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prototyping from need to pre-construction; 10 The need for creativity enhancing design tools; PART 4 CHALLENGES FOR INFORMATION AND KNOWLEDGE MODELLING; 11 Context-aware virtual prototyping; 12 nD modelling, present and future
13 Interoperable knowledge: Achievements and future challenges14 Knowledge management systems in the future; PART 5 OTHER CHALLENGES: AGENT TECHNOLOGIES, SECURITY, REGULATIONS AND MANAGEMENT CONTROL; 15 Future agent-driven virtual prototyping environments in construction; 16 The nature of virtuality and the need for enhanced security in the virtual world; 17 The future of virtual construction and regulation checking; 18 Virtual prototyping of financial flows as a form of management control; PART 6 VISIONS, ROADMAPS AND FUTURE SCENARIOS
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Sommario/riassunto

This book brings together some of the best practitioners and thinkers from around the world to discuss the likely future of information and communication technologies for the construction industry. It addresses a range of innovative developments, state of the art applications, research work and theoretical arguments with regard to the use of virtual technologies in design, construction and procurement. From a future oriented perspective, the book presents what can be expected from the next generation of these technologies.
