

Active Media Technology

6th International Computer Science Conference, AMT 2001, Hong Kong, China, December 18-20, 2001. Proceedings

The past few years have witnessed rapid scientific and technological developments in human-centered, seamless computing environments, interfaces, devices, and systems with applications ranging from business and communication to entertainment and learning. These developments are collectively best characterized as Active Media Technology (AMT), a new area of information technology and computer science that emphasizes the proactive, seamless roles of interfaces and systems as well as new digital media in all aspects of human life. This volume contains the papers presented at the Sixth International Computer Science Conference: Active Media Technology (AMT 2001), the first conference of its kind, capturing the state of research and development in AMT and the latest architectures, prototypes, tools, and embedded systems that demonstrate or enable AMT. The volume is organized into the following eight parts: I. Smart Digital Media; II. Web Personalization; III. Active Interfaces; IV. Autonomous Agent Approaches; V. Facial Image Processing; VI. AMT-Supported Commerce, Business, Learning, and Health Care; VII. Tools and Techniques; and VIII. Algorithms.

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53,49 €
49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540430353
Medium: Buch
ISBN: 978-3-540-43035-3
Verlag: Springer
Erscheinungstermin: 18.01.2002
Sprache(n): Englisch
Auflage: Erscheinungsjahr 2002
Serie: Lecture Notes in Computer Science
Produktform: Kartoniert
Gewicht: 1290 g
Seiten: 408
Format (B x H): 155 x 235 mm

