transport and logistics business planners and technical experts, leveraging industry knowledge and facilitating technology adoption in promising business regions and transit corridors such as Ukraine, Kazakhstan, and others. The authors, who include policy planners and crafters as well as education and training professionals, address various types of intermodal transport such as rail, road, maritime, air, etc.

Virtual Storytelling. Using Virtual Reality Technologies for Storytelling Marc Cavazza,Stéphane Donikian,2007-11-25 This book constitutes the refereed proceedings of the 4th International Conference on Virtual Storytelling, ICVS 2007, held in Saint-Malo, France, in December 2007. The 12 revised full papers, three invited papers and seven poster and demo papers were carefully reviewed and selected. The papers are organized in topical sections on authoring tools and story models, behavior modeling, user interactivity, an invited session: related EU projects, as well as the poster and demo session.

Trustworthy Internet Nicola Blefari-Melazzi,Giuseppe Bianchi,Luca Salgarelli,2011-06-15 This book collects a selection of the papers presented at the 21st International Tyrrhenian Workshop on Digital Communications, organized by CNIT and dedicated this year to the theme Trustworthy Internet. The workshop provided a lively discussion on the challenges involved in reshaping the Internet into a trustworthy reality, articulated around the Internet by and for People, the Internet of Contents, the Internet of Services and the Internet of Things, supported by the Network Infrastructure foundation. The papers have been revised after the workshop to take account of feedbacks received by the audience. The book also includes: i) an introduction by the Editors, setting the scene and presenting evolution scenarios; ii) five papers written by the session chairmen, reputed scientists, and each dedicated to a facet of the trustworthy Internet vision; iii) a concluding paper, reporting the outcomes of a panel held at the conclusion of the workshop, written by the two keynote speakers.

Metadata and Semantic Research Fabio Sartori,Miguel-Angel Sicilia,Nikos Manouselis,2009-09-29 This volume constitutes the selected papers of the third international conference on Metadata and Semantic Research, MTSR 2009, held in Milan, Italy, in September/October 2009. In order to give a novel perspective in which both theoretical and application aspects of metadata research contribute in the growth of the area, this book mirrors the structure of the Congress, grouping the papers into three main categories: 1) theoretical research: results and proposals, 2) applications: case studies and proposals, 3) special track: metadata and semantics for agriculture, food and environment. The book contains 32 full papers (10 for the first category, 10 for the second and 12 for the third), selected from a preliminary initial set of about 70 submissions.

Changing Television Environments Manfred Tscheligi,Marianna Obrist,Arthur Lugmayr,2008-06-25 This book constitutes the refereed proceedings of the 6th European

Conference on Interactive Television, EuroITV 2008, held in Salzburg, Austria, in July 2008. The 42 revised full papers were carefully reviewed and selected from 156 submissions. The contributions cover significant aspects of the interactive television domain including submissions on user studies, technical challenges related to new developments as well as new kind of formats. The papers are organized in topical sections on interactive TV, interactive authoring, personalisation and recommender systems, mobile TV, social TV, new TV environments, iTV architectures and systems, user interfaces and interaction design, user studies, and accessibility.

New Approaches for Security, Privacy and Trust in Complex Environments Hein Venter, Mariki Eloff, Les Labuschagne, Jan Eloff, Rossouw von Solms, 2010-11-23 The current IT environment deals with novel, complex approaches such as information privacy, trust, digital forensics, management, and human aspects. This volume includes papers offering research contributions that focus both on access control in complex environments as well as other aspects of computer security and privacy.

Computational Intelligence in Data Mining—Volume 1 Himansu Sekhar Behera, Durga Prasad Mohapatra, 2015-12-08 The book is a collection of high-quality peer-reviewed research papers presented in the Second International Conference on Computational Intelligence in Data Mining (ICCIDM 2015) held at Bhubaneswar, Odisha, India during 5 – 6 December 2015. The two-volume Proceedings address the difficulties and challenges for the seamless integration of two core disciplines of computer science, i.e., computational intelligence and data mining. The book addresses different methods and techniques of integration for enhancing the overall goal of data mining. The book helps to disseminate the knowledge about some innovative, active research directions in the field of data mining, machine and computational intelligence, along with some current issues and applications of related topics.

