

App Design Con Uso Della Realt Aumentata Per La Divulgazione Dei Beni Culturali App Design Using Augmented Reality To Disseminate Cultural Heritage Of Architecture Disegnare 50 2015

The effective use of technology offers numerous benefits in protecting cultural heritage. With the proper implementation of these tools, the management and conservation of artifacts and knowledge are better attained. The Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling is an authoritative resource for the latest research on the application of current innovations in the fields of architecture and archaeology to promote the conservation of cultural heritage. Highlighting a range of real-world applications and digital tools, this book is ideally designed for upper-level students, professionals, researchers, and academics interested in the preservation of cultures.

28.24

Il Trattato LA RESPONSABILITÀ CIVILE, suddiviso in tre tomi, offre il quadro completo, commentato e approfondito in materia di responsabilità, valutazione del danno e quantificazione del risarcimento, corredato da numerose fattispecie pratiche, che garantiscono un approccio di alto profilo, ma estremamente pratico. Ogni singolo argomento è corredato dai riferimenti normativi e giurisprudenziali più significativi, oltre che da una bibliografia essenziale per un eventuale approfondimento, mentre un ricco apparato di note consente di ricostruire i prevalenti orientamenti dottrinali. Affidata com'è a una clausola normativa di vasto respiro, sensibile a ogni cambiamento della realtà sociale e culturale, la responsabilità civile appare fra le materie più irrequiete del diritto privato. Tutto o quasi nel settore dell'illecito, per la delicatezza dei risvolti sistematici, per l'importanza degli incastri fra an e quantum, è destinato a mutare frequentemente. Ecco perché l'illustrazione dei nuovi orientamenti e lo sforzo di dar conto degli ultimi ritocchi delle Corti, nel loro insieme, è sempre di grande utilità per l'operatore del settore, specie ove si riesca a farlo in un'opera minuziosa, a tutto campo, come è questa seconda edizione del Trattato sulla responsabilità civile.

Energy and Seismic Renovation Strategies for Sustainable Cities

Profilo Italia

Proceedings of the 2nd International and Interdisciplinary Conference on Image and Imagination

Ref-book

TikTok Marketing

Applications and Opportunities

Video virali e hashtag challenge: come fare business con la Generazione Z

The principle of sustainability should be strictly connected with safety, since both aim to conserve resources: in the case of sustainability, the resources are typically thought of as environmental, while in the case of safety, the resources are basically human. In spite of this common ground, discussions on sustainability usually give insufficient attention to safety. In the last years the EU has made large investments to increase the energy efficiency of the existing building stock, paving the way for a low-carbon future; however, less effort has been made to enhance its seismic resilience. Therefore, the safety and, consequently, the sustainability of towns situated in earthquake-prone countries remain inadequate. In such countries, energy renovation actions should be combined with seismic retrofitting. However, a number of barriers considerably limit the real possibility of extensively undertaking combined retrofit actions, especially for multi-owner housing and high-rise buildings. These barriers are of different kinds: technical (e.g., unfeasibility and/or ineffectiveness of conventional retrofit solutions), financial (e.g., high renovation costs, insufficient incentives/subsidies), organizational (e.g., occupants' disruption and relocation, renovation consensus by condominium ownerships), and cultural/social (insufficient information and skills, lack of adequate policy measures for promoting renovation actions). This book aims to overcome these barriers and to bridge the gap between sustainability and safety, so to conserve both human and environmental resources.

At a time dominated by the disappearance of Future, as claimed by the French anthropologist Marc Augé, Utopia and Religion seem to be two different ways of giving back an inner horizon to mankind. Therefore this book, on the one hand, considers the importance of utopia as a tool and how it offers an economic and social resource to improve cities' wealth, future and livability. On the other, it explores the impact of religious and cultural ideals on cities that have recently emerged in this context. Based on numerous observations, the book examines the intellectual legacy of utopian theory and practices across various academic disciplines. It also presents discussions, theories, and case studies addressing a range of issues and topics related to utopia.

