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**Christian Montag, Martin Reuter**

*Transportation Energy Data Book* ,1984

**The Magic of Jewels and Charms** George Frederick Kunz,1915

eSports Yearbook 2013/14 Julia Hiltcher,Tobias M. Scholz,2015-10-06 This year issue contains several articles about major eSport topics in 2013 and 2014. André Fagundes Pase and Heelary Schultz wrote about Brazil. Matt Demers wrote a detailed story about commentators. Dominik Härig and Tilo Franke chose topics about marketing and marketisation in eSports. The eSports Yearbook is a collection of articles about eSports.

Progresses in Artificial Intelligence and Neural Systems Anna Esposito,Marcos Faundez-Zanuy,Francesco Carlo Morabito,Eros Pasero,2020-07-09 This book provides an overview of the current advances in artificial intelligence and neural nets. Artificial intelligence (AI) methods have shown great capabilities in modelling, prediction and recognition tasks supporting human-machine interaction. At the same time, the issue of emotion has gained increasing attention due to its relevance in achieving human-like interaction with machines. The real challenge is taking advantage of the emotional characterization of humans' interactions to make computers interfacing with them emotionally and socially credible. The book assesses how and to what extent current sophisticated computational intelligence tools might support the multidisciplinary research on the characterization of appropriate system reactions to human emotions and expressions in interactive scenarios. Discussing the latest recent research trends, innovative approaches and future challenges in AI from interdisciplinary perspectives, it is a valuable resource for researchers and practitioners in academia and industry.

Internet Addiction Christian Montag,Martin Reuter,2017-03-27 The second edition of this successful book provides further and in-depth insight into theoretical models dealing with Internet addiction, as well as includes new therapeutical approaches. The editors also broach the emerging topic of smartphone addiction. This book combines a scholarly introduction with state-of-the-art research in the characterization of Internet addiction. It is intended for a broad audience including scientists, students and practitioners. The first part of the book contains an introduction to Internet addiction and their pathogenesis. The second part of the book is dedicated to an in-depth review of neuroscientific findings which cover studies using a variety of biological techniques including brain imaging and molecular genetics. The third part of the book focuses on therapeutic interventions for Internet addiction. The fourth part of the present book is an extension to the first edition and deals with a new emerging potential disorder related to Internet addiction – smartphone addiction. Moreover, in this second edition of the book new content has been added. Among others, the reader will find an overview of theoretical models dealing with Internet addiction, results from twin studies in the context of Internet addiction and additional insights into therapeutic approaches to Internet addiction.

**Interactive Storytelling** Mei Si,David Thue,Elisabeth André,James Lester,Joshua Tanenbaum,Veronica Zammitto,2011-12-03 This book constitutes the refereed proceedings of the 4th International Conference on Interactive Digital Storytelling, ICIDS 2011, held in Vancouver, Canada, in November/December 2011. The 17 full papers, 14 short papers and 16 poster papers were carefully reviewed and selected from 72 paper and poster submissions. In addition, the volume includes 6 workshops descriptions. The full and short papers have been organized into the following topical sections: interactive storytelling theory, new authoring modes, virtual characters and agents, story generation and drama management, narratives in digital games, evaluation and user experience reports, tools for interactive storytelling.

**Vintage Games 2.0** Matt Barton,2019-05-08 Super Mario Bros. Doom. Minecraft. It's hard to imagine what life would be like today without video games, a creative industry that now towers over Hollywood in terms of both financial and cultural impact. The video game industry caters to everyone, with games in every genre for every conceivable electronic device--from dedicated PC gaming rigs and consoles to handhelds, mobile phones, and tablets. Successful games are produced by mega-corporations, independent studios, and even lone developers working with nothing but free tools.

Some may still believe that video games are mere diversions for children, but today's games offer sophisticated and wondrously immersive experiences that no other media can hope to match. *Vintage Games 2.0* tells the story of the ultimate storytelling medium, from early examples such as *Spacewar!* and *Pong* to the mind blowing console and PC titles of today. Written in a smart and engaging style, this updated 2nd edition is far more than just a survey of the classics. Informed by hundreds of in-depth personal interviews with designers, publishers, marketers, and artists--not to mention the author's own lifelong experience as a gamer--*Vintage Games 2.0* uncovers the remarkable feats of intellectual genius, but also the inspiring personal struggles of the world's most brilliant and celebrated game designers--figures like Shigeru Miyamoto, Will Wright, and Roberta Williams. Ideal for both beginners and professionals, *Vintage Games 2.0* offers an entertaining and inspiring account of video game's history and meteoric rise from niche market to global phenomenon. Credit for the cover belongs to Thor Thorvaldson.

