Human Computer Interaction I Fondamenti Dellinterazione Tra Persone E Tecnologie

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Special Educational Needs and Inclusive Practices - Fabio Dovigo 2017-01-28 "Today, school is becoming a rapidly changing learning environment. Thinking about students as a homogeneous population is no longer allowed, as diversity – in terms of culture, language, gender, family organisation, learning styles and so on – has emerged as a key challenge for education today.The debate on Special Educational Needs largely reflects this challenge, as working in school implies careful reconsideration of what

we mean by "normal" and "special". Current educational intervention is generally based on a deficit and "within-child" model of facing SEN, whereas very little attention is given to the role of learning environments. The focus is on the child more than on the whole class, and on cognition and technical provisions more than on affective, sociocultural and community dimensions of learning. Conversely, regarding students and their needs as "hidden voices" allows us to adopt a transformative approach which sees diversity as a stimulus for the development of educational practices that might benefit all children and help school to become an inclusive and "moving" organisation.The aim of the book is twofold: on the one hand, it offers a systematic overview of the inclusive education state-of-the-art in six countries (Germany, Italy, Norway, Sweden, UK, and USA) based on the contributions by well-known scholars such as Christy Ashby, Barbara Brokamp, Fabio Dovigo, Kari Nes, Mara Westling Allodi, Tony Booth, and Beth Ferri; on the other hand, the book analyses five cases of good practices of inclusion related to different subjects and school levels."
Bi- and multilingual universities: European perspectives and beyond - Daniela Veronesi 2009
This collection of the proceedings of the 3rd conference on bi- and multilingual universities, held at the Free University of Bozen-Bolzano from 20 to 22 September 2007, tries to give a state-of-the-art insight into theoretical and practical approaches towards implementing bi- and multilingual models and policies in higher education institutions in various parts of the world.
Rocket Surgery Made Easy - Steve Krug 2009-12-08
It's been known for years that usability testing can dramatically improve products. But with a typical price tag of $5,000 to $10,000 for a usability consultant to conduct

each round of tests, it rarely happens. In this how-to companion to Don't Make Me Think: A Common Sense Approach to Web Usability, Steve Krug spells out a streamlined approach to usability testing that anyone can easily apply to their own Web site, application, or other product. (As he said in Don't Make Me Think, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application Keep your focus on finding the most important problems (because no one has the time or resources to fix them all) Fix the problems that you find, using his "The least you can do" approach By paring the process of testing and fixing products down to its essentials ("A morning a month, that's all we ask"), Rocket Surgery makes it realistic for teams to test early and often, catching problems while it's still easy to fix them. Rocket Surgery Made Easy adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made Don't Make Me Think so popular.

Web Analytics Strategies for Information Professionals - Tabatha Farney 2014-01-01 Investing time in customizing your settings in Google Analytics helps you get the most out of the detailed data it offers, particularly if your library's web presence spans multiple platforms.

Sketching User Experiences: The Workbook - Saul Greenberg 2011-12-14 Sketching has long been a best practice for designers. Through sketches, designers follow a generative process of developing, honing, and choosing ideas. Designers also use sketches to discuss, exchange, and critique ideas with others. When designers sketch user experiences, their drawings also need to incorporate the actions, interactions, and changes of these experiences that unfold

