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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 10280
Disciplina	006.8
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer vision Computer graphics Computer engineering Computer networks Artificial intelligence User Interfaces and Human Computer Interaction Computer Vision Computer Graphics Computer Engineering and Networks Artificial Intelligence

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Nota di contenuto	<p>Developing Virtual and Augmented Environments. - Analytical Mapping of Linear Walk from Infinite Virtual Space to Finite Real Space --</p> <p>Leaning-Based 360° Interfaces: Investigating Virtual Reality Navigation Interfaces with Leaning-Based-Translation and Full-Rotation -- Curved Plates Positioning and Flexible Brackets Control in Virtual Shipbuilding Simulation -- Intelligent Virtual Environment using Artificial Neural Networks -- Digital Map Table VR: Bringing an Interactive System to Virtual Reality -- Understanding where to Project Information on the Desk for Supporting Work with Paper and Pen -- Methodology for the Estimation of Effort for a Project of Virtual Reality - A case study: Ennui -- Interaction Techniques in VAMR. - Evaluation of a Low Cost EMG Sensor as a Modality for use in Virtual Reality Applications -- Vitty: Virtual Touch Typing Interface with added Finger Buttons -- Remote Touch: Humanizing Social Interactions in Technology through Multimodal Interfaces -- An Exploratory Comparison of the Visual Quality of Virtual Reality Systems Based on Device-Independent Testsets -- Performance and User Preference of Various Functions for Mapping Hand Position to Movement Velocity in a Virtual Environment -- The Pulse Breath Water System: Exploring Breathing as an Embodied Interaction for Enhancing the Affective Potential of Virtual Reality. -</p> <p>Visual Communication with UAS: Recognizing Gestures from an Airborne Platform -- Subjective Evaluation of Tactile Fidelity for Single-Finger and Whole-Hand Touch Gestures -- VAMR in Education and Training. - VoTrE: A Vocational Training and Evaluation System to Compare Training Approaches for the Workplace -- Effects of Instruction Methods on User Experience in Virtual Reality Serious Games -- Mixed Library - Bridging Real and Virtual Libraries -- Virtual Reality for Training Diagnostic Skills in Anorexia Nervosa - A Usability Assessment -- An Augmented Reality/Internet of Things prototype for just-in-time astronaut training. -Contrasting Instructional Strategies Suited to a Detection Task: Examining Differences in Subjective Workload -- HoloLens for Assembly Assistance - a Focus Group Report. -Playing Both Sides - Analyzing Live-Action-Role-Play as a Method for Simulating Complex Technical Interactions -- Optimizing Performance Outcomes for Emergency Management Personnel through Simulation based Training applications -- Development of a Mobile Tool for Dismounted Squad Team Performance Observations -- Virtual Worlds and Games. - Leveraging A Virtual Environment for Active School Shooting -- SuperJam: Participatory Design for Accessible Games. - User-generated accessibility in virtual world games. - Using Commercial Virtual Reality games to prototype serious games and applications. - A Proposal for the Selection of Eye-tracking Metrics for the Implementation of Adaptive Gameplay in Virtual Reality based Games. - User Experience in VAMR. - An Online User Analysis Regarding the Usage of Mobile Augmented and Virtual Reality Devices in the Field of Robotics -- The Application of Augmented Reality Technology on Museum Exhibition ----A museum display project in Mawangdui Han dynasty tombs. - VIGOR: Virtual-reality Interaction with Gravitational waves to Observe Relativity -- A Virtual Reality Tool applied to improve the Effects on Chronic Diseases - Case: Emotional Effects on T2DM. - Squad-Level Soldier-Robot Dynamics: Exploring</p>

Future Concepts Involving Intelligent Autonomous Robots. - Decoding the User Experience in Mobile Virtual Reality Narratives. - ADVICE: Decision Support for Complex Geospatial Decision Making Tasks -- A Real-time Professional Photographing Guiding System through Image Composition Analysis. - Breath Chair: Reduce Fear and Anxiety by Simulating Breathing Movements -- Health issues in VR -- VR Rio 360: the Challenges of Motion Sickness in VR Environments. - Dispelling the Gorilla Arm Syndrome: The Viability of Prolonged Gesture Interactions -- Simulation Sickness Related to Virtual Reality Driving Simulation. - Decreasing Physical Burden using the Following Effect and a Superimposed Navigation System -- Evaluating Factors Affecting Virtual Reality Displays. - Assessing the Relationship between Type of Head Movement and Simulator Sickness using an Immersive Virtual Reality Head Mounted Display: A Pilot Study.

Sommario/riassunto

This book constitutes the refereed proceedings of the 9th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 45 papers presented in this volume were organized in topical sections named: developing virtual and augmented environments; interaction techniques in VAMR; VAMR in education and training; virtual worlds and games; user experience in VAMR; and health issues in VR.
