

## Introduction Interactive Multimedia Conference 2014

Designed for students who are taking a preliminary course in the counseling field, Introduction to the Counseling Profession, 7th Edition, provides a comprehensive overview of the history and foundational concepts of counseling, offering the most current and relevant breadth of coverage available from experts in their respective fields. This edition includes topics rarely discussed in introductory texts, such as self-care and self-growth and the use of technology in counseling, as well as a new chapter on crisis counseling. Chapters also reflect updates to the 2016 Council for the Accreditation of Counseling and Related Educational Programs (CACREP) standards, and a chapter on each CACREP specialization is included. Students will gain insight into the myriad issues that surround not only the process of counseling and its many populations but also the personal dynamics that have an impact on this process. Furthermore, a collection of supplemental resources is available online to benefit both instructors and students. Instructors will find PowerPoint slides and test banks to aid in conducting their courses, and students can access chapter summaries, exercises, and other tools to supplement their review of the material in the text.

The world is witnessing a media revolution similar to the birth of the film industry from the early 20th Century. New forms of media are expanding the human experience from passive viewership to active participants, surrounding and enveloping us in ways film or television never could. New immersive media forms include virtual reality (VR), augmented reality (AR), mixed reality (XR), fulldome, CAVEs, holographic characters, projection mapping, and mixed experimental combinations of old and new, live, and generated media. With the continued expansion beyond the traditional frame, practitioners are crafting these new media to see how they can influence and shape the world. The Handbook of Research on the Global Impacts and Roles of Immersive Media is a collection of innovative research that provides insights on the latest in existing and emerging immersive technologies through descriptions of case studies, new business models, philosophical viewpoints, and scientific findings. While highlighting topics including augmented reality, interactive media, and spatial computing, this book is ideally designed for media technologists, storytellers, artists, journalists, designers, programmers, developers, manufacturers, entertainment executives, content creators, industry professionals, academicians, researchers, and media students.

This 16th International Conference on Information Technology - New Generations (ITNG), continues an annual event focusing on state of the art technologies pertaining to digital information and communications. The applications of advanced information technology to such domains as astronomy, biology, education, geosciences, security and health care are among topics of relevance to ITNG. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help the information readily flow to the user are of special interest. Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing are examples of related topics. The conference features keynote speakers, the best student award, poster award, service award, a technical open panel, and workshops/exhibits from industry, government and academia.

This hands-on guide covers both game development and design, and both Unity and C#. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

Proceedings of 2018 Conference

Introduction to Game Design, Prototyping, and Development

ICAS2014

Human Rights and the Impact of ICT in the Public Sphere: Participation, Democracy, and Political Autonomy

Rethinking Entrepreneurial Human Capital

Urban Interfaces, Activism, and Placemaking

The Developer's Handbook of Interactive Multimedia

**The 3 volume-set LNCS 10901, 10902 + 10903 constitutes the refereed proceedings of the 20th International Conference on Human-Computer Interaction, HCI 2018, which took place in Las Vegas, Nevada, in July 2018. The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions. HCI 2018 includes a total of 145 papers; they were organized in topical sections named: Part I: HCI theories, methods and tools; perception and psychological issues in HCI; emotion and attention recognition; security, privacy and ethics in HCI. Part II: HCI in medicine; HCI for health and wellbeing; HCI in cultural heritage; HCI in complex environments; mobile and wearable HCI. Part III: input techniques and devices; speech-based interfaces and chatbots; gesture, motion and eye-tracking based interaction; games and gamification.**

**Personalization is ubiquitous from search engines to online-shopping websites helping us find content more efficiently and this book focuses on the key developments that are shaping our daily online experiences. With advances in the detection of end users' emotions, personality, sentiment and social signals, researchers and practitioners now have the tools to build a new generation of personalized systems that will really understand the user's state and deliver the right content. With leading experts from a vast array of domains from user modeling, mobile sensing and information retrieval to artificial intelligence, human-computer interaction (HCI) social computing and psychology, a broad spectrum of topics are covered. From discussing psychological theoretical models and exploring state-of-the-art methods for acquiring emotions and personality in an unobtrusive way, as well as describing how these concepts can be used to improve various aspects of the personalization process and chapters that discuss evaluation and privacy issues. Emotions and Personality in Personalized Systems will help aid researchers and practitioners develop and evaluate user-centric personalization systems that take into account the factors that have a tremendous impact on our decision-making - emotions and personality.**

