Ludics, Dialogue and Interaction

Alain Lecomte
Samuel Tronçon (Eds.)

LNAI 6505

**Ludics, Dialogue
and Interaction**

PRELUDE Project – 2006-2009
Revised Selected Papers

Springer

folli
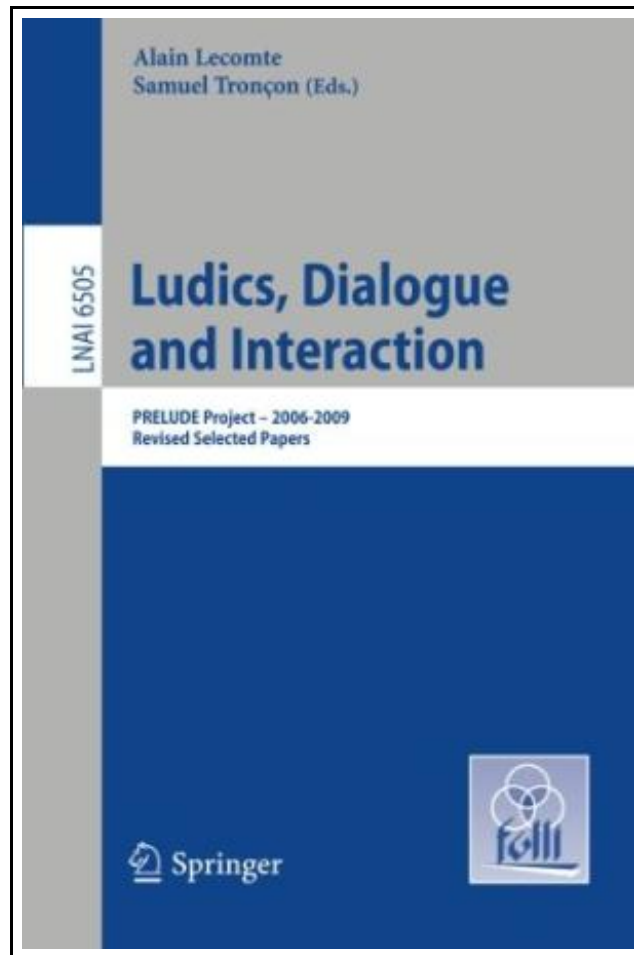
Filesize: 7.48 MB

Reviews

The publication is easy in read through better to recognize. It usually will not cost too much. You wont feel monotony at whenever you want of the time (that's what catalogs are for concerning when you question me).
(Rebecca Bechtelar)

LUDICS, DIALOGUE AND INTERACTION

Springer-Verlag Gmbh Aug 2011, 2011. Taschenbuch. Book Condition: Neu. 235x155x17 mm. - This volume contains the key contributions to workshops and meetings that were held within the context of the PRELUDE project. PRELUDE, an acronym for Towards Theoretical Pragmatics based on Ludics and Continuation Theory , ran from November 2006 to November 2009, with funding from the new French National Agency for Research (ANR). The objective of the project was to develop perspectives on Natural Language Semantics and Pragmatics based on recent developments in Logic and Theoretical Computer Science; the articles shed light on the role of Ludics in the study of speech acts, inferential semantics, game-theoretical frameworks, interactive situations in the dynamics of language, the representation of commitments and interaction, programming web applications, as well as the impact of Ludics on the fundamental concepts of computability.This volume contains the key contributions to workshops and meetings that were held within the context of the PRELUDE project. PRELUDE, an acronym for Towards Theoretical Pragmatics based on Ludics and Continuation Theory , ran from November 2006 to November 2009, with funding from the new French National Agency for Research (ANR). The objective of the project was to develop perspectives on Natural Language Semantics and Pragmatics based on recent developments in Logic and Theoretical Computer Science; the articles shed light on the role of Ludics in the study of speech acts, inferential semantics, game-theoretical frameworks, interactive situations in the dynamics of language, the representation of commitments and interaction, programming web applications, as well as the impact of Ludics on the fundamental concepts of computability. 221 pp. Englisch.

→ Read Ludics, Dialogue and Interaction Online

Download PDF Ludics, Dialogue and Interaction

Relevant PDFs

Psychologisches Testverfahren

Reference Series Books LLC Nov 2011, 2011. Taschenbuch. Book Condition: Neu. 249x191x7 mm. This item is printed on demand - Print on Demand Neuware - Quelle: Wikipedia. Seiten: 100. Kapitel: Myers-Briggs-Typindikator, Keirsey Temperament Sorter, DISG,...

Read Book »

Programming in D

Ali Cehreli Dez 2015, 2015. Buch. Book Condition: Neu. 264x182x53 mm. This item is printed on demand - Print on Demand Neuware - The main aim of this book is to teach D to readers...

Read Book »

The Java Tutorial (3rd Edition)

Pearson Education, 2001. Softcover. Book Condition: Neu. Gebraucht - Sehr gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Praise for "The Java' Tutorial, Second Edition" includes: "This book...

Read Book »

Adobe Indesign CS/Cs2 Breakthroughs

Peachpit Press, 2005. Softcover. Book Condition: Neu. Gebraucht - Sehr gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Adobe InDesign is taking the publishing world by storm and...

Read Book »

Have You Locked the Castle Gate?

Addison-Wesley Professional. Softcover. Book Condition: Neu. Gebraucht - Sehr gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Is your computer safe Could an intruder sneak in and steal...

Read Book »