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| 1. Record Nr. | UNISALENTO991000146079707536 |
| Autore | Stopani, Renato |
| Titolo | Le vie di pellegrinaggio del Medioevo : gli itinerari per Roma, Gerusalemme, Campostella, con un'antologia di fonti |
| Pubbl/distr/stampa | Firenze : Le Lettere, 1991 |
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| Livello bibliografico | Monografia |
| 2. Record Nr. | UNINA9910135974003321 |
| Autore | Steinicke Frank |
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// by Frank Steinicke |
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2016 |
| ISBN | 9783319430782 |
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| Descrizione fisica | 1 online resource (XVIII, 166 p. 51 illus., 40 illus. in color.) |
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| Soggetti | User interfaces (Computer systems)
Cognitive psychology
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User Interfaces and Human Computer Interaction
Cognitive Psychology
Computer Graphics |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
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| Nota di bibliografia | Includes bibliographical references at the end of each chapters. |

Nota di contenuto

Preface -- Part I The Past: Background and Motivation.-A Glance into the Future -- The Science and Fiction of the Ultimate Display -- Towards a Virtual Revolution -- Part II The Present: Research and Development -- Scientific, Technological and Social Challenges -- Unlimited Walking: One Small Step for a Man -- First Steps towards Being Really Virtual -- To Touch or Not to Touch? -- Part III The Future: Ethics and Responsibility -- More and More, and More than Moore's Law -- Anarchy, Principles and Rules -- The Coming Age of Different Realities.

Sommario/riassunto

This book focuses on the recent developments of virtual reality (VR) and immersive technologies, what effect they are having on our modern, digitised society and explores how current developments and advancements in this field are leading to a virtual revolution. Using Ivan Sutherland's 'The Ultimate Display' and Moore's law as a springboard, the author discusses both popular scientific and technological accounts of the past, present and possible futures of VR, looking at current research trends, developments, challenges and ethical considerations to the coming age of differing realities. Being Really Virtual is for researchers, designers and developers of VR and immersive technologies and anyone with an interest in the exponential rise of such technologies and how they are changing the very way we perceive, interact and communicate within our digital society.