**This book is the proceedings of the 40th annual Graphics Interface conference-the oldest continuously scheduled conference in the field. The book includes high-quality papers on recent advances in interactive systems, human computer interaction, and graphics from around the world. It covers the following topics: shading and rendering, geometric modeling and meshing, image-based rendering, image synthesis and realism, computer animation, real-time rendering, non-photorealistic rendering, interaction techniques, human interface devices, augmented reality, data and information visualization, mobile computing, haptic and tangible interfaces, and perception.**

**The four volume set LNCS 9489, LNCS 9490, LNCS 9491, and LNCS 9492 constitutes the proceedings of the 22nd International Conference on Neural Information Processing, ICONIP 2015, held in Istanbul, Turkey, in November 2015. The 231 full papers presented were carefully reviewed and selected from 375 submissions. The 4 volumes represent topical sections containing articles on Learning Algorithms and Classification Systems; Artificial Intelligence and Neural Networks: Theory, Design, and Applications; Image and Signal Processing; and Intelligent Social Networks.**

**20th International Conference, HCI International 2018, Las Vegas, NV, USA, July 15–20, 2018, Proceedings, Part I**

**Holistic Education: Enacting Change**

**16th International Conference on Information Technology-New Generations (ITNG 2019)**

**ECGBL2015-9th European Conference on Games Based Learning**

**ECSM 2019 6th European Conference on Social Media**

**Handbook of Research on the Global Impacts and Roles of Immersive Media**

**ECRM 2014**

**This book constitutes the refereed proceedings of the Tenth International KES Conference on Intelligent Interactive Multimedia Systems and Services: IIMSS-17. It includes 57 full papers organized into topical sections, ranging from visual data processing to big data analytics, and from multimedia to intelligent and cognitive systems. The conference took place as part of the Smart Digital Futures 2017 multi-theme conference, held in Vilamoura, Algarve, Portugal on 21-23 June 2017, which brings together AMSTA, IDT, InHorizons, InMed, SEEL and IIMSS in one venue. It provided an international forum for researchers and scientists to share their work and experiences in the field of multimedia and intelligent interactive systems and services.**

**This volume presents a series of carefully selected papers on the theme of Intelligent Interactive Multimedia Systems and Services (IIMSS-18), but also including contributions on Innovation in Medicine and Healthcare (InMed-18) and Smart Transportation Systems (STS-18). The papers were presented at the Smart Digital Futures 2018 multi-theme conference, which grouped the AMSTA, IDT, InMed, SEEL, STS and IIMSS conferences in one venue in Gold Coast, Australia in June 2018. IIMSS-18 included sessions on 'Cognitive Systems and Big Data Analytics', 'Data Processing and Secure Systems', 'Innovative Information Services for Advanced Knowledge Activity', 'Autonomous System' and 'Image Processing'. InMed-18 papers cover major areas of 'Digital Architecture for Internet of Things, Big data, Cloud and Mobile IT in Healthcare' and 'Advanced ICT for Medical and Healthcare'. STS-18 papers provide a comprehensive overview of various aspects of current research into intelligent transportation technology.**

**The principle of personalisation appears in a range of current debates among design professionals, healthcare providers and educationalists about the implications of new technologies and approaches to consumer sovereignty for 'mass' provision. The potential of new technologies implies systems of provision that offer bespoke support to their users, tailoring services and experiences to suit individual needs. The assumption that individual choice automatically increases wellbeing has underlain the re-design of public services. Ubiquitous personalisation in screen-based environments gives individuals the sense that their personality is reflected back at them. Advances in Artificial Intelligence mean our personal intelligent agents have begun to acquire personality. Given its prevalence, it is appropriate to identify the scope of this phenomenon that is altering our relationship to the 'non-human' world. This book presents taxonomy of personalisation, and its potential consequences for the design profession as well as its ethical and political dimensions through a collection of essays from a range of academic perspectives. The thought-provoking introduction, conclusion and nine chapters present a well-balanced mixture of in-depth literature review and practical examples to deepen our understanding of the consequences of personalisation for our professional and personal lives. Collectively, this book points towards the implications of personalisation for design-led social innovation. This will be valuable reading for professionals in the design industry and health provision, as well as students of product design, fashion and sociology.**

