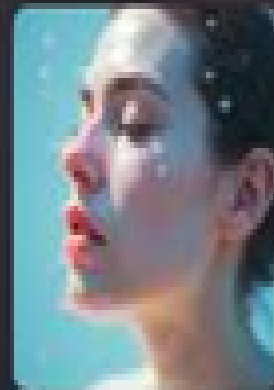




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Artificial Intelligence in Education. Posters and Late Breaking Results, Workshops and Tutorials, Industry and Innovation Tracks, Practitioners, Doctoral Consortium, Blue Sky, and WideAIED Alexandra I. Cristea, Erin Walker, Yu Lu, Olga C. Santos, Seiji Isotani, 2025-07-23 This three volume set CCIS 2590 2592 constitutes poster papers and late breaking results workshops and tutorials practitioners industry and policy track doctoral consortium blue sky and wideAIED papers presented at the 26th International Conference on Artificial Intelligence in Education AIED 2025 held in Palermo Italy during July 22 26 2025 The 72 full papers and 73 short papers 72 of them presented as posters presented in this book were carefully reviewed and selected from 296 submissions They are organized in topical sections as follows Part I BlueSky Practitioners Industry and Policy WideAIED Doctoral Consortium Part II Late Breaking Results Part III Late Breaking Results Workshops and Tutorials

Decoding Cultural Heritage Fernando Moral-Andrés, Elena Merino-Gómez, Pedro Reviriego, 2024-07-01 This book provides readers with an overview of the use of digital techniques for cultural heritage preservation Those include image processing advanced sensing geomatics or virtual and augmented reality The use of newer tools such as generative artificial intelligence for images and 3D or advanced natural language processing systems is also considered The ultimate goal is to provide readers with a global perspective of the state of the art on the use of digital tools for cultural heritage applications both for researchers and professionals involved in cultural heritage and for computer scientists and engineers that design and develop technologies that can be used for cultural heritage preservation

ArtsIT, Interactivity and Game Creation Matthias Wölfel, Johannes Bernhardt, Sonja Thiel, 2022-02-09 This book constitutes the refereed post conference proceedings of the 10th EAI International Conference on ArtsIT Interactivity and Game Creation ArtsIT 2021 which was held in December 2021 Due to COVID 19 pandemic the conference was held virtually The 31 revised full papers presented were carefully selected from 57 submissions The papers are thematically arranged in the following sections Media Arts and Virtual Reality Games Fusions Collaboration Inclusion and Participation Artificial Intelligence in Art and Culture Approaches and Applications

Artificial Intelligence All-in-One For Dummies Chris Minnick, John Paul Mueller, Luca Massaron, Stephanie Diamond, Pam Baker, Daniel Stanton, Shiv Singh, Paul Mladjenovic, Sheryl Lindsell-Roberts, Jeffrey Allan, 2025-07-01 A comprehensive roadmap to using AI in your career and in your life Artificial intelligence is everywhere Major software organizations like Microsoft Google and Apple have built AI directly into products and invited the world to become part of the AI revolution And it s impossible to use these tools to their fullest potential without understanding the basics of what AI is and what it can do Artificial Intelligence All in One For Dummies compiles insight from the expert authors of AI books in the For Dummies series to provide an easy to follow walkthrough for anyone interested in learning how to use AI You ll learn how to put artificial intelligence to work for you and your company in a wide variety of situations from creating office assistants to managing projects and marketing your products Inside the book How to