Information Security Theory and Practices: Security and Privacy of Pervasive Systems and Smart Devices Pierangela Samarati, 2010 Annotation. This volume constitutes the refereed proceedings of the 4th IFIP WG 11.2 International Workshop on Information Security Theory and Practices: Security and Privacy of Pervasive Systems and Smart Devices, WISTP 2010, held in Passau, Germany, in April 2010. The 20 revised full papers and 10 short papers were carefully reviewed and selected from 69 submissions. They are organized in topical sections on embedded security, protocols, highly constrained embedded systems, security, smart card security, algorithms, hardware implementations, embedded systems and anonymity/database security.

Multimedia Information Retrieval Stefan Rueger, 2022-05-31 At its very core multimedia information retrieval means the process of searching for and finding multimedia documents; the corresponding research field is concerned with building the best possible multimedia search engines. The intriguing bit here is that the query itself can be a multimedia excerpt: For example, when you walk around in an unknown place and stumble across an interesting landmark, would it not be great if you could just take a picture with your mobile phone and send it to a service that finds a similar picture in a database and tells you more about the building -- and about its significance, for that matter? This book goes further by examining the full matrix of a variety of query modes versus document types. How do you retrieve a music piece by humming? What if you want to find news video clips on forest fires using a still image? The text discusses underlying techniques and common approaches to facilitate multimedia search engines from metadata driven retrieval, via piggy-back text retrieval where automated processes create text surrogates for multimedia, automated image annotation and content-based retrieval. The latter is studied in great depth looking at features and distances, and how to effectively combine them for efficient retrieval, to a point where the readers have the ingredients and recipe in their hands for building their own multimedia search engines. Supporting users in their

resource discovery mission when hunting for multimedia material is not a technological indexing problem alone. We look at interactive ways of engaging with repositories through browsing and relevance feedback, roping in geographical context, and providing visual summaries for videos. The book concludes with an overview of state-of-the-art research projects in the area of multimedia information retrieval, which gives an indication of the research and development trends and, thereby, a glimpse of the future world. Table of Contents: What is Multimedia Information Retrieval? / Basic Multimedia Search Technologies / Content-based Retrieval in Depth / Added Services / Multimedia Information Retrieval Research / Summary

Software Engineering and Knowledge Engineering: Theory and Practice

Yanwen Wu, 2012-01-15 The volume includes a set of selected papers extended and revised from the I2009 Pacific-Asia Conference on Knowledge Engineering and Software Engineering (KESE 2009) was held on December 19~ 20, 2009, Shenzhen, China. Volume 1 is to provide a forum for researchers, educators, engineers, and government officials involved in the general areas of Computer and Software Engineering to disseminate their latest research results and exchange views on the future research directions of these fields. 140 high-quality papers are included in the volume. Each paper has been peer-reviewed by at least 2 program committee members and selected by the volume editor Prof. Yanwen Wu. On behalf of this volume, we would like to express our sincere appreciation to all of authors and referees for their efforts reviewing the papers. Hoping you can find lots of profound research ideas and results on the related fields of Computer and Software Engineering.

Computer Networks Piotr Gaj, Andrzej Kwiecień, Piotr Stera, 2015-05-27 This book constitutes the thoroughly refereed proceedings of the 22st International Conference on Computer Networks, CN 2015, held in Brunów, Poland, in June 2015. The 42 revised full papers presented were carefully reviewed and selected from 79 submissions. The papers in these proceedings cover the following topics: computer networks, distributed computer systems, communications and teleinformatics.

Computer Networks Andrzej Kwiecien, Piotr Gaj, Piotr Stera, 2014-05-23 This book constitutes the thoroughly refereed proceedings of the 21st International Conference on Computer Networks, CN 2014, held in Brunów, Poland, in June 2014. The 34 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers in these proceedings cover the following topics: computer networks, tele informatics and communications, new technologies, queueing theory, innovative applications and networked and IT-related aspects of e-business.

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Axmedis Pc Player Light 190 Introduction

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