**Contributing to new debates and research on the city, this handbook looks both backwards and forwards to bring together key scholarship in the field**

**MindXpres: Conceptual and Technical Foundations for Next Generation Presentation Solutions**

**Models, Evaluation and Applications**

**A Multimodal Approach to Video Games and the Player Experience**

**Packaging Digital News**

**Language, Creativity and Humour Online**

**Proceedings of the Art and Design International Conference (AnDIC 2016)**

**Participation, Democracy, and Political Autonomy**

*Presentation tools such as PowerPoint were initially created to simulate physical slides and have inherited a lot of their limitations. In this dissertation we identify the shortcomings and unmet user needs in presentation software by means of literature study, observations, a survey and the programmatic analysis of over 12000 PowerPoint documents. The results indicate that user needs are slowly evolving while existing software has hardly changed over the last 30 years. We motivate the need to rethink the concept of a presentation and we provide conceptual and technical foundations that can enable interoperable and well-integrated solutions for the identified shortcomings. The resulting MindXpres platform consists of a new conceptual framework, content model, information system and presentation engine. We present MindXpres as a presentation platform that enables researchers and developers to build innovative presentation solutions that cannot be implemented in the existing tools. We further demonstrate the flexibility of the MindXpres platform by discussing a wide range of proof-of-concept plug-in solutions for the identified shortcomings and unmet user needs.*

*Edited by thought leaders in the fields of urban informatics and urban interaction design, this book brings together case studies and examples from around the world to discuss the role that urban interfaces, citizen action, and city making play in the quest to create and maintain not only secure and resilient, but productive, sustainable and viable urban environments. The book debates the impact of these trends on theory, policy and practice. The individual chapters are based on blind peer reviewed contributions by leading researchers working at the intersection of the social / cultural, technical / digital, and physical / spatial domains of urbanism scholarship. The book will appeal not only to researchers and students, but also to a vast number of practitioners in the private and public sector interested in accessible content that clearly and rigorously analyses the potential offered by urban interfaces, mobile technology, and location-based services in the context of engaging people with open, smart and participatory urban environments.*

*This book contains the contributions presented at the ninth international KES conference on Intelligent Interactive Multimedia: Systems and Services, which took place in Puerto de la Cruz, Tenerife, Spain, June 15-17, 2016. It contains 65 peer-reviewed book chapters that focus on issues ranging from intelligent image or video storage, retrieval, transmission and analysis to knowledge-based technologies, from advanced information technology architectures for video processing and transmission to advanced functionalities of information and knowledge-based services. We believe that this book will serve as a useful source of knowledge for both academia and industry, for all those faculty members, research scientists, scholars, Ph.D. students and practitioners, who are interested in fundamental and applied facets of intelligent interactive multimedia.*

*New technology is being used more and more in education and providers have to be aware of what is on offer and how it can be used. This practical handbook demonstrates how interactive multimedia can be developed for educational application.*

*Design, User Experience, and Usability. Practice and Case Studies*

*Design for Personalisation*

*Citizen's Right to the Digital City*

*Open Education: from OERs to MOOCs*

*ECSM 2014*

*The Next Generation*

*8th International Conference, DUXU 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings, Part IV*

The ICAEM2014 aims to bring together researchers, educators and students from around the world in both industry and academia for sharing the state-of-art research results and applications, for exploring new areas of research and development, and for discussing emerging issues on education and management fields. We received a total of 312 submissions from various parts of the world. The Technical Program Committee worked very hard to have all papers reviewed before the review deadline. The final technical program consists of 92 papers. There are one keynote speech and 2 invited sessions. The proceedings were published by DEStech Publications, Inc. and will submitted to Ei Compendex databases for indexing. We would like to mention that, due to the limitation of the conference venue capacity, we are not able to include many fine papers in the technical program. Our apology goes to those authors.

