

1. Record Nr.	UNINA9910413440303321
Titolo	Virtual, Augmented and Mixed Reality. Industrial and Everyday Life Applications : 12th International Conference, VAMR 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings, Part II // edited by Jessie Y. C. Chen, Gino Fragomeni
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-49698-8
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXV, 434 p. 200 illus., 161 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 12191
Disciplina	006.8
Soggetti	User interfaces (Computer systems) Optical data processing Computer organization Application software Artificial intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Systems Organization and Communication Networks Computer Applications Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	VAMR for Training, Guidance and Assistance in Industry and Business -- Navigating a Heavy Industry Environment Using Augmented Reality -- A Comparison of Two Indoor Navigation Designs -- A GPU Accelerated Lennard-Jones System for Immersive Molecular Dynamics Simulations in Virtual Reality -- User Interface for an Immersive Virtual Reality Greenhouse for Training Precision Agriculture -- A Comparison of Augmented and Virtual Reality Features in Industrial Trainings -- AR Assisted Process Guidance System for Ship Block Fabrication -- The Virtual Dressing Room: A Return Rate Study -- A Context-Aware

Assistance Framework for Implicit Interaction with an Augmented Human -- A Literature Review of AR-based Remote Guidance Tasks with User Studies -- Development of an Augmented Reality system achieving in CNC Machine Operation Simulations in Furniture Trial Teaching Course -- Virtual Reality (VR) in the Computer Supported Cooperative Work (CSCW) domain: A Mapping and a Pre-Study on Functionality and Immersion -- Measurement Based AR for Geometric Validation within Automotive Engineering and Construction Processes -- Augmented Instructions: Analysis of Performance and Efficiency of Assembly Tasks -- Interactive Mixed Reality Cooking Assistant for Unskilled Operating Scenario -- Learning, Narrative, Storytelling and Cultural Applications of VAMR -- Engaging Place with Mixed Realities: Sharing Multisensory Experiences of Place through Community-generated Digital Content and Multimodal Interaction -- Augmented Reality and Microbit for Project-based Learning -- Research on the Perceptual Interaction Model of Virtual Reality Films -- Interactive Narrative in Augmented Reality: An Extended Reality of the Holocaust -- Learning in Virtual Reality: Investigating the Effects of Immersive Tendencies and Sense of Presence -- Empeiria: Powering Future Education Training Systems with Device Agnostic Web-VR Apps -- Did You Say Buttonless? Exploring Alternative Modes of Sensory Engagement for Augmented Reality Storytelling Experiences -- Using Laser Scans and 'Life History' to Remember Heritage in Virtual Environments -- Study on Learning Effectiveness of Virtual Reality Technology in Retail Store Design Course -- VAMR for Health, Well-being and Medicine -- Development and Human Factors Considerations for Extended Reality Applications in Medicine: The Enhanced Electrophysiology Visualization and Interaction System (LVIS) -- Classifying the Levels of Fear by Means of Machine Learning Techniques and VR in a Holonic-Based System for Treating Phobias - Experiments and Results -- Multi-Channel Interaction Design and Implementation of Medical Pendant Based on Virtual Reality Technology -- A Virtual Reality Dental Anxiety Mitigation Tool Based on Computerized Cognitive Behavioral Therapy -- Sampling Electrocardiography Conformation for a Virtual Reality Pain Management Tool -- VREye: Exploring Human Visual Acuity Test Using Virtual Reality. .

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## Sommario/riassunto

The 2 volume-set of LNCS 12190 and 12191 constitutes the refereed proceedings of the 12th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2020, which was due to be held in July 2020 as part of HCI International 2020 in Copenhagen, Denmark. The conference was held virtually due to the COVID-19 pandemic. A total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. The 71 papers included in these HCI 2020 proceedings were organized in topical sections as follows: Part I: design and user experience in VAMR; gestures and haptic interaction in VAMR; cognitive, psychological and health aspects in VAMR; robots in VAMR. Part II: VAMR for training, guidance and assistance in industry and business; learning, narrative, storytelling and cultural applications of VAMR; VAMR for health, well-being and medicine.

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