**Concept Lattices and Their Applications** Sadok Ben Yahia, Engelbert Mephu Nguifo, Radim Belohlavek, 2008-03-13 This book constitutes the refereed proceedings of the Fourth International Conference on Concept Lattices and their Applications, CLA 2006, held in Tunis, Tunisia, October 30-November 1, 2006. The 18 revised full papers together with 3 invited contributions presented were carefully reviewed and selected from 41 submissions. The topics include formal concept analysis, foundations of FCA, mathematical structures related to FCA, relationship of FCA to other methods of data analysis, visualization of data in FCA, and applications of FCA.

*Robotics, AI, and Humanity* Joachim von Braun, Margaret S. Archer, Gregory M. Reichberg, Marcelo Sánchez Sorondo, 2022-01-16 This open access book examines recent advances in how artificial intelligence (AI) and robotics have elicited widespread debate over their benefits and drawbacks for humanity. The emergent technologies have for instance implications within medicine and health care, employment, transport, manufacturing, agriculture, and armed conflict. While there has been considerable attention devoted to robotics/AI applications in each of these domains, a fuller picture of their connections and the possible consequences for our shared humanity seems needed. This volume covers multidisciplinary research, examines current research frontiers in AI/robotics and likely impacts on societal well-being, human – robot relationships, as well as the opportunities and risks for sustainable development and peace. The attendant ethical and religious dimensions of these technologies are addressed and implications for regulatory policies on the use and future development of AI/robotics technologies are elaborated.

**AI and Financial Markets** Shigeyuki Hamori, Tetsuya Takiguchi, 2020-07-01 Artificial intelligence (AI) is regarded as the science and technology for producing an intelligent machine, particularly, an intelligent computer program. Machine learning is an approach to realizing AI comprising a collection of statistical algorithms, of which deep learning is one such example. Due to the rapid development of computer technology, AI has been actively explored for a variety of academic and practical purposes in the context of financial markets. This book focuses on the broad topic of “AI and Financial Markets”, and includes novel research associated with this topic. The book includes contributions on the application of machine learning, agent-based artificial market simulation, and other related skills to the analysis of various aspects of financial markets.

*Learning to Play* Aske Plaat, 2020-12-23 In this textbook the author takes as inspiration recent breakthroughs in game playing to explain how and why deep reinforcement learning works. In particular he shows why two-person games of tactics and strategy fascinate scientists, programmers, and game enthusiasts and unite them in a common goal: to create artificial intelligence (AI). After an introduction to the core concepts, environment, and communities of intelligence and games, the book is organized into chapters on reinforcement learning, heuristic planning, adaptive sampling, function approximation, and self-play. The author takes a hands-on approach throughout, with Python code examples and exercises that help the reader understand how AI learns to play. He also supports the main text with detailed pointers to online machine learning frameworks, technical details for AlphaGo, notes on how to play and program Go and chess, and a comprehensive bibliography. The content is class-tested and suitable for advanced

undergraduate and graduate courses on artificial intelligence and games. It's also appropriate for self-study by professionals engaged with applications of machine learning and with games development. Finally it's valuable for any reader engaged with the philosophical implications of artificial and general intelligence, games represent a modern Turing test of the power and limitations of AI.

**Gamification in Learning and Education** Sangkyun Kim,Kibong Song,Barbara Lockee,John Burton,2017-09-19 This book explores the theoretical foundations of gamification in learning and education. It has become increasingly difficult to engage and motivate students. Gamification not only makes learning interesting, but also allows game players to solve problems and learn lessons through repeated attempts and failures. This positive failure can motivate students to attempt a difficult mission. Chapters in this volume cover topics such as the definition and characteristics of gamification, gamification in learning and education, theories, research on gamification, framework, strategy, and cases.