Mobile Learning and Mathematics provides an overview of current research on how mobile devices are supporting mathematics educators in classrooms across the globe. Through nine case studies, chapter authors investigate the use of mobile technologies over a range of grade levels and mathematical topics, while connecting chapters provide a strong foundational background in mobile learning theories, instructional design, and learner support. For current educators, Mobile Learning and Mathematics provides concrete ideas and strategies for integrating mobile learning into their mathematics instruction—for example, by sharing resources that will help implement Common Core State Standards, or by streamlining the process of selecting from the competing and often confusing technology options currently available. A cutting edge research volume, this collection also provides a springboard for educational researchers to conduct further study.

The two-volume proceedings LNCS 9314 and 9315, constitute the proceedings of the 16th Pacific-Rim Conference on Multimedia, PCM 2015, held in Gwangju, South Korea, in September 2015. The total of 138 full and 32 short papers presented in these proceedings was carefully reviewed and selected from 224 submissions. The papers were organized in topical sections named: image and audio processing; multimedia content analysis; multimedia applications and services; video coding and processing; multimedia representation learning; visual understanding and recognition on big data; coding and reconstruction of multimedia data with spatial-temporal information; 3D image/video processing and applications; video/image quality assessment and processing; social media computing; human action recognition in social robotics and video surveillance; recent advances in image/video processing; new media representation and transmission technologies for emerging UHD services.

This book contains an edited selection of the papers accepted for presentation and discussion at the first International Symposium on Qualitative Research (ISQR2016), held in Porto, Portugal, July 12th-14th, 2016. The book and the symposium features the four main application fields Education,

Health, Social Sciences and Engineering and Technology and seven main subjects: Rationale and Paradigms of Qualitative Research (theoretical studies, critical reflection about epistemological dimensions, ontological and axiological); Systematization of approaches with Qualitative Studies (literature review, integrating results, aggregation studies, meta-analysis, meta-analysis of qualitative meta-synthesis, meta-ethnography); Qualitative and Mixed Methods Research (emphasis in research processes that build on mixed methodologies but with priority to qualitative approaches); Data Analysis Types (content analysis, discourse analysis, thematic analysis, narrative analysis, etc.); Innovative processes of Qualitative Data Analysis (design analysis, articulation and triangulation of different sources of data – images, audio, video); Qualitative Research in Web Context (eResearch, virtual ethnography, interaction analysis, latent corpus on the internet, etc.); Qualitative Analysis with Support of Specific Software (usability studies, user experience, the impact of software on the quality of research).

ICAS2014-International Conference on Analytics Driven Solutions  
ECGBL2015

Intelligent Interactive Multimedia Systems and Services 2016

Advances in Multimedia Information Processing -- PCM 2015

ICEL 2017 - Proceedings of the 12th International Conference on e-Learning

Neural Information Processing

2014 International Conference on Advanced Education and Management (ICAEM2014)

The creation of a new public realm through the use of the Internet and ICT may positively promote political liberties and freedom of speech, but could also threaten the political and public autonomy of the individual. Human Rights and the Impact of ICT in the Public Sphere: Participation, Democracy, and Political Autonomy focuses on the new technological era as an innovative way to initiate democratic dialogue, but one that can also endanger individual rights to freedom, privacy, and autonomy. This reference book focuses on the new opportunities technology offers for political expression and will be of use to both academic and legal audiences, including academics, students, independent authorities, legislative bodies, and lawyers. In this much-needed examination of the principles of multimedia journalism, experienced journalists Richard Koci Hernandez and Jeremy Rue systemize and categorize the characteristics of the new, often experimental story forms that appear on today's digital news platforms. By identifying a classification of digital news packages, and introducing a new vocabulary for how content is packaged and presented, the authors give students and professionals alike a way to talk about and understand the importance of story design in an era of convergence storytelling. Online, all forms of media are on the table: audio, video, images, graphics, and text are available to journalists at any type of media company as components with which to tell a story. This book provides insider instruction on how to package and interweave the different media forms together into an effective narrative structure. Featuring interviews with some of the most exceptional storytellers and innovators of our time, including web and interactive producers at the New York Times, NPR, The Marshall Project, The Guardian, National Film Board of Canada, and the Verge, this exciting and timely new book analyzes examples of innovative stories that leverage technology in unexpected ways to create entirely new experiences online that both engage and inform.

