

## Computational Informatics, Social Factors and New Information Technologies:

Hypermedia Perspectives and Avant-Garde Experiencies in the Era of Communicability Expansion

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Canada, Argentina, Spain, and Italy

Computational Science and Engineering Collection

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*Handbook:* Computational Informatics, Social Factors and New Information Technologies: Hypermedia Perspectives and Avant-Garde Experiencies in the Era of Communicability Expansion

Collection: Computational Science and Engineering

Editors: F. V. Cipolla-Ficarra, A. Kratky, K. H. Veltman, M. Cipolla-Ficarra, E. Nicol, and Mary Brie

ISBN: 978-88-96471-04-3

Main Topics (alphabetical order): Algorithmic Composition, Audiovisual Industry, Audiovisual Product, Augmented Reality, Broadcasting, Communicability, Community of Practice, Computational Intelligence, Computer Games, Cyberculture, Decision Rules, Decision Trees, Diachronism, Digital Divide, Digital Entertainment, Distributed Systems, Dynamic Programming, Education, Ergonomics, Erlang Active Objects, Emerging Technologies, Fashion Factor, Fuzzy Systems, Gamers, Gamification, Genetic Algorithms, Globalization, Hardware, Heuristic Analysis, Human Factors, Hypermedia, Immersion, Informatics, Interaction, Internet, Mass Communication, Methodology, Music Emotion, Music Features, Neural Networks, New Media, Online Marketing, Optimization, Quality Assessment, Realism, Rhythm Complexity, Role-Playing, Security, Society, Sociology, Software Engineering, Story-Telling, Technification, Time Complexity, Verbal Protocol Analysis, and Video Games.

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