*Information Technology - New Generations* Shahram Latifi,2018-04-12 This volume presents a collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology - New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.

**AI Game Engine Programming** Brian Schwab,2009 This text is written for all levels of game AI developers who wish to further their knowledge of the myriad AI games used in various genres. It provides the knowledge and techniques needed to create an AI engine

**Approaching Methodology** Frog,2013 This volume brings many complementary perspectives on approaching and analyzing aspects of culture and cultural expression into dialogue, especially from fields of folklore studies, ethnology, philology, medieval studies, linguistics and semiotics.--Page 4 of cover.

**The Interactive Past** Angus A. A. Mol,Angenitus Arie Andries Mol,Csilla E. Ariese-Vandemeulebroucke,Krijn H. J. Boom,Aris Politopoulos,2017 Video games, even though they are one of the present's quintessential media and cultural forms, also have a surprising and many-sided relation with the past. From seminal series like Sid Meier's Civilization or Assassin's Creed to innovative indies like Never Alone and Herald, games have integrated heritages and histories as key components of their design, narrative, and play. This has allowed hundreds of millions of people to experience humanity's diverse heritage through the thrill of interactive and playful discovery, exploration, and (re-)creation. Just as video games have embraced the past, games themselves are also emerging as an exciting new field of inquiry in disciplines that study the past. Games and other interactive media are not only becoming more and more important as tools for knowledge dissemination and heritage communication, but they also provide a creative space for theoretical and methodological innovations. The Interactive Past brings together a diverse group of thinkers -- including archaeologists, heritage scholars, game creators, conservators and more -- who explore the interface of video games and the past in a series of unique and engaging writings. They address such topics as how thinking about and creating games can inform on archaeological method and theory, how to leverage games for the communication of powerful and positive narratives, how games can be studied archaeologically and the challenges they present in terms of conservation, and why the deaths of virtual Romans and the treatment of video game chickens matters. The book also includes a crowd-sourced chapter in the form of a question-chain-game, written by the Kickstarter backers whose donations made this book possible. Together, these exciting and enlightening examples provide a convincing case for how interactive play can power the experience of the past and vice versa.

**Agents for Games and Simulations** Frank Dignum,Jeffrey Bradshaw,Barry G. Silverman,Willem van Doesburg,2009-12-01 Research on multi-agent systems has provided a promising technology for implementing cognitive intelligent non-playing characters. However, the technologies used in game engines and multi-agent platforms are not readily compatible due to some inherent differences in concerns. Where game engines focus on real-

time aspects and thus propagate efficiency and central control, multi-agent platforms assume autonomy of the agents. Increased autonomy and intelligence may offer benefits for a more compelling gameplay and may even be necessary for serious games. However, problems occur when current game design techniques are used to incorporate state-of-the-art multi-agent system technology. A very similar argument can be given for agent-based (social) simulation. This volume contains the papers presented at AGS 2009, the First International Workshop on Agents for Games and Simulations, held in Budapest on May 11, 2009. The focus of the workshop was on the particular challenges facing those using agent technology for games and simulations, with topics covering the technical, conceptual and design aspects of the field.

*An Architectural Approach to Level Design* Christopher W. Totten, 2018-09-03 Explore Level Design through the Lens of Architectural and Spatial Experience Theory Written by a game developer and professor trained in architecture, *An Architectural Approach to Level Design* is one of the first books to integrate architectural and spatial design theory with the field of level design. It explores the principles of level design through the context and history of architecture, providing information useful to both academics and game development professionals. *Understand Spatial Design Principles for Game Levels in 2D, 3D, and Multiplayer Applications* The book presents architectural techniques and theories for level designers to use in their own work. The author connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Throughout the text, readers learn skills for spatial layout, evoking emotion through gamespaces, and creating better levels through architectural theory. *Create Meaningful User Experiences in Your Games* Bringing together topics in game design and architecture, this book helps designers create better spaces for their games. Software independent, the book discusses tools and techniques that designers can use in crafting their interactive worlds.

*The Curious Lore of Precious Stones* George Frederick Kunz, 1915

National Biennial RCRA Hazardous Waste Report (based on 1989 Data). ,1993

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### Introduction

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