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   Lingua di pubblicazione Inglese

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   Nota di contenuto   Virtual, Augmented and Mixed Reality Design and Implementation -- Haptic Helmet for Emergency Responses in Virtual and Live Environments -- eTher – An Assistive Virtual Agent for Acrophobia Therapy in Virtual Reality -- A Color Design System in AR Guide Assembly -- An Augmented Reality Command and Control Sand Table Visualization of the User Interface Prototyping Toolkit (UIPT) -- Exploring Augmented Reality as a Craft Material -- The application of urban AR technology in cultural communication and innovation -- Reporting Strategy for VR Design Reviews -- Video Player Architecture for Virtual Reality on Mobile Devices -- A Shader-Based Architecture for

Virtual Reality Applications on Mobile Devices -- Emotions Synthesis Using Spatio-Temporal Geometric Mesh -- An Augmented Reality Approach to 3D Solid Modeling and Demonstration -- Quick Projection Mapping on Moving Object in the Manual Assembly Guidance -- Design and Implementation of a Virtual Workstation for a Remote AFISO -- A Scene Classification Approach for Augmented Reality Devices -- Underwater Search and Discovery: From Serious Games to Virtual Reality -- Emergent Behaviour of Therapists in Virtual Reality Rehabilitation of Acquired Brain Injury -- Improving Emergency Response Training and Decision Making using a Collaborative Virtual Reality Environment for Building Evacuation -- Text Entry in Virtual Reality: Implementation of FLIK Method and Text Entry Testbed -- Appropriately Representing Military Tasks for Human-Machine Teaming Research -- A Portable Measurement System for Spatially-varying Reflectance using Two Handheld Cameras -- Influence of Visual Gap of Avatar Joint Angle on Sense of Embodiment in VR Space Adjusted via C/D Ratio -- User Experience in Virtual, Augmented and Mixed Reality -- Analysis of Differences in the Manner to Move Object in Real Space and Virtual Space Using Haptic Device for Two Fingers and HMD -- A Study of Size Effects of Overview Interfaces on User Performance in Virtual Environments -- Text Input in Virtual Reality Using a Tracked Drawing Tablet -- Behavioral Indicators of Interactions between Humans, Virtual Agent Characters and Virtual Avatars -- Perceived Speed, Frustration and Enjoyment of Interactive and Passive Loading Scenarios in Virtual Reality -- Augmented Riding: Multimodal Applications of AR, VR, and MR to Enhance Safety for Motorcyclists and Bicyclists -- Virtual Environment Assessment for Tasks Based on Sense of Embodiment -- Camera-Based Selection with Cardboard Head-Mounted Displays -- Improving the Visual Perception and Spatial Awareness of Downhill Winter Athletes with Augmented Reality -- Desktop and Virtual-reality training under varying degrees of task difficulty in a complex search-and-shoot scenario -- Computer-Based PTSD Assessment in VR Exposure Therapy -- Text Entry in Virtual Reality: A Comparison of 2D and 3D Keyboard Layouts.

Sommario/riassunto	This book constitutes late breaking papers from the 22nd International Conference on Human-Computer Interaction, HCII 2020, which was held in July 2020. The conference was planned to take place in Copenhagen, Denmark, but had to change to a virtual conference mode due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings before the conference took place. In addition, a total of 333 papers and 144 posters are included in the volumes of the proceedings published after the conference as "Late Breaking Work" (papers and posters). These contributions address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems. The 34 late breaking papers presented in this volume were organized in two topical sections named: Virtual, Augmented and Mixed Reality Design and Implementation; and User Experience in Virtual, Augmented and Mixed Reality.