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| Autore | Medynska-Gulij Beata |
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| Sommario/riassunto | We present three main research fields in which multimedia cartography and the study of the effectiveness of multimedia maps are currently taking place. In each of these fields, we describe how published research is embedded in the broader context of map design and user studies. The research refers to contemporary technological trends such |

as web HTML5 standards, virtual reality, eye tracking, or 3D printing. Efficiency, performance, and usability studies of multimedia maps were also included. The research published in this issue is interdisciplinary. They combine traditional mapping methods with new technologies. They are searching for new places for cartography in, e.g., the environment of computer games. They combine the design of the map with its perception by users.
