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Nota di contenuto	Intro -- Preface -- Organization -- Keynote Abstracts -- Extend Human Performances with Augmented Reality -- Past and Coming 20 Years with Augmented Reality -- Remote and Close Range Sensing, Imaging and eXtended Reality for the Interpretation and Conservation of Cultural Heritage -- Contents - Part II -- Contents - Part I -- eXtended Reality for Learning and Training -- Mixed Reality Agents for Automated Mentoring Processes -- 1 Introduction -- 2 Related Work -- 3 Realization -- 3.1 Virtual Agents Framework -- 3.2 Architecture of the Mixed Reality Mentoring Agent -- 3.3 Extensions for Mentoring: Behavior Trees -- 3.4 Mentoring Prototype Application -- 4 Evaluation -- 4.1 Preparations and Setup -- 4.2 Results -- 5 Discussion -- 6 Conclusion and Future Work -- References -- Asynchronous Manual Work in Mixed Reality Remote Collaboration -- 1 Introduction -- 2 Related Work -- 2.1 Asynchronous Collaboration in MR -- 2.2 Spatial Capture and Replay of Body Motions -- 2.3 Representation of Non-present Collaborators -- 2.4 Contribution -- 3 Asynchronous Capture and Replay of Spatial Work -- 3.1 Representation of Collaborators and Their Manual Work -- 3.2 Record and Replay Process -- 4 Application in Remote Assembly Training -- 5 Pilot Experiment -- 5.1 Experimental Design -- 5.2 Results -- 5.3 Limitations -- 6 Conclusion -- References -- A Virtual Reality Serious Game for Children with Dyslexia: DixGame

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