



Miasta w Grze: Cyfrowy Krajobraz Miejskiego Ruchu

Indeks: **833881** Producent: **Springer** Kod producenta: **33556762**

Cena: **665.16 zł**

Opis

Playable Cities: The City as a Digital Playground

Producent: Springer

- **temat:** Artificial intelligence, User interface design & usability, Mathematical modelling, Sociology, TECHNOLOGY & ENGINEERING / Engineering (General), TECHNOLOGY & ENGINEERING, Engineering (General), COMPUTERS / User Interfaces, COMPUTERS, User Interfaces, MATHEMATICS / Applied, MATHEMATICS, Applied, SOCIAL SCIENCE / Sociology / Urban, SOCIAL SCIENCE, Urban, Computational Intelligence, User Interfaces and Human Computer Interaction, Mathematical Applications in Computer Science, Urban Studies/Sociology, Urban Studies, Urban Sociology, HC/Technik/Allgemeines, Lexika, HC, Technik, Allgemeines, Lexika, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, Informatik, EDV, Betriebssysteme, Benutzeroberflächen, HC/Mathematik/Sonstiges, Mathematik, Sonstiges, HC/Soziologie/Stadtsoziologie, Regionalsoziologie, Soziologie, Stadtsoziologie, Regionalsoziologie, Smart Cities;Urban Games;Citizen Playful Engagement;Playful Interactions;Tangible Interfaces;Pervasive Games;Playful Civic Hacking;Playful Architecture;Gameful Application;Gamified Application, Human-computer interaction, Mathematical theory of computation, Urban communities, COMPUTERS / Intelligence (AI) & Semantics, COMPUTERS / User Interfaces, Computers/Artificial Intelligence - General, Computers/Machine Theory, Computers/User Interfaces, MATHEMATICS / Applied, Mathematics/Applied, SOCIAL SCIENCE / Sociology / Urban, Social Science/Sociology - Urban, TECHNOLOGY & ENGINEERING / Engineering (General), Technology & Engineering/Engineering (General), Artificial intelligence, Mathematical modelling, Sociology, User interface design & usability, Human-computer interaction, Künstliche Intelligenz, Mathematical theory of computation, Mensch-Computer-Interaktion, Soziologie, Städte, Stadtgemeinden, Theoretische Informatik, Urban communities, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, HC/Mathematik/Sonstiges, HC/Soziologie/Stadtsoziologie, Regionalsoziologie, HC/Technik/Allgemeines, Lexika, Hardcover, Softcover / Technik/Allgemeines, Lexika
- **wiązący:** paperback
- **język:** english, english, english
- **waga przedmiotu:** 4044 grams
- **strony:** 263
- **słowo kluczowe tematu:** COMPUTER, Computer/General, Non-Fiction, Singapore, Smart Cities; Urban Games; Citizen Playful Engagement; Playful Interactions; Tangible Interfaces; Pervasive Games; Playful Civic Hacking; Playful Architecture; Gameful Application; Gamified Application, Smart Cities;Urban Games;Citizen Playful Engagement;Playful Interactions;Tangible Interfaces;Pervasive Games;Playful Civic Hacking;Playful Architecture;Gameful Application;Gamified Application, Smartcities; UrbanGames; CitizenPlayfulEngagement; PlayfullInteractions; TangibleInterfaces; pervasivegames; PlayfulCivicHacking; PlayfulArchitecture; GamefulApplication; GamifiedApplication
- **marka:** Springer
- **kod podmiotu:** UYZ, UYQ, UYA, UYZ, JHB, JBSD, UYA, JBSD, COM004000, COM070000, COM004000, COM037000, COM070000, MAT003000, MAT003000, SOC026030, SOC026030, TEC009000, TEC009000, UYQ, PBWH, JHB, UYZG, 1634, 1629, 1725, 1681, 1681

- **grupa docelowa:** General/trade
- **Liczba przedmiotów:** 1
- **numer części:** 33556762
- **kolor:** White
- **waga opakowania przedmiotu:** 0.42 kilograms
- **wydanie:** Softcover reprint of the original 1st ed. 2017
- **producent:** Springer
- **tytuł serii:** Gaming Media and Social Effects
- **zewnętrznie przypisany identyfikator produktu:** 9789811094880, 09789811094880
- **gatunek muzyczny:** Artificial intelligence, User interface design & usability, Mathematical modelling, Sociology, TECHNOLOGY & ENGINEERING, Engineering (General), COMPUTERS, User Interfaces, MATHEMATICS, Applied, SOCIAL SCIENCE, Sociology, Urban, HC, Technik, Allgemeines, Lexika, HC, Informatik, EDV, Betriebssysteme, Benutzeroberflächen, HC, Mathematik, Sonstiges, HC, Soziologie, Stadtsoziologie, Regionalsoziologie, Artificial intelligence, Human–computer interaction, Mathematical theory of computation, Sociology, Urban communities
- **Data publikacji:** 2018-06-29T00:00:01Z
- **numer wydania:** 1
- **nazwa przedmiotu:** Playable Cities: The City as a Digital Playground
- **data premiery:** 2018-06-29T00:00:01Z
- **data uruchomienia strony produktu:** 2018-07-02T18:47:00.428Z

Parametry

Format	miękka okładka
Waga	4044 gramów
Liczba stron	263
Język	angielski
Wydanie	Reprint z oryginału 1. wydanie 2017
Kategoria	Nauki społeczne, Technologia i inżynieria