over time. This can be challenging if you are a non-artist, or have not been trained within a conventional design discipline that specifically practices the time element that is so critical to interactive interfaces. In Sketching User Experiences: The Workbook, you will learn, through step-by-step instructions and exercises, various sketching methods that will let you express your design ideas about user experiences across time. Collectively, these methods will be your sketching repertoire: a toolkit where you can choose the method most appropriate for developing your ideas, which will help you cultivate a culture of experience-based design and critique in your workplace.
The Facts on Jehovah's Witnesses - John Ankerberg 2008-08-01
John Ankerberg, John Weldon, and Dillon Burroughs team up to revise and update The Facts on Jehovah's Witnesses, part of the popular Facts On Series (more than 1.9 million copies of books from this series sold). Known for their extensive research and Bible knowledge, these authors offer readers the essential facts they need to evaluate and discuss today's issues regarding the Jehovah's Witnesses, a religious organization, and the Watchtower Society. The concise, easy-to-follow information helps readers answer such questions as: What is the Watchtower Society and what power does it hold? Is the Watchtower Society's translation of the Bible accurate? Is the Society's teaching on salvation biblical? Whether the reader is merely curious or searching for specific information, The Facts on Jehovah's Witnesses will give them what they are looking for—easy-to-understand, factual, and relevant information about this group.
Digital Scholarly Editing - Elena Pierazzo 2016-03-16 This book provides an up-to-date, coherent and comprehensive treatment of digital scholarly editing, organized according to the typical timeline and workflow

of the preparation of an edition: from the choice of the object to edit, the editorial work, post-production and publication, the use of the published edition, to long-term issues and the ultimate significance of the published work. The author also examines from a theoretical and methodological point of view the issues and problems that emerge during these stages with the application of computational techniques and methods. Building on previous publications on the topic, the book discusses the most significant developments in digital textual scholarship, claiming that the alterations in traditional editorial practices necessitated by the use of computers impose radical changes in the way we think and manage texts, documents, editions and the public. It is of interest not only to scholarly editors, but to all involved in publishing and readership in a digital environment in the humanities.

Scholarly Digital Editions as Interfaces - Roman Bleier
2018-11-15
Interfaces are important elements of digital scholarly editions as they allow and direct the interaction of users with the online content and they facilitate the access to and exchange of data and information. Some interfaces are created for the human user (GUI), others for machine interaction and data exchange (API). Both aspects of interfaces and their roles in digital scholarly editing were discussed at a conference in 2016 organised by the Centre for Information Modelling at the University of Graz and the Digital Scholarly Editions Initial Training Network DiXiT. This volume includes a range of papers presented at the conference that highlight the diverse views and approaches towards interfaces in the digital scholarly editing community.

Sociologia n. 1/2009 - AA. VV.
2011-11-10T00:00:00+01:00
Comunicare, vedere, leggere. Riflessioni sulla comunicazione e sull'arte Guido Gili Editoriale

Guido Gili Le condizioni della comunicazione interculturale: una proposta di quadro concettuale Emiliana De Blasio Coinvolgimento politico e social networking tra accesso e partecipazione Anna Maria Paola Toti I fatti sociali come icòne. Per una epistemologia della visualità Pier Paolo Bellini Arte e Alter. Comunicazione artistica e alterità Tito Marci Logica discorsiva e procedure dell'arte nella società contemporanea Simona Andrini Estetica del Giallo Paolo Iagulli La Sociologia delle emozioni in Italia In memoriam Note Recensioni

Human-Computer Interaction with Mobile Devices and Services - Italy) Mobile Hci 200 (2003 Udine 2003-08-21 This book constitutes the refereed proceedings of the 5th International Symposium on Mobile Human-Computer Interaction, Mobile HCI 2003, held in Udine, Italy in September 2003. The 21 revised full papers and 29 revised short papers presented together with a keynote paper and an abstract of a keynote speech were carefully reviewed and selected from 122 submissions. The papers are organized in topical sections on mobile users in natural context, input techniques for mobile devices, location-aware guides and planners, bringing mobile services to groups in workplaces, mobile gambling, tools and frameworks for mobile interface design and generation, and usability and HCI research methods.
Programming Languages: Principles and Paradigms - Maurizio Gabbrielli 2010-03-23 This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms,

namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

Research Anthology on Combating Cyber-Aggression and Online Negativity - Management Association, Information Resources 2022-03-04 The advent of the internet and social media were landmarks in furthering communication technologies. Through social media websites, families, friends, and communities could connect in a way never seen. Though these websites are helpful tools in facilitating positive interaction, they have also allowed users to verbally attack and bully each other with no fear of repercussion. Moreover, online predators will often use these tools to harass, stalk, and in some cases even lure their victims. Particularly rampant among adolescents, these harmful actions must be mitigated in order to safeguard the mental health and physical safety of users. The Research Anthology on Combating Cyber-Aggression and Online Negativity discusses the research behind cyber-aggression and cyber bullying, as well as methods to predict and prevent online negativity. It presents policy, technological, and human intervention practices against cyber-aggression. Covering topics such as media literacy, demographic variables, and workplace cyberbullying, this major reference work is a critical resource for students and educators of higher education, libraries, social media administrators, government organizations,

K-12 teachers, computer scientists, sociologists, psychologists, human resource managers, researchers, and academicians.

Cooperating Robots for Flexible Manufacturing - Sotiris Makris 2020-09-30 This book consolidates the current state of knowledge on implementing cooperating robot-based systems to increase the flexibility of manufacturing systems. It is based on the concrete experiences of experts, practitioners, and engineers in implementing cooperating robot systems for more flexible manufacturing systems. Thanks to the great variety of manufacturing systems that we had the opportunity to study, a remarkable collection of methods and tools has emerged. The aim of the book is to share this experience with academia and industry practitioners seeking to improve manufacturing practice. While there are various books on teaching principles for robotics, this book offers a unique opportunity to dive into the practical aspects of implementing complex real-world robotic applications. As it is used in this book, the term "cooperating robots" refers to robots that either cooperate with one another or with people. The book investigates various aspects of cooperation in the context of implementing flexible manufacturing systems. Accordingly, manufacturing systems are the main focus in the discussion on implementing such robotic systems. The book begins with a brief introduction to the concept of manufacturing systems, followed by a discussion of flexibility. Aspects of designing such systems, e.g. material flow, logistics, processing times, shop floor footprint, and design of flexible handling systems, are subsequently covered. In closing, the book addresses key issues in operating such systems, which concern e.g. decision-making, autonomy, cooperation, communication, task scheduling, motion generation, and distribution of

control between different devices. Reviewing the state of the art and presenting the latest innovations, the book offers a valuable asset for a broad readership.

Philosophy of Mind - William Bechtel 2013-12-02 Specifically designed to make the philosophy of mind intelligible to those not trained in philosophy, this book provides a concise overview for students and researchers in the cognitive sciences. Emphasizing the relevance of philosophical work to investigations in other cognitive sciences, this unique text examines such issues as the meaning of language, the mind-body problem, the functionalist theories of cognition, and intentionality. As he explores the philosophical issues, Bechtel draws connections between philosophical views and theoretical and experimental work in such disciplines as cognitive psychology, artificial intelligence, linguistics, neuroscience, and anthropology.

Conversational UX Design - Robert J. Moore 2019-05-29 With recent advances in natural language understanding techniques and far-field microphone arrays, natural language interfaces, such as voice assistants and chatbots, are emerging as a popular new way to interact with computers. They have made their way out of the industry research labs and into the pockets, desktops, cars and living rooms of the general public. But although such interfaces recognize bits of natural language, and even voice input, they generally lack conversational competence, or the ability to engage in natural conversation. Today's platforms provide sophisticated tools for analyzing language and retrieving knowledge, but they fail to provide adequate support for modeling interaction. The user experience (UX) designer or software developer must figure out how a human conversation is organized, usually relying on commonsense rather than on formal knowledge. Fortunately,

practitioners can rely on conversation science. This book adapts formal knowledge from the field of Conversation Analysis (CA) to the design of natural language interfaces. It outlines the Natural Conversation Framework (NCF), developed at IBM Research, a systematic framework for designing interfaces that work like natural conversation. The NCF consists of four main components: 1) an interaction model of "expandable sequences," 2) a corresponding content format, 3) a pattern language with 100 generic UX patterns and 4) a navigation method of six basic user actions. The authors introduce UX designers to a new way of thinking about user experience design in the context of conversational interfaces, including a new vocabulary, new principles and new interaction patterns. User experience designers and graduate students in the HCI field as well as developers and conversation analysis students should find this book of interest.

