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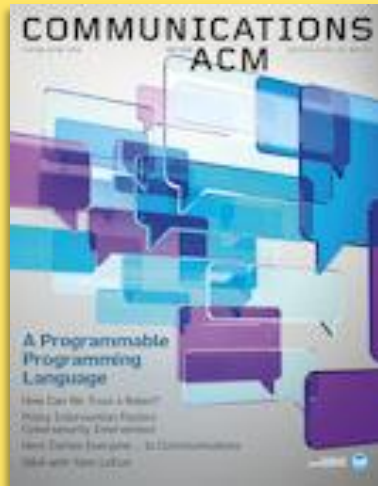
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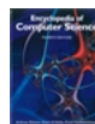
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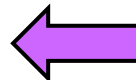


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Conventional programming languages are growing ever more enormous, but not stronger. Inherent defects at the most basic level cause them to be both fat and weak: their primitive word-at-a-time style of programming inherited from their common ancestor--the von Neumann computer, their close coupling of semantics to state transitions, their division ...

Keywords: applicative computing systems, program termination, von Neumann languages, APL, metacomposition, von Neumann computers, applicative state transition systems, functional forms, program correctness, program transformation, programming languages, Algol, algebra of programs, combining forms, functional programming, models of computing systems

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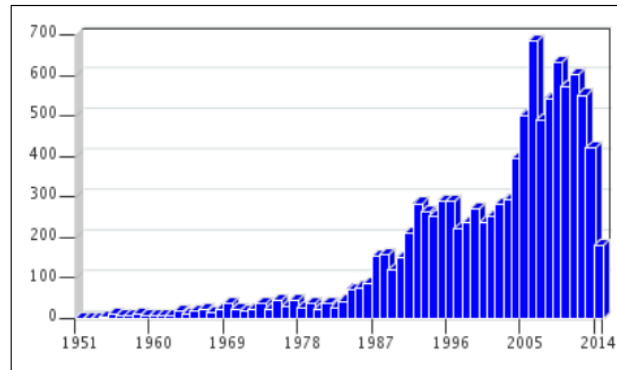
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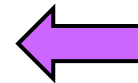
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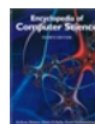
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The annual World Wide Web Conference is the premier international forum to present and discuss progress in research, development, standards, and applications related to the Web. This conference is organised under the aegis of the International World Wide Web Conference Committee (IW3C2) in collaboration with local conference organisers in the host city, in this case, the four public universities in Western Australia: Curtin University, Murdoch University, the University of Western Australia and Edith Cowan University. This year, WWW 2017 is offered as the centerpiece of the inaugural Festival of the Web in Perth, a week-long celebration.

WWW 2017 provides an opportunity to hear from the leaders of the web including three distinguished keynote speeches by world-class experts: Mark Pesce, Yoelle Maarek, and Melanie Johnston-Hollitt. There is a rich environment of technical activities, including 164 high quality papers in the Research Tracks, 54 papers in the four alternate tracks, over 100 papers in 15 workshops, 13 tutorial sessions, a Ph.D. Symposium track comprising presentations by seven doctoral students, an Industry track consisting of 20 papers focused on applied research, 20 demonstrations, a W3C track examining the latest Web standards and emerging technologies and 64 posters with, for the first time, a number of these offered as e-posters to augment the static poster panels. Overall, WWW2017 provides more than 400 high quality presentations on the key research and development issues

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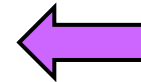
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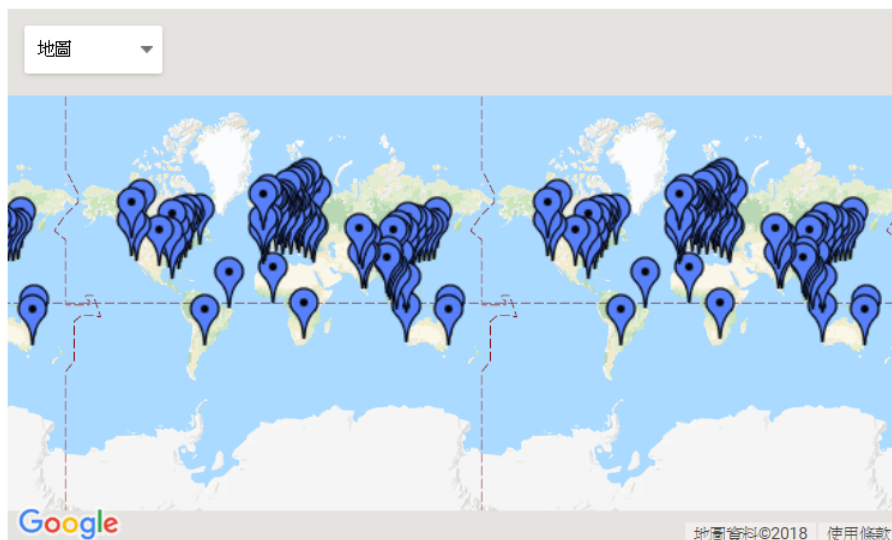
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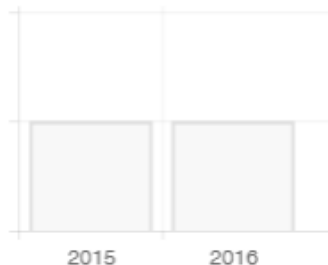
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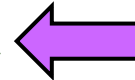
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[Huawei Tu](#), [Xiangshi Ren](#), [Shumin Zhai](#)