prompt AI platforms like ChatGPT and Copilot while avoiding hallucinations and other bugs Strategies for adding artificial intelligence tools to your company s existing workflows to improve efficiency and generate new opportunities Techniques to improve your programming capabilities with AI or create new AI powered tools Perfect for professionals curious about the potential and pitfalls associated with generative artificial intelligence Artificial Intelligence All in One For Dummies shows you exactly how AI works and how you can apply it in your own professional and personal life **Make: Volume 88** Dale Dougherty, 2024-01-31 Paper printers can print in color why not 3D printers Well now they can New multicolor and multi material 3D printers are more approachable than ever and they re good In this issue of Make we go in depth with the latest multi filament 3D printing systems from Bambu Labs Prusa Research and others to show you how to get the best color 3D prints But even though you can print multicolor pieces should you From waste towers to orientation issues we walk you through the pros and cons of printing all in one color pieces versus assembling separate color parts Then get the download on next level resin printing that can produce pieces in literal seconds Next take a look at HueForge a surprising technique for 3D printing full color reliefs that look like digital paintings And can AI make ready to print 3D objects The answer is Kind of Plus 21 projects for you to make including Craft a cuddly companion robot that moves and lights up through sight and touch Make a DIY mobility walker for cheap Create a highly customizable alarm clock with a pixel display Build a ham radio antenna out of an actual tin of ham Make a giant LED Ouija board and send spooky messages via Wi Fi Turn a hardwood cutting board into a gorgeous end table Design your vinyl cutter projects for fast weeding and application Make a simple animatronic robot with AI that knows how to follow your face And much more *100 Future Technologies That Will Shape Our World - How Tomorrow's Innovations Will Change Everything* Simon Mayer, 2025-09-30 100 Groundbreaking Technologies of the Future A Journey into Tomorrow s World What You ll Find Inside ___ 100 cutting edge technologies that could revolutionize the way we live Clear explanations of each innovation s origins functionality impact and key challenges 10 themed chapters for a structured and contextual understanding Future scenarios that illustrate how these technologies may transform daily life the economy and society Discussion of potential risks and ethical concerns related to their development and use Step into a fascinating exploration of the technologies shaping our future This book presents the most exciting developments in modern science and engineering innovations with the potential to transform how we live work and interact with the world Each technology is described in a concise and accessible way covering its origin how it works the revolutionary impact it could have on our lives and the challenges it brings Ethical questions and potential risks are also addressed offering a well rounded view of each innovation Let yourself be inspired by future scenarios that show how these technologies could redefine our way of life and work This book broadens your perspective on what is technically possible and encourages you to think beyond current limits From energy and healthcare to communication and the environment discover the vast range of technologies that could shape the decades to come Whether you re a curious reader a tech enthusiast or

simply interested in what the future might hold this book is for you It invites you to reflect on the role of technology in our lives and encourages active engagement in shaping the world of tomorrow Multidisciplinary Research Area in Arts, Science & Commerce (Volume-3) Chief Editor- Biplab Auddya, Editor- Nazia Qureshi, Dr. Ratnaprava Parija, Dr. R.

Senthamizh Veena, Dr. C. Salma, Milinkumar Maru, Mr Romero D'Souza,2025-06-25 *PC AI.* ,1990 **Cassell's**

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The Academy ,1890 **Popular Photography** ,2006-06 Understanding Media Psychology Gayle S. Stever,David C. Giles,J. David Cohen,Mary E. Myers,2025-07-23 Understanding Media Psychology is an authoritative introductory textbook on the growing field of media psychology Providing an overview of topics in the field it summarizes key concepts and theories and considers the importance of media psychology in today s society The second edition of this bestselling textbook has been fully updated to reflect the changing landscape of media psychology The new edition features a brand new chapter on news and political media as well as increased focus on AI and new forms of social media It covers core areas such as positive media psychology audience research and the effect of gaming violence advertising and pornography critically engaging with contemporary discussions around propaganda fake news deepfakes and how media and health psychology interacted during the COVID 19 pandemic and beyond Written by a team of expert authors this book will help readers understand the structures influences and theories around media psychology Particular care is also given to addressing the interaction between issues of social justice and the media as well as the effects media has on both the members of marginalized groups and how those groups are perceived A student website and instructor resources provide further ways to engage with the content and support teaching and learning Containing a range of pedagogical features throughout to aid teaching and student learning including vocabulary and key terms discussion questions and boxed examples this is an essential resource for media psychology courses at the undergraduate and introductory master s levels globally Radio Science ,1988

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