Critical CALL – Proceedings of the 2015 EUROCALL Conference, Padova, Italy - Francesca Helm 2015-12-02 The theme of the conference this year was Critical CALL, drawing inspiration from the work carried out in the broader field of Critical Applied Linguistics. The term 'critical' has many possible interpretations, and as Pennycook (2001) outlines, has many concerns. It was from these that we decided on the conference theme, in particular the notion that we should question the assumptions that lie at the basis of our praxis, ideas that have become 'naturalized' and are not called into question. Over 200 presentations were delivered in 68 different sessions, both in English and Italian, on topics related specifically to the theme and also more general CALL topics. 94 of these were submitted as extended papers and appear in this volume of proceedings.

The Psychology of Graphic Images - Manfredo Massironi

2001-08-01

This book explores the nature of one of the most ancient tools for nonverbal communication: drawings. They are naturally adaptable enough to meet an incredibly wide range of communication needs. But how exactly do they do their job so well? Avoiding the kinds of aesthetic rankings of different graphic domains so often made by art historians and critics, Manfredo Massironi considers an extensive and representative sample of graphic applications with an open mind. He finds a deep mutuality between the material components of images and the activation of the perceptual and cognitive processes that create and decipher them. Massironi first examines the material components themselves: the mark or line, the plane of representation (the angle formed by the actual drawing surface and the depicted objects), and the position of the viewpoint relative to the depicted objects. The roles played by these three components are independent of the content of the drawing; they function in the same way in concrete and abstract representations. He then closely scrutinizes the choices made by the person planning and executing the drawings. Given that any object can be depicted in an infinite number of different ways, the drawer performs continuous work emphasizing and excluding different features. The choices are typically unconscious and guided by his or her communicative goals. A successful graph, be it simple or complex, is always successful precisely because the emphasized features are far fewer in number than the excluded ones. Finally, he analyzes the perceptual and cognitive integrations made by the viewer. Drawings are not simply tools for communication but important instruments for investigating reality and its structure. Richly illustrated, the book includes a series of graphic exercises that enable readers to get a sense of their own perceptual and cognitive activity when inspecting

images. Massironi's pathbreaking taxonomy of graphic productions will illuminate all the processes involved in producing and understanding graphic images for a wide audience, in fields ranging from perceptual and cognitive psychology through human factors and graphic design to architecture and art history.

User eXperience design - Debora Bottà 2018-10-26T00:00:00+02:00 Progettare esperienze coinvolgenti e significative è una condizione fondamentale per differenziarsi dalla concorrenza, soddisfare i clienti e, di conseguenza, raggiungere gli obiettivi aziendali. Aziende e professionisti dimostrano sempre più interesse per il design delle esperienze, e questo libro fa finalmente chiarezza sulla disciplina, ne fissa le basi e ne dà una visione completa e concreta. User eXperience Design spiega come un approccio human-centered consenta di individuare soluzioni desiderabili per le persone, realizzabili tecnicamente e profittevoli per le aziende. Nel contempo, illustra passo passo un processo di progettazione che conduce alla scoperta di strade innovative, iniziando dalla individuazione del problema da risolvere. Il libro descrive tutte le fasi di lavoro con le relative attività da svolgere e fornisce strumenti pratici, alcuni scaricabili dal sito www.uxlab.it. Gli elementi della strategia di UX design proposti nel libro si basano su un requisito imprescindibile: il coinvolgimento di utenti e aziende, necessario per ideare e testare soluzioni e costruire esperienze di valore. Oggi design, marketing e business sono chiamati a collaborare per dissolvere le divisioni aziendali, adottando una visione condivisa, olistica e omnicanale dell'esperienza utente, e User eXperience Design sposa questo approccio, dimostrandone la validità. Grazie a questa guida pratica e completa sullo UX design, la prima in italiano, imprenditori, manager e designer possono

capire e sfruttare il grande potenziale del design per progettare prodotti e servizi in grado di fare la differenza.
Java - Walter J. Savitch 2004 Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the

Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.
Encyclopedia of Criminal Activities and the Deep Web - Khosrow-Pour D.B.A., Mehdi 2020-02-01
As society continues to rely heavily on technological tools for facilitating business, e-commerce, banking, and communication, among other applications, there has been a significant rise in criminals seeking to exploit these tools for their nefarious gain. Countries all over the world are seeing substantial increases in identity theft and cyberattacks, as well as illicit transactions, including drug

trafficking and human trafficking, being made through the dark web internet. Sex offenders and murderers explore unconventional methods of finding and contacting their victims through Facebook, Instagram, popular dating sites, etc., while pedophiles rely on these channels to obtain information and photographs of children, which are shared on hidden community sites. As criminals continue to harness technological advancements that are outpacing legal and ethical standards, law enforcement and government officials are faced with the challenge of devising new and alternative strategies to identify and apprehend criminals to preserve the safety of society. The Encyclopedia of Criminal Activities and the Deep Web is a three-volume set that includes comprehensive articles covering multidisciplinary research and expert insights provided by hundreds of leading researchers from 30 countries including the United States,

the United Kingdom, Australia, New Zealand, Germany, Finland, South Korea, Malaysia, and more. This comprehensive encyclopedia provides the most diverse findings and new methodologies for monitoring and regulating the use of online tools as well as hidden areas of the internet, including the deep and dark web. Highlighting a wide range of topics such as cyberbullying, online hate speech, and hacktivism, this book will offer strategies for the prediction and prevention of online criminal activity and examine methods for safeguarding internet users and their data from being tracked or stalked. Due to the techniques and extensive knowledge discussed in this publication it is an invaluable addition for academic and corporate libraries as well as a critical resource for policy makers, law enforcement officials, forensic scientists, criminologists, sociologists, victim advocates, cybersecurity analysts, lawmakers, government

officials, industry professionals, academicians, researchers, and students within this field of study.

Digital Scholarly Editing - Matthew James Driscoll 2016-08-15 This volume presents the state of the art in digital scholarly editing. Drawing together the work of established and emerging researchers, it gives pause at a crucial moment in the history of technology in order to offer a sustained reflection on the practices involved in producing, editing and reading digital scholarly editions—and the theories that underpin them. The unrelenting progress of computer technology has changed the nature of textual scholarship at the most fundamental level: the way editors and scholars work, the tools they use to do such work and the research questions they attempt to answer have all been affected. Each of the essays in Digital Scholarly Editing approaches these changes with a different methodological consideration in mind. Together, they make a compelling case for re-evaluating the foundation of the discipline—one that tests its assertions against manuscripts and printed works from across literary history, and the globe. The sheer breadth of Digital Scholarly Editing, along with its successful integration of theory and practice, help redefine a rapidly-changing field, as its firm grounding and future-looking ambit ensure the work will be an indispensable starting point for further scholarship. This collection is essential reading for editors, scholars, students and readers who are invested in the future of textual scholarship and the digital humanities.

Scientific Programming - Luciano Maria Barone 2014 The book teaches students to model a scientific problem and write a computer program in C language to solve that problem. It introduces the basics of C language, and then describes and discusses algorithms commonly used in scientific applications (e.g. searching,

graphs, statistics, equation solving, Monte Carlo methods etc.).