August 2015 ACM Transactions on Computer-Human Interaction (TOCHI): Volume 22 Issue 5, October 2015

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Keywords: Pen gestures, mobile devices, finger gestures, gesture design

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Reviewer: John R Bowditch

Tuite et al. pose the following question: "Can games be used to achieve massive data-acquisition tasks when played in the real world, away from standard consoles?" Although many researchers are asking similar questions, this paper approaches the problem in a unique way.

The paper covers alternate reality games (ARGs), a relatively new gaming genre. In Tuite et al.'s game *PhotoCity*, "players take photos to capture flags and take over virtual models of real buildings." *PhotoCity* is a hybrid ARG because it is designed as a "[game] with a purpose [GWAP]."

The paper's groundbreaking research recognizes the importance of point cloud modeling. *PhotoCity*'s core technology extracts three-dimensional (3D) models from two-dimensional (2D) digital images, using a computer vision system. Although the models have some visible deficiencies, such as low-quality renderings and empty sets in meshes, the advancements made are still noteworthy. Another accomplishment is the successful launch of an iPhone *PhotoCity* application, which is available on iTunes.

Researchers interested in point modeling and ARGs will find this paper insightful. The authors assume that the reader has a fundamental knowledge of point clouds and game design elements; that being said, the supporting references help with this prerequisite.

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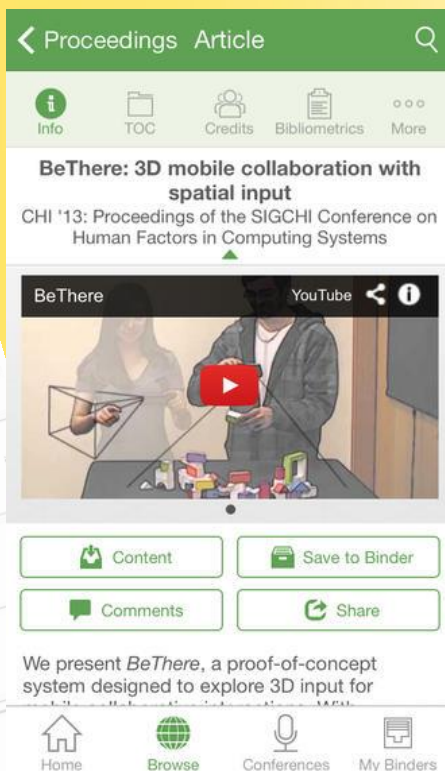
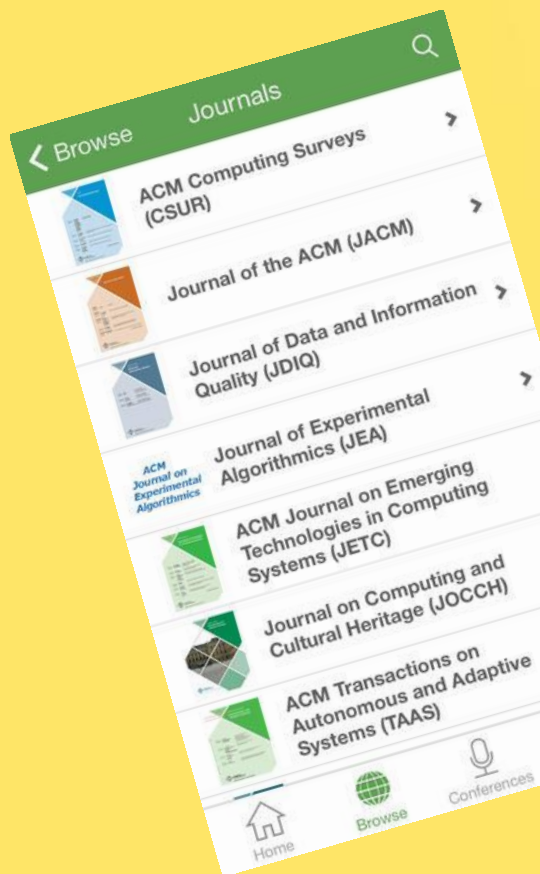


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