Ci sono voluti anni o anche decenni perché innovazioni dirompenti arrivassero a scalzare prodotti e servizi dominanti. Oggi invece qualsiasi business può essere praticamente devastato in una notte da un concorrente migliore e più economico. Come può un manager proteggere se stesso e sfruttare la potenza della Big Bang Disruption? L'elettronica di consumo lotta da tempo in un mondo di miglioramenti tecnologici che procedono a ritmi esponenziali e di prodotti dal ciclo di vita breve. Ma fino a poco tempo fa alberghi, taxi, medici e fornitori di energia avevano poco da temere dalla rivoluzione digitale. Quei giorni sono finiti per sempre. Prodotti basati sul software stanno sostituendo i beni fisici. E ogni fornitore di servizi deve competere con strumenti cloud-based che offrono ai clienti un modo migliore per interagire. Oggi, start-up con esperienza minima e senza capitali possono smontare la vostra strategia prima ancora che iniziate a capire che cosa sta succedendo. Scordatevi il «dilemma dell'innovatore»: questo è il disastro dell'innovatore. E si sta verificando in quasi tutti i settori. Peggio ancora, i Big Bang disruptor possono anche non vedervi come concorrenti. Non adottano il vostro approccio al servizio clienti e non stanno studiando la vostra linea di prodotti per offrire prezzi migliori. La buona notizia è che qualunque azienda può padroneggiare la strategia delle start-up. Larry Downes e Paul Nunes analizzano le origini, gli aspetti economici e l'anatomia della Big Bang Disruption. Identificano quattro fasi-chiave del nuovo ciclo di vita dell'innovazione, che possono aiutare a individuare per tempo i potenziali disruptor. E offrono dodici regole per difendere i vostri mercati, lanciare voi stessi dei disruptor e abbandonare il campo finché siete ancora in tempo. Fondato su un'ampia ricerca condotta dall'Accenture Institute for High Performance e su interviste in profondità a imprenditori, investitori e dirigenti di oltre trenta settori, Big Bang Disruption vi doterà delle strategie e delle intuizioni necessarie per crescere in questo nuovo agguerritissimo mondo.

La scuola ai tempi del digitale. Istruzioni per costruire una scuola nuova

l'Arte del Francobollo n. 32 - Febbraio 2014

Disegnare idee immagini n° 50 / 2015

How to Build a Well-Lived, Joyful Life

3DS Max 2011. Guida per architetti, progettisti e designer

Proceedings of the 4th AHFE Conference 21-25 July 2012

3rd International Conference on Vehicle Structural Mechanics

#1 NEW YORK TIMES BEST SELLER • At last, a book that shows you how to build—design—a life you can thrive in, at any age or stage Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. And every design starts with a problem that a designer or team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to design and build your career and your life, a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise.

Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific and Technical Information Database.

Jet cutting techniques have been successfully applied for many years, and are no longer a new technology. However, with the range of applications expanding, there are a number of important issues emerging, which are addressed in this volume. The contents of Jet Cutting Technology cover the traditional aspects of both water and fluid jets, including fluid mechanics, cutting and drilling, abrasive jets, pulse jets, jet manipulation, jet/target interaction, nozzle systems, pumps and intensifiers, surface treatment, and cleaning. These techniques have a wide application in a number of different areas, including aerospace, civil engineering, manufacturing, mining, and medicine, amongst others. However, of equal importance are the new issues which are now coming to the fore, including application opportunities, user requirements, Codes of Practice, legislation, safety, and many others. Jet Cutting Technology can be wholeheartedly recommended to engineers with any interest in, or requirement for, this important and established technology.

