

## Advances in Dynamic and Static Media for Interactive Systems:

Communicability, Computer Science and Design

Francisco V. C. Ficarra, Andreas Kratky, Mauricio Pérez-Jiménez, Miguel C. Ficarra, Carlos de Castro-Lozano, and Emma Nicol (Eds.)



Canada, Argentina, Spain, and Italy

**Human-Computer Interaction Collection** 

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*Handbook*: Advances in Dynamic and Static Media for Interactive Systems: Communicability, Computer Science and Design

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Main Topics (alphabetical order): Accessibility, AspectJ, Aspect-Oriented Programming, Assessment, Automation, Autonomatronics, Blind Users, Collaborative Environments, Communicability, Computer Graphics, Conceptual Modeling, Digital Divide, e-Commerce, e-Inclusion, e-Learning, Eco-tourism, Education, Entertainment, Graphic Design, Human Factors, Human-Computer Interaction, Hypermedia, Hypertext, Informatics, Interactions, Interactive Design, Information and Communication Technology, iTV, Multimedia, Photography, Professional Ethics, Realism, Robots, Semiotics, Signalling, Social Sciences, Software Quality, Synthesis Image, Three-dimensional Model, Touch Interfaces, Typography, Ubiquitous Computing, Usability, Verbal Protocol Analysis, and Video Game.

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