

1. Record Nr.	UNINA9910484289303321
Titolo	Virtual, Augmented and Mixed Reality: Applications of Virtual and Augmented Reality [[electronic resource]] : 6th International Conference, VAMR 2014, Held as Part of HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014, Proceedings, Part II // edited by Randall Shumaker, Lackey Stephanie
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-07464-4
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XXVIII, 480 p. 217 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8526
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Multimedia systems Computers and civilization Artificial intelligence Application software User Interfaces and Human Computer Interaction Media Design Computers and Society Artificial Intelligence Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	VAMR in education and cultural heritage -- Games and entertainment -- Medical, health and rehabilitation applications -- Industrial, safety and military applications.
Sommario/riassunto	The two-volume set LNCS 8525-8526 constitutes the refereed proceedings of the 6th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCI 2014, in Heraklion, Crete, Greece, in June 2014, jointly with 13 other thematically similar

conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 82 contributions included in the VAMR proceedings were carefully reviewed and selected for inclusion in this two-volume set. The 43 papers included in this volume are organized in the following topical sections: VAMR in education and cultural heritage; games and entertainment; medical, health and rehabilitation applications; industrial, safety and military applications.