Proceedings of the 1st International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage

Designing Data-Intensive Applications

IMG 2019

Scientific and Technical Aerospace Reports

Cryptography Engineering

un certo stile made in Italy : design, arte, creatività italiana in mostra a Torino : catalogo della mostra, Torino 10-25 novembre 1990, Palazzo Vela

Geographical Information Systems in Hydrology

Editoriale di Mario Docci Venticinque anni per (di) Disegnare Editorial by Mario Docci The 25th anniversary of Disegnare (and drawing) Dario Passi Disegnare dipingendo e dipingere disegnando: due scritti To draw while painting and to paint while drawing: two articles Luca Ribichini Sant’Ivo alla Sapienza tra Fede e Ragione Sant’Ivo alla Sapienza: Faith and Reason Antonino Saggio Perché rappresentare l’invisibile? Information Technology, spazio dell’informazione e nuove sfide per il progetto e la rappresentazione Why represent the invisible? Information Technology, information space and new challenges for design and representation Marco Muscogiuri Disegno e progetto nell’opera di Kengo Kuma Drawing and design in works by Kengo Kuma Fabrizio Ivan Apollonio, Paolo Clini, Marco Gaiani, Annalisa Perissa Torrini La terza dimensione dell’Uomo vitruviano di Leonardo The third dimension of Leonardo’s Vitruvian Man Tommaso Empler APP design con uso della realtà aumentata per la divulgazione dei Beni Culturali APP design using augmented reality to disseminate Cultural Heritage Luca Cipriani, Filippo Fantini Modelli digitali da Structure from Motion per la costruzione di un sistema conoscitivo dei portici di Bologna Structure from Motion digital models to develop a cognitive system of the porticoes in Bologna Pilar Roig Picazo, José Luis Regidor Ros, José Antonio Madrid García, Lucía Bosch Roig, Valeria Marcenac La chiesa di san Nicolás Obispo y san Pedro Mártir a Valencia: studi preliminari e primi esiti per il restauro dell'apparato decorativo The Church of San Nicolás Obispo y san Pedro Mártir in Valencia: preliminary studies and initial results of the restoration of the decorations Libri/Books

This book gathers peer-reviewed papers presented at the 1st International and Interdisciplinary Conference on Image and Imagination (IMG 2019), held in Alghero, Italy, in July 2019. Highlighting interdisciplinary and multi-disciplinary research concerning graphics science and education, the papers address theoretical research as well as applications, including education, in several fields of science, technology and art. Mainly focusing on graphics for communication, visualization, description and storytelling, and for learning and thought construction, the book provides architects, engineers, computer scientists, and designers with the latest advances in the field, particularly in the context of science, arts and education.

The last few years have witnessed an enormous interest in application of GIS in hydrology and water resources. This is partly evidenced by organization of sev eral national and international symposia or conferences under the sponsorship of various professional organizations. This increased interest is, in a large measure, in response to growing public sensitivity to environmental quality and management. The GIS technology has the ability to capture, store, manipulate, analyze, and visualize the diverse sets of geo-referenced data. On the other hand, hydrology is inherently spatial and distributed hydrologic models have large data requirements. The integration of hydrology and GIS is therefore quite natural. The integration involves three major components: (1) spatial data construction, (2) integration of spatial model layers, and (3) GIS and model interface. GIS can assist in design, calibration, modification and comparison of models. This integration is spreading worldwide and is expected to accelerate in the foreseeable future. Substantial op portunities exist in integration of GIS and hydrology. We believe there are enough challenges in use of GIS for conceptualizing and modeling complex hydrologic processes and for globalization of hydrology. The motivation for this book grew out of the desire to provide under one cover a range of applications of GIS tech nology in hydrology. It is hoped that the book will stimulate others to write more comprehensive texts on this subject of growing importance.