Distributed Systems - Maarten van Steen 2017-02
For this third edition of - Distributed Systems, - the material has been thoroughly revised and extended, integrating principles and paradigms into nine chapters: 1. Introduction 2. Architectures 3. Processes 4. Communication 5. Naming 6. Coordination 7. Replication 8. Fault tolerance 9. Security A separation has been made between basic material and more specific subjects. The latter have been organized into boxed sections, which may be skipped on first reading. To assist in understanding the more algorithmic parts, example programs in Python have been included. The examples in the book leave out many details for readability, but the complete code is available through the book's Website, hosted at www.distributed-systems.net. A personalized digital copy of the book is available for free, as well as a printed version

through Amazon.com.
Interface design - Niccolò Casiddu 2016-12-21
La seguente pubblicazione raccoglie le ricerche svolte dal Dipartimento di Scienze per l'Architettura dell'Università degli Studi di Genova sull'accessibilità e la fruibilità degli spazi abitativi e degli oggetti di uso quotidiano, per definire una nuova concezione dell'abitare, che grazie alle ICT, sia in grado di offrire soluzioni individuali per ogni tipo di esigenza, a prescindere dall'età e dal livello di fragilità delle persone. L'approccio metodologico "Human Centered Robotic Design per l'AAL" – Ambient Assisted Living - è un approccio che si basa sulle linee guida dell'omonimo programma di ricerca europeo, ed è centrato su "Tecnologie innovative di assistenza agli anziani in ambiente domestico"; le tematiche di ricerca e i settori coinvolti sono per definizione molto ampi e vanno dalle telecomunicazioni, all'informatica, alle nanotecnologie, ai

microsistemi, alla robotica, ai nuovi materiali. In tale contesto si procede dal recepire i bisogni dell'utenza ampliata e delle persone ad essa collegate (caregivers), trasformando le necessità in un oggetti tecnologici inediti capaci di fornire assistenza, cura, compagnia mediante l'impiego di protocolli innovativi.

Asylums. Essays on the Social Situation of Mental Patients and Other Inmates - Erving Goffman 1971

Giornale Italiano di Psicologia - 2003

The Philosophy of the Imagination in Vico and Malebranche - Paolo Fabiani 2009

This book is a retrospective view of modern philosophical anthropology through the works of two of its greatest exponents. the author demonstrates how mythology, the philosophy of history and language and Vico's concept of man had as a constant referral point Malebranche's psychology with its Cartesian formulation. The idolatrous and mythopoietic imagination that is described in La Scienza Nuova (New Science) has much in common with the "pagan" mind (that is to say the mind subjugated to passions, sensitivity and fantasy that is described in La Recherche (The Search after Truth). Some of the themes discussed here are myth, the metaphoric nature of thought, idolatry, the formation of mentality, the relationships which bind passions and representations and the association of ideas through iconic images. Also discussed are other themes such as the structure of society and imagination, imitation, persuasion and social relationships, communication within society between illustrious imaginations. Moreover in Malebranche has been found a complex and complete theory of imaginative universals (universali fantastici). The philosophy of the imagination in Vico and Malebranche is translated and edited by Giorgio A. Pinton.

Mobile Design and Development - Brian Fling 2009-08-14
Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, Mobile Design and Development provides you with the knowledge you need to work with this rapidly developing technology. Mobile Design and Development will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

Simplexity - Alain Berthoz 2018-12-20
"Simplexity, as I understand it, is the range of solutions living organisms have found, despite the complexity of natural processes, to enable the brain to prepare an action and plan for the consequences of it. These solutions are simplifying principles that enable the processing of information or situations, by taking into account past experience and

anticipating the future. They are neither caricatures, shortcuts, or summaries. They are new ways of asking questions, sometimes at the cost of occasional detours, in order to achieve faster, more elegant, more effective actions." A. B. As Alain Berthoz demonstrates in this profoundly original book, simplicity is never easy; it requires suppressing, selecting, connecting, thinking, in order to then act in the best way possible. And what if we, in turn, are inspired by the living world to process the complexity that surrounds us? Alain Berthoz is professor at the Collège de France where he is co-director of the Laboratoire de physiologie de la perception et de l'action. [Laboratory for the physiology of perception and action]. He is a member of the French Academy of Sciences, and is the author of Le Sens du mouvement [The Brain's Sense of Movement] and La Décision [Emotion and Reason].
Database Systems - Paolo Atzeni 1999