Language, Creativity and Humour Online offers new insights into the creative linguistic practices found in diverse digital contexts, such as social media platforms. It introduces new digital genres and contexts, expanding existing research on computer mediated communication (CMC) and covering key concepts in research on linguistic creativity. The book presents original linguistic analyses of a variety of digital genres, including: • Novelty Twitter accounts and political humour • Tumblr Chats • Amazon review parodies. This timely book uncovers the linguistic and interactional mechanisms underlying various types of creative, playful, and humorous texts online. It is essential reading for students and researchers working in the areas of language and media, and language and communication.

This book focuses on the emerging phenomenon of Massive Open Online Courses (MOOCs), which are changing the fundamental underpinning of educational systems worldwide and forcing educators and other stakeholders to re-think the way instruction is currently conducted. It examines the origins of MOOCs within the context of the open education movement, and reviews current policies, guidelines and initiatives to promote the use of ICT in education through the development and use of open educational resources from international practices, including implementation and licensing issues. With a particular focus on new trends in MOOCs, the book explores the potential of this emerging paradigm, its rise and its impact on openness in education. Various new initiatives are also presented, including more global examples and those that are more geared to certain regional contexts. The book is intended as a stepping stone for both researchers and practitioners who are looking to approach MOOCs from a holistic perspective.

Intelligent Interactive Multimedia Systems and Services 2017

ECISM2016-Proceedings of the 3rd European Conference on Social Media

Taylor's 7th Teaching and Learning Conference 2014 Proceedings

16th Pacific-Rim Conference on Multimedia, Gwangju, South Korea, September 16-18, 2015, Proceedings, Part I

A Multidisciplinary Approach

Human-Computer Interaction. Theories, Methods, and Human Issues

The four-volume set LNCS 11583, 11584, 11585, and 11586 constitutes the proceedings of the 8th International Conference on Design, User Experience, and Usability, DUXU 2019, held as part of the 21st International Conference, HCI International 2019, which took place in Orlando, FL, USA, in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. DUXU 2019 includes a total of 167 regular papers, organized in the following topical sections: design philosophy; design theories, methods, and tools; user requirements, preferences emotions and personality; visual DUXU; DUXU for novel interaction techniques and devices; DUXU and robots; DUXU for AI and AI for DUXU; dialogue, narrative, storytelling; DUXU for automated driving, transport, sustainability and smart cities; DUXU for cultural heritage; DUXU for well-being; DUXU for learning; user experience evaluation methods and tools; DUXU practice; DUXU case studies.

These conference proceedings showcase a rich and practical exchange of approaches and vital evidence-based practices taking place around the world. They clarify the complex challenges involved in bringing about a holistic educational environment in schools and institutes of higher learning that fosters greater understanding and offer valuable insights on how to avoid the pitfalls that come with rolling out holistic approaches to education. To do so, the proceedings focus on the subthemes Support and Development, Mobility and Diversity and Networking and Collaboration in Holistic Education.

This volume provides a comprehensive introduction to foundational topics in sound design for interactive media, such as gaming and virtual reality; compositional techniques; new interfaces; sound spatialization; sonic cues and semiotics; performance and installations; music on the web; augmented reality applications; and sound producing software design. The reader will gain a broad understanding of the key concepts and practices that define sound design for its use in computational media and design. The chapters are written by international authors from diverse backgrounds who provide multidisciplinary perspectives on sound in its interactive forms. The volume is designed as a textbook for students and teachers, as a handbook for researchers in sound, design and media, and as a survey of key trends and ideas for practitioners interested in exploring the boundaries of their profession.