L'era dell'innovazione devastante

Usabilità dei siti web

Patent and Trademark Forms Booklet

Design & Nature V

Fintech Expert

Advances in Design for Inclusion

With the onward march of science and technology, and the continuing quest for improvement, there is a growing curiosity about the world around us. Close examination of structures in nature can be rewarding and surprising Nature has shown an extraordinary capacity to develop dynamic structures and systems over many millions of years and there is still much to be learnt. Aimed at providing researchers in this subject with fresh impetus and inspiration, this book consists of papers presented at the Fifth International Conference on Design and Nature. The contributions reflect the rich variety of work currently taking place around the world and cover the following topics: Nature and Architecture; Mechanics in Nature; Natural Materials and Processing; Solutions from Nature; Biomimetics; Biomimetics and Bioinspiration; Biocapacity; Education in Design and Nature, and Helical Design in Nature.

Described as "the perfect Baroque city," the southeastern Sicilian city of Noto was totally destroyed by an earthquake in 1693 and then rebuilt by ambitious citizens eager to match Italian achievements. The Genesis of Noto traces the complex history of Noto's foundation and growth as a grid-planned Renaissance-Baroque utopia. Described as "the perfect Baroque city," the southeastern Sicilian city of Noto was totally destroyed by an earthquake in 1693 and then rebuilt by ambitious citizens eager to match Italian achievements. The Genesis of Noto traces the complex history of Noto's foundation and growth as a foundation Renaissance-Baroque utopia.

Data is at the center of many challenges in system design today. Diffcult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

EARTH 2018

An Eighteenth-century Sicilian City

API.

Ingeniería del software y bases de datos

Advances in Petri Nets 1991

Advances in Petri Nets

curare l'esperienza d'uso in Internet

Presente in oltre 150 paesi, tradotta in ben 75 lingue TikTok è l'app del momento, quella scelta da tutti coloro che desiderano esprimersi e diventare virali condividendo brevi video, della durata di 15 secondi, direttamente dal proprio smartphone. TikTok marketing spiega come approdare sull'applicazione cinese firmata ByteDance come creator e come brand, illustra quali sono i fattori del suo boom in Italia e nel mondo, e in cosa si differenzia dal suo principale "rivale", Instagram. Dopo un'ampia panoramica sulla struttura dell'app, il libro si concentra sulle funzioni di marketing e advertising già attive per brand e aziende, attraverso alcuni casi di studio italiani e internazionali di successo, oltre a presentare gli aspetti di community ed engagement. A completare l'analisi un capitolo dedicato alla privacy e alla tutela dei minori (i "TikToker" nel mondo sono per il 40% sotto i 19 anni) curato da un avvocato esperto in tematiche digitali.

Este libro reúne las ponencias presentadas en la X Escuela de Verano de Informática, que viene siendo organizada por el Departamento de Informática de la Universidad de Castilla-La Mancha dentro de su campus de Albacete. En esta ocasión, el tema a abordar de manera monográfica es Ingeniería del Software y Bases de Datos. Tendencias Actuales.Prestigiosos investigadores de distintas Universidades españolas han plasmado en este libro aquellos aspectos más relevantes del área de la Ingeniería del Software y las Bases de Datos. En él se pueden encontrar las últimas propuestas asociadas con el análisis y diseño de sistemas software (desde la ingeniería de requisitos, las interfaces de usuario, hasta el desarrollo de software basado en componentes), así como algunas de las más recientes tendencias de sistemas de bases de datos (bases de datos documentales, los sistemas cooperativos o las métrica de calidad, entre otros). Con la recopilación de estas ponencias el lector podrá tener una referencia clara de la situación de esta disciplina y de cuáles son la tendencias actuales en el desarrollo de software.

Il numero di Febbraio de l'Arte del Francobollo, la rivista mensile di filatelia e numismatica edita da UNIFICATO.