Covers the important requirements of teaching databases with a modular and progressive perspective. This book can be used for a full course (or pair of courses), but its first half can be profitably used for a shorter course.
Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition - Dina Di Giacomo 2019-03-01 Recently, technology and aging have been key research areas in human cognition. The Research Topic "Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition" investigated technology's impact on cognitive and intellective processes, highlighting how intensively technology can change and/or enhance the cognitive functioning throughout one's lifespan. The aim of this Research Topic was to provide an outlook through

multidisciplinary research and development while addressing the dynamic intersection of cognition, mind, and technology. Our scope was 1) to favor the cognitive technology debate, 2) to overcome the dichotomies of technology and psychology, 3) to emphasize the advances in knowledge and well-being. This Research Topic comprises review studies and original articles, focused on digital skills that enhance human potential. Transversal approaches and cross-sectorial analysis were encouraged, leading to investigation areas related to cognitive and mental processing—in educational, rehabilitation, clinical settings—across aging. Articles of high relevance to the Research Topic were submitted on the subjects of a) research in human performance and human factors, b) new research and technologies addressing the needs of a growing populace, and c) cognitive aging and cognitive rehabilitation research.

Human-computer interaction. Fondamenti teorici e metodologici per lo studio dell'interazione tra persone e tecnologie - L. Gamberini 2012
Ricercatori e docenti di diversa formazione scientifica uniscono i propri saperi in un manuale che illustra, con approccio critico e interdisciplinare, teorie, tecniche, modelli e metodi legati all'interazione uomo-macchina. Attraverso i vari capitoli si analizzano temi come il design, l'usabilità, l'accessibilità' e la misurazione dell'esperienza dell'utente, offrendo strumenti e metodi per governare gli argomenti affrontati. L'interazione viene osservata anche attraverso le lenti della prospettiva psicosociale che, ponendo l'accento sul contesto e sulla situazione, osserva cosa succede in attività e scenari complessi quali il lavoro, la comunicazione, le relazioni con gli altri.
The Mind-Brain Relationship - Regina Pally 2020-11-24
The recent explosion of knowledge in neuroscience has enormous implications for the

practice of psychoanalysis, and The Mind-Brain Relationship offers an indispensable introduction to the seemingly unfamiliar, intimidating, and yet exciting and essential field of neuropsychoanalysis.

SignGram Blueprint - Josep Quer 2017-11-20 We gratefully acknowledge the financial support of COST (European Cooperation in Science and Technology), funded by the Horizon 2020 Framework Programme of the European Union. Current grammatical knowledge about particular sign languages is fragmentary and of varying reliability, and it appears scattered in scientific publications where the description is often intertwined with the analysis. In general, comprehensive grammars are a rarity. The SignGram Blueprint is an innovative tool for the grammar writer: a full-fledged guide to describing all components of the grammars of sign languages in a thorough and systematic way, and with the highest scientific standards. The work builds on the existing knowledge in Descriptive Linguistics, but also on the insights from Theoretical Linguistics. It consists of two main parts running in parallel: the Checklist with all the grammatical features and phenomena the grammar writer can address, and the accompanying Manual with the relevant background information (definitions, methodological caveats, representative examples, tests, pointers to elicitation materials and bibliographical references). The areas covered are Phonology, Morphology, Lexicon, Syntax and Meaning. The Manual is endowed with hyperlinks that connect information across the work and with a pop-up glossary. The SignGram Blueprint will be a landmark for the description of sign language grammars in terms of quality and quantity. End-User Development - Volkmar Pipek 2009-02-24 Work practices and organizational processes vary widely and evolve constantly. The technological