This volume puts forth an original theoretical framework, the ludonarrative model, for studying video games which foregrounds the empirical study of the player experience. The book provides a comprehensive introduction to and description of the model, which draws on theoretical frameworks from multimodal discourse analysis, game studies, and social semiotics, and its development out of participant observation and qualitative interviews from the empirical study of a group of players. The volume then applies this approach to shed light on how players' experiences in a game influence how they understand and make use of game components in order to progress its narrative. The book concludes with a frame by frame analysis of a popular game to demonstrate the model's principles in action and its subsequent broader applicability to analyzing video game interaction and design. Offering a new way forward for video game research, this volume is key reading for students and scholars in multimodality, discourse analysis, game studies, interactive storytelling, and new media.

Computer Supported Qualitative Research

Foundations in Sound Design for Interactive Media

The Role of Innovation and Collaboration

The Principles of Multimedia Journalism

ECRM2014-Proceedings of the 13th European Conference on Research Methodology for Business and Management Studies

Foundations, Design, and Case Studies

ECISM2014-Proceedings of the European Conference on Social Media

**The interdisciplinary field of smart digital systems is crucial to modern computer science, encompassing artificial intelligence, information systems and engineering. For over a decade the mission of KES International has been to provide publication opportunities for all those who work in knowledge intensive subjects. The conferences they run worldwide are aimed at facilitating the dissemination, transfer, sharing and brokerage of knowledge in a number of leading edge technologies. \_x000D\_ This book presents some 80 papers selected after peer review for inclusion in three KES conferences, held as part of the Smart Digital Futures 2014 (SDF-14) multi-theme conference in Chania, Greece, in June 2014. The three conferences are: Intelligent Decision Technologies (KES-IDT-14), Intelligence Interactive Multimedia Systems and Services (KES-IIMSS-14), and Smart Technology-based Education and Training (KES-STET-14). \_x000D\_ The book will be of interest to all those whose work involves the development and application of intelligent digital systems.**

**Mobile Learning: The Next Generation documents the most innovative projects in context-aware mobile learning in order to develop a richer theoretical understanding of learning in modern mobile-connected societies. Context-aware mobile learning takes advantage of cell phone, mobile, and pervasive personal technologies to design learning experiences that exploit the richness of both indoor and outdoor environments. These technologies detect a learner's presence in a particular place, the learner's history in that place or in relation to other people and objects nearby, and adapt learning experiences accordingly, enabling and encouraging learners to use personal and social technologies to capture aspects of the environment as learning resources, and to share their reactions to them.**

**This book focuses on the specific traits and nature of entrepreneurial human capital and the extent to which it can be stimulated by entrepreneurship education – especially when these activities combine collaborative practices and innovation. It includes a comprehensive collection of articles on how entrepreneurship education can be structured, providing theoretical reflections as well as empirical evidence. As such it contributes to the ongoing debate on the teachability of entrepreneurial skills and the role of innovation and collaboration in the design of educational programs that aim to spread entrepreneurial human capital.**

**This book of conference proceedings contains papers presented at the Art and Design International Conference (AnDIC 2016). It examines the impact of Cyberology, also known as Internet Science, on the world of art and design. It looks at how the rapid growth of Cyberology and the creation of various applications and devices have influenced human relationships. The book discusses the impact of Cyberology on the behaviour, attitudes and perceptions of users, including the way they work and communicate. With a strong focus on how the Cyberology world influences and changes the methods and works of artists, this book features topics that are relevant to four key players - artists, intermediaries, policy makers, and the audience - in a cultural system, especially in the world of art and design. It examines the development, problems and issues of traditional cultural values, identity and new trends in contemporary art. Most importantly, the book attempts to discuss the past, present and future of art and design whilst looking at some underlying issues that need to be addressed collectively.**

Intelligent Interactive Multimedia Systems and Services

Mobile Learning and Mathematics

Smart Digital Futures 2014

The SAGE Handbook of New Urban Studies

From Concept to Playable Game - With Unity and C#

Introduction to the Counseling Profession

ECGBL2014