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Disciplina	004.6 006.8
Soggetti	User interfaces (Computer systems) Human-computer interaction Image processing - Digital techniques Computer vision Computer engineering Computer networks Social sciences - Data processing User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Engineering and Networks Computer Application in Social and Behavioral Sciences Realitat virtual Realitat augmentada Visió per ordinador Programari d'aplicació Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
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Note generali	Includes index.

## Nota di contenuto

VAMR in learning, education and culture -- User Movement for Safety Training in a Virtual Chemistry Lab -- Development of an Educational AR Tool for Visualization of Spatial Figures and Volume Calculation for Vocational Education -- An Extended Reality Simulator for Advanced Trauma Life Support Training -- Virtual Access to STEM Careers: Two Preliminary Investigations -- Me, Myself, and the (Virtual) World: A Review of Learning Research in 4E Cognition and Immersive Virtual Reality -- Using AR Headset Camera to Track Museum Visitor Attention: Initial Development Phase -- Sculpting in Augmented Reality - Redefining Digital Crafts Through Multimodal Interactions -- Multi-agent Crowd Simulation in an Active Shooter Environment -- The Need for Universal Design of eXtended Reality (XR) Technology in Primary and Secondary Education - Identifying Opportunities, Challenges, and Knowledge Gaps from the Literature -- Towards Improvement of UX using Gamification for Public Artistic and Historical Artifacts in AR -- Intertwining History and Places: The Design of TongSEE Location-Based Augmented Reality Application for History Learning -- VAMR in aviation -- Practice Makes Perfect or Does It? Practice Effect in Flying HUD Localizer-Guided Low Visibility Takeoffs -- Identification of Expert Tower Controller Visual Scanning Patterns in Support of the Development of Automated Training Tools -- A Civil Aircraft Cockpit Control Device Design Using Mixed Reality Device -- Comparing the Effect of Airflow Direction on Simulator Sickness and User Comfort in a High-Fidelity Driving Simulator -- Preliminary Findings: Application of Maintenance Instructions Displayed in Augmented Reality -- Human Factors Considerations for Head-Worn Displays in Civil Aviation -- Estimating Cognitive Load and Cybersickness of Pilots in VR Simulations via Unobtrusive Physiological Sensors -- Critical Review of Extended Reality Applications in Aviation -- Industrial applications of VAMR.

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## Sommario/riassunto

This two-volume set LNCS 13317 and 13318 constitutes the thoroughly refereed proceedings of the 14th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2022, held virtually as part of the 24rd HCI International Conference, HCII 2022, in June/July 2022. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The 56 papers included in this 2-volume set were organized in topical sections as follows: Developing VAMR Environments; Evaluating VAMR environments; Gesture-based, haptic and multimodal interaction in VAMR; Social, emotional, psychological and persuasive aspects in VAMR; VAMR in learning, education and culture; VAMR in aviation; Industrial applications of VAMR. The first volume focuses on topics related to developing and evaluating VAMR environments, gesture-based, haptic and multimodal interaction in VAMR, as well as social, emotional, psychological and persuasive aspects in VAMR, while the second focusses on topics related to VAMR in learning, education and culture, VAMR in aviation, and industrial applications of VAMR.

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