The Genesis of Noto

User eXperience design

Progress in Pattern Recognition, Image Analysis, Computer Vision, and Applications

Responsabilità civile II edizione

Proceedings of the AHFE 2016 International Conference on Design for Inclusion, July 27-31, 2016, Walt Disney World®, Florida, USA

Manufacturing and Application of Stainless Steels

Design Principles and Practical Applications

Aggiornata a .NET Framework 4.6 e Visual Studio 2015, questa guida completa a C# 6 è l'espressione corale del più noto gruppo di sviluppatori italiano. Include le ultime novità introdotte dal linguaggio e dal framework. Dalle basi del linguaggio fino ai concetti più avanzati, viene spiegato l'uso dell'OOP in C#, di LINQ, Entity Framework, XAML, Windows 10, ASP.NET e servizi per il web. È l'ideale sia per chi inizia a programmare sia per chi necessita di apprendere tutte le novità di C# 6.

This volume presents the proceedings of the 11th International Conference on Applications and Theory of Petri Nets held in Paris in 1991. It contains the Bibliography of Petri Nets 1990, with over 4000 entries.

Stainless steels represent a quite interesting material family, both from a scientific and commercial point of view, following to their excellent combination in terms of strength and ductility together with corrosion resistance. Thanks to such properties, stainless steels have been indispensable for the technological progress during the last century and their annual consumption increased faster than other materials. They find application in all these fields requiring good corrosion resistance together with ability to be worked into complex geometries. Despite to their diffusion as a consolidated materials, many research fields are active regarding the possibility to increase stainless steels mechanical properties and corrosion resistance by grain refinement or by alloying by interstitial elements. At the same time innovations are coming from the manufacturing process of such a family of materials, also including the possibility to manufacture them starting from metals powder for 3D printing. The Special Issue scope embraces interdisciplinary work covering physical metallurgy and processes, reporting about experimental and theoretical progress concerning microstructural evolution during processing, microstructure-properties relations, applications including automotive, energy and structural.

Advances in Human Factors and Ergonomics 2012- 14 Volume Set

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

After the European landscape convention

Comparing Design in Nature with Science and Engineering

Rivista semestrale del Dipartimento di Storia, Disegno e Restauro dell'Architettura Sapienza Università di Roma

Advances in Utopian Studies and Sacred Architecture

Contro il logorio della banca moderna

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 con 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 scaricabili dal sito www.uxtab.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. 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.

This book gathers peer-reviewed papers presented at the 1st International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage (EARTH2018), held in Brixen, Italy in July 2018. The papers focus on interdisciplinary and multi-disciplinary research concerning cutting-edge cultural heritage informatics and engineering; the use of technology for the communication of cultural heritage knowledge; as well as heritage education in digital environments; innovative experiments in the field of digital representation; and methodological reflections on the use of IT tools in various educational contexts. The scope of the papers ranges from theoretical research to applications, including education, in several fields of science and technology, including digital representation technologies, virtual museums and virtual exhibitions, virtual and augmented reality, digital heritage and digital arts, art and heritage education, teaching and technologies for museums, VR and AR technologies in schools, education through digital media, psychology of perception and attention, psychology of arts and gamification. As such the book provides architects, engineers, computer scientists, social scientists and designers interested in computer applications and cultural heritage with an overview of the latest advances in the field, particularly in the context of science, arts and education.

This book constitutes the refereed proceedings of the 20th Iberoamerican Congress on Pattern Recognition, CIARP 2015, held in Montevideo, Uruguay, in November 2015. The 95 papers presented were carefully reviewed and selected from 185 submissions. The papers are organized in topical sections on applications on pattern recognition; biometrics; computer vision; image coding, processing and analysis; segmentation, analysis of shape and texture; signals analysis and processing; theory of pattern recognition; video analysis, segmentation and tracking.

Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling

Informatica e diritto

APP design con uso della realtà aumentata per la divulgazione dei Beni Culturali | APP design using augmented reality to disseminate Cultural Heritage

natura e archeologia al fondamento dell'architettura

12th International Conference on Jet Cutting Technology

20th Iberoamerican Congress, CIARP 2015, Montevideo, Uruguay, November 9-12, 2015, Proceedings

Libero Cecchini

This book focuses on a range of topics in design, such as universal design, design for all, digital inclusion, universal usability, and accessibility of technologies independently of people's age, economic situation, education, geographic location, culture and language. It especially focuses on accessibility for people with auditory, cognitive, neurological, and visual impairments, ageing populations, and mobility for physical special needs. The book explores some of the overlaps between inclusive design and web accessibility to help managers, designers, developers, policy makers, and researchers optimize their efforts in these overlapping areas. Based on the AHFE 2016 International Conference on Design for Inclusion, held on July 27-31, 2016, in Walt Disney World®, Florida, USA, this book discusses new design technologies, highlighting various requirements of individuals within a community. Thanks to its multidisciplinary approach, the book represents a useful resource for readers with different kinds of backgrounds and provides them with a timely, practice-oriented guide to design for inclusion.

Le tecnologie dell'informazione e della comunicazione (TIC) trovano nuovi ambiti applicativi nelle APP con utilizzo della realtà aumentata. L'obiettivo è consentire una maggiore divulgazione dei Beni Culturali utilizzando gli smartphone e i tablet che i visitatori/studiosi hanno a propria disposizione. I settori disciplinari coinvolti nella ricerca sono: la comunicazione visiva; la rappresentazione, per la gestione ed esplorazione dei modelli 3D ed immagini 2D di tipo raster o vettoriali; la multimedialità, per la possibilità d'interazione diretta da parte dell'utilizzatore, che può decidere dove e come focalizzare la propria attenzione. | Information and communication technology (ICT) is born to new life in apps using augmented reality. The objective is to improve dissemination of Cultural Heritage on the smartphones and tablets used by visitors and scholars.The disciplinary fields involved in the research are: visual communication; representation (management and exploration of 3D models and 2D raster or vectorial images); multimedia (direct interaction by the user who can decide what he/she wants to focus on).

The ultimate guide to cryptography, updated from an author team of the world's top cryptography experts. Cryptography is vital to keeping information safe, in an era when the formula to do so becomes more and more challenging. Written by a team of world-renowned cryptography experts, this essential guide is the definitive introduction to all major areas of cryptography:

message security, key negotiation, and key management. You'll learn how to think like a cryptographer. You'll discover techniques for building cryptography into products from the start and you'll examine the many technical changes in the field. After a basic overview of cryptography and what it means today, this indispensable resource covers such topics as block ciphers, block modes, hash functions, encryption modes, message authentication codes, implementation issues, negotiation protocols, and more. Helpful examples and hands-on exercises enhance your understanding of the multi-faceted field of cryptography. An author team of internationally recognized cryptography experts updates you on vital topics in the field of cryptography

Shows you how to build cryptography into products from the start Examines updates and changes to cryptography Includes coverage on key servers, message security, authentication codes, new standards, block ciphers, message authentication codes, and more Cryptography Engineering gets you up to speed in the ever-evolving field of cryptography.

Progettare esperienze di valore per utenti e aziende

Published in Disegnare idee immagini 50/2015. Rivista semestrale del Dipartimento di Storia, Disegno e Restauro dell'Architettura "Sapienza" Università di Roma | Biannual Magazine of the Department of History, Drawing and Restoration of Architecture

Oltre i CSS. La sottile arte del web design

C# 6 e Visual Studio 2015

Designing Your Life

tendencias actuales

Big Bang Disruption

1096.1.4

With contributions from an international group of authors with diverse backgrounds, this set comprises all fourteen volumes of the proceedings of the 4th AHFE Conference 21-25 July 2012. The set presents the latest research on current issues in Human Factors and Ergonomics. It draws from an international panel that examines cross-cultural differences, design issues, usability, road and rail transportation, aviation, modeling and simulation, and healthcare.

Guida completa per lo sviluppatore