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	Descrizione fisica	1 online resource (314 pages) : illustrations
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	Soggetti	User interfaces (Computer systems)
		Computer games—Programming
		Education—Data processing
		Medical informatics
		User Interfaces and Human Computer Interaction
		Game Development
		Computers and Education
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	Sommario/riassunto	This is the second of two comprehensive volumes that provide a thorough and multi-faceted research into the emerging field of augmented reality games and consider a wide range of its major issues. These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers, practitioners and artists from 20 countries. Volume II explores the most important and challenging issues that have been raised by the use of the Augmented Reality approach and technology in the gamification of education, healthcare, medicine and art. The volume deals with a systematic analysis of educational augmented reality games, their use for health promotion in old age and for improving people's well-being, the gamification of augmented reality art and immersive reading

experiences, among other topics. Augmented Reality Games II is essential reading not only for researchers, practitioners, game developers and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games. .