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Altri autori (Persone)	KohlasJurg <1939-> LalanneDenis
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Nota di contenuto	Human Machine Interaction -- Multimodal Interfaces: A Survey of Principles, Models and Frameworks -- Interactive Visualization - A Survey -- Mixed Reality: A Survey -- Multimodal User Interfaces -- Intelligent Multi-modal Interfaces for Mobile Applications in Hostile Environment(IM-HOST) -- MEMODULES as Tangible Shortcuts to Multimedia Information -- Why Androids Will Have Emotions: Constructing Human-Like Actors and Communicators Based on Exact Sciences of the Mind -- Interactive Visualization -- EvoSpaces - Multi-dimensional Navigation Spaces for Software Evolution -- HOVISSE – Haptic Osteosynthesis Virtual Intra-operative Surgery Support Environment -- A Language and a Methodology for Prototyping User Interfaces for Control Systems -- Mixed Reality -- See ColOr: Seeing Colours with an Orchestra -- 6 th Sense– Toward a Generic Framework for End-to-End Adaptive Wearable Augmented Reality.
Sommario/riassunto	Human Machine Interaction, or more commonly Human Computer Interaction, is the study of interaction between people and computers. It is an interdisciplinary field, connecting computer science with many other disciplines such as psychology, sociology and the arts. The present volume documents the results of the MMI research program on Human Machine Interaction involving 8 projects (selected from a total

of 80 proposals) funded by the Hasler Foundation between 2005 and 2008. These projects were also partially funded by the associated universities and other third parties such as the Swiss National Science Foundation. This state-of-the-art survey begins with three chapters giving overviews of the domains of multimodal user interfaces, interactive visualization, and mixed reality. These are followed by eight chapters presenting the results of the projects, grouped according to the three aforementioned themes. .
