Digital Sport for Performance Enhancement and Competitive Evolution: Intelligent Gaming Technologies

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An unacknowledged, global phenomenon in the sphere of computer applications, digital sport, plays an enormous part in training and performance enhancement.

Digital Sport for Performance Enhancement and Competitive Evolution: Intelligent Gaming Technologies is the first book to provide an overview of the increasing level of digitization in sport including areas of gaming and athlete training. A cutting-edge reference source within its field, this book discusses sport consumers and the playing of computer games drawing from academicians and practitioners from varied disciplines and approaches.

Subject:
Electronic Business; Multimedia Technology; Artificial Intelligence; Mobile/Wireless Computing; Human Aspects of Technology; Cognitive Informatics; Web Technologies; Software/Systems Design; IT Security and Ethics

Market:
This essential publication is for all academic and research libraries, as well as all those interested in the latest advances in artificial intelligence and video game technologies. Researchers, educators, practitioners, games industry professionals, and students who are seeking cutting edge research in machine learning, computing, and applications, will find this reference unparalleled.

Excellent addition to your library! Recommend to your acquisitions librarian.
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