Author Index Volume 3 (1995), N° 1–4

(The issue number is given in front of page numbers)

M. Andronico, S. Casale and **A. La Corte**, A Method for the Generation of Correlated Random Processes . . . . . (1) 9–18

M. C. Angelides and **K. Y. Tong**, Using Hypertext in Developing the Human Computer Interface to Gaming-Simulation Environments that Incorporate Intelligent Tutoring Support . . . . . (1) 21–34

C. Arcelli, L. P. Cordella and **L. De Floriani**, Looking for Visual Primitives . (4) 215–228

F. Balarin, A Formalism and a Verification Method for Bus-Based Systems . . (3) 157–168

G. Blair, see **G. Coulson**

S. Casale, see **M. Andronico**

L. P. Cordella, see **C. Arcelli**

G. Coulson, G. Blair and **N. Davies**, The present and Future of System Support for Distributed Multimedia Application . . . . . (3) 141–156

N. Davies, see **G. Coulson**

R. De Dominicis, V. Lužar-Stiffler and **L. Granata**, PILOT — A Simple Process Improvement Tool for Small and Midsize Manufacturing Companies . . . . . (2) 121–128

L. De Floriani, see **C. Arcelli**

C. Ebert, Realizing a Software Design Measurement Tool: Concepts and Results (2) 83–98

S. Gaborovič, Discriminators in Lambda Calculus . . . . . (4) 255–278

L. Granata, see **R. De Dominicis**

N. Guid, see **B. Žalik**

T. H. Hinke, Modeling Trusted Processing Architectures for Mandatory Access Control . . . . . (2) 67–82

Ž. Kurtanjek, Structure of Principal Component Based Neural Network Models of Dynamic System . . . . . (1) 1–8

A. La Corte, see **M. Andronico**

Liwu Li, An Object-Oriented Approach for Temporal Data . . . . . (3) 169–182

V. Lužar-Stiffler, see **R. De Dominicis**

D. Majetić, Dynamic Neural Network for Prediction and Identification of Non-linear Dynamic Systems . . . . . (2) 99–106

R. J. Paul, A Gaming-Simulation Environment for Learning Using Intelligent Tutoring . . . . . (1) 45–56

N. Pavešić, Continuous Speech Recognition by a Network of Hidden Markov Models . . . . . (3) 193–206

J. Siemer, Intuition — Applying Intelligent Tutoring to Gaming-Simulation . . (1) 35–44

J. Šimunić, MISSI — Modular Structure of Stochastic Process Information for Power System Control . . . . . (4) 279–29

M. Široki, One Step Strategy for Learning RBF Network Parameters . . . . . (4) 245–254

D. Skorin–Kapov and **J. Skorin–Kapov**, On Hub Location Models . . . . . (3) 183–192

J. Skorin–Kapov, see **D. Skorin–Kapov**

K. Y. Tong, see **M. C. Angelides**

M. I. Yolles, The Generic Metamodel, the Conflict Modelling Cycle and Decision Support . . . . . (2) 107–120

B. Žalik and **N. Guid**, An Approach of Applying Constraints in Geometric Modelling . . . . . (4) 229–244