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Published by Sinauer Associates, an imprint of Oxford University Press. Sensation & Perception introduces students to their own senses, emphasizing human sensory and perceptual experience and the basic neuroscientific underpinnings of that experience. The authors, specialists in their respective domains, strive to spread their enthusiasm for fundamental questions about the human senses and the impact that answers to those questions can have on medical and societal issues.

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This two volume set LNAI 10947 and LNAI 10948 constitutes the proceedings of the 19th International Conference on Artificial Intelligence in Education, AIED 2018, held in London, UK, in June 2018. The 45 full papers presented in this book together with 76 poster papers, 11 young researchers tracks, 14 industry papers and 10 workshop papers were carefully reviewed and selected from 192 submissions. The conference provides opportunities for the cross-fertilization of approaches, techniques and ideas from the many fields that comprise AIED, including computer science, cognitive and learning sciences, education, game design, psychology, sociology, linguistics as well as many domain-specific areas.

This book constitutes the refereed proceedings of the First International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2005 held in Madonna di Campiglio, Italy in November/December 2005. Among the intelligent computational technologies covered are adaptive media presentations, recommendation systems in media scalable crossmedia, affective user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, cross domain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humour, etc. The 21 revised full papers and 15 short papers presented together with 12 demonstration papers were carefully reviewed and selected from a total of 39 submissions. The papers cover a wide range of topics, including intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorers assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special populations (impaired, children, elderly).

This book constitutes the refereed proceedings of the Third International Conference on Interactive Digital Storytelling, ICIDS 2010, held in Edinburgh, UK, in November 2010. The book includes 3 keynote, 25 full and short papers, 11 posters, 4 demonstration papers, 6 workshop papers, and 1 tutorial. The full and short papers have been organized into the following topical sections: characters and decision making; story evaluation and analysis; story generation; arts and humanities; narrative theories and modelling; systems; and applications.

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