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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
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Nota di contenuto	Classification of Interaction Techniques in the 3D Virtual Environment on Mobile Devices -- Multimodal Interfaces and Sensory Fusion in VR for Social Interactions -- Multi-Modal Interaction System to Tactile Perception -- Principles of Dynamic Display Aiding Presence in Mixed Reality Space Design -- Combining Multi-Sensory Stimuli in Virtual Worlds -- A Progress Report -- R-V Dynamics Illusion : Psychophysical Influence on Sense of Weight by Mixed-Reality Visual Stimulation of Moving Objects -- Expansion of the Free Form Projection Display Using a Hand-Held Projector -- Study of an Interactive and Total Immersive

Device with a Personal 3D Viewer and its Effects on the Explicit Long-term Memories of the Subjects -- Simulation Research on Virtual Movement Based on Kinect -- A Natural User Interface for Navigating in Organized 3D Virtual Requirements for Virtualization of AR Displays within VR Environments -- Robot Behavior for Enhanced Human Performance and Workload -- Subjective-Situational Study of Presence -- Development of a Squad Level Vocabulary for Human-Robot Interaction -- Towards an Interaction Concept for Efficient Control of Cyber-physical Systems -- 3D Design for Augmented Reality -- Don't Walk into Walls: Creating and Visualizing Consensus Realities for Next Generation Videoconferencing -- Transparency in a Human-Machine Context: Approaches for Fostering Shared Awareness/Intent -- Delegation and Transparency: Coordinating Interactions So Information Exchange is No Surprise -- Trust and Consequences: A Visual Perspective -- Choosing a Selection Technique for a Virtual Augmented -- Virtual Humans for Interpersonal and Communication Skills.

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 HCI 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 39 papers included in this volume are organized in the following topical sections: interaction devices, displays and techniques in VAMR; designing virtual and augmented environments; avatars and virtual characters; developing virtual and augmented environments.