infrastructure has to follow, allowing or even supporting these changes. Traditional approaches to software engineering reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes makes software reengineering cycles too clumsy to address all the needs of a specific field of application. Moreover, the increasing importance of 'infrastructural' aspects, particularly the mutual dependencies between technologies, usages, and domain competencies, calls for a differentiation of roles beyond the classical user–designer dichotomy. End user development (EUD) addresses these issues by offering lightweight, use-time support which allows users to configure, adapt, and evolve their software by themselves. EUD is understood as a set of methods, techniques, and tools that allow users of software systems who are acting as non-professional software developers to 1 create, modify, or extend a software artifact. While programming activities by non-professional actors are an essential focus, EUD also investigates related activities such as collective understanding and sense-making of use problems and solutions, the interaction among end users with regard to the introduction and diffusion of new configurations, or delegation patterns that may also partly involve professional designers.

Formal Methods in Human-Computer Interaction - Philippe Palanque 2012-12-06 Formal methods have already been shown to improve the development process and quality assurance in system design and implementation. This volume examines whether these benefits also apply to the field of human-computer interface design and implementation, and whether formal methods can offer useful support in usability evaluation and obtaining more reliable implementations of user requirements. Its main aim is to compare the different

approaches and examine which particular type of implementation and problem each one is best suited to. To enable the reader to compare and contrast the approaches as easily as possible, each one is applied to the same case study: the specification of an ideal Netscape-like web browser and html page server. The resulting volume will provide invaluable reading for final year undergraduate and postgraduate courses on user interfaces, user interface design, and applications of formal methods.

La condivisione del benessere. Il contributo della psicologia positiva - A. Delle Fave 2007

The Voice in the Machine - Roberto Pieraccini 2012
An examination of more than sixty years of successes and failures in developing technologies that allow computers to understand human spoken language. Stanley Kubrick's 1968 film 2001: A Space Odyssey famously featured HAL, a computer with the ability to hold lengthy conversations with his fellow space travelers. More than forty years later, we have advanced computer technology that Kubrick never imagined, but we do not have computers that talk and understand speech as HAL did. Is it a failure of our technology that we have not gotten much further than an automated voice that tells us to "say or press 1"? Or is there something fundamental in human language and speech that we do not yet understand deeply enough to be able to replicate in a computer? In The Voice in the Machine, Roberto Pieraccini examines six decades of work in science and technology to develop computers that can interact with humans using speech and the industry that has arisen around the quest for these technologies. He shows that although the computers today that understand speech may not have HAL's capacity for conversation, they have capabilities that make them usable in many applications today and are on a fast track of

improvement and innovation. Pieraccini describes the evolution of speech recognition and speech understanding processes from waveform methods to artificial intelligence approaches to statistical learning and modeling of human speech based on a rigorous mathematical model--specifically, Hidden Markov Models (HMM). He details the development of dialog systems, the ability to produce speech, and the process of bringing talking machines to the market. Finally, he asks a question that only the future can answer: will we end up with HAL-like computers or something completely unexpected?

Asylums - Erving Goffman 2017-09-08
A total institution is defined by Goffman as a place of residence and work where a large number of like-situated, individuals, cut off from the wider society for an appreciable period of time, together lead an enclosed, formally administered round of life. Prisons serve as a clear example, providing we appreciate that what is prison-like about prisons is found in institutions whose members have broken no laws. This volume deals with total institutions in general and, mental hospitals, in particular. The main focus is, on the world of the inmate, not the world of the staff. A chief concern is to develop a sociological version of the structure of the self. Each of the essays in this book were intended to focus on the same issue--the inmate's situation in an institutional context. Each chapter approaches the central issue from a different vantage point, each introduction drawing upon a different source in sociology and having little direct relation to the other chapters. This method of presenting material may be irksome, but it allows the reader to pursue the main theme of each paper analytically and comparatively past the point that would be allowable in chapters of an integrated book. If sociological

concepts are to be treated with affection, each must be traced back to where it best applies, followed from there wherever it seems to lead, and pressed to disclose the rest of its family. *Sul dialogo* - Carla Bazzanella 2002