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Disciplina	004.019 006.8
Soggetti	Image processing - Digital techniques Computer vision Application software User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computer engineering Computer networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications User Interfaces and Human Computer Interaction Artificial Intelligence Computer Engineering and Networks
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Virtual Reality -- Rehabilitation of post-COVID patients: a virtual reality home-based intervention including cardio-respiratory fitness training -- Comparison of the Effect of Exposing Users For Height While Being Active versus Passive in a Virtual Environment - A Pilot Study -- A proposal for a computational framework architecture and design for massive virtual world generation and simulation -- Evaluating forms of

user interaction with a virtual exhibition of household appliances --
 TryItOn: A Virtual Dressing Room with Motion Tracking and Physically
 based Garment Simulation -- Automatic Generation of 3D Animations
 from Text and Images -- Design process of a ceramic modeling
 application for Virtual Reality Art Therapy -- Computer Simulation of a
 Spectrum Analyzer Based on the Unity Game Engine -- The Influence of
 Method of Control and Visual Aspects on Exploratory Decisions in 3D
 Video Games Environments -- Collaborative virtual reality environment
 for training load movement with Overhead Bridge Cranes -- A VR
 multiplayer application for fire fighting training simulations -- Effects
 of Head Rotation and Depth Enhancement in Virtual Reality User-Scene
 Interaction -- Are we ready for take-off? Learning Cockpit Actions with
 VR Headsets -- Virtual Reality as a collaborative tool for digitalised
 crime scene examination -- A Virtual Reality Application for Stress
 Reduction: Design and first Implementation of ERMES project --
 Efficient and Secure Transmission of Digital Data in the 5G Era --
 Augmented Reality -- Hand Interaction Toolset for Augmented Reality
 Environments -- Assessing Visual Cues for Improving Awareness in
 Collaborative Augmented Reality -- Human Augmentation: An Enactive
 Perspective -- XRShip: Augmented Reality for Ship Familiarizations --
 Coupling mobile AR with a virtual agent for end-user engagement --
 3D Audio + Augmented Reality + AI Chatbots + IoT: An Immersive
 Conversational Cultural Guide -- eXtended Reality -- Regulating the
 Metaverse, a Blueprint for the Future -- Do presence questionnaires
 actually measure presence? A content analysis of presence
 measurement scales -- Self Assessment Tool to Bridge the Gap
 Between XR Technology, SMEs, and HEIs* -- An overview on
 technologies for the distribution and participation in live events -- How
 to improve vehicle lateral control: the effect of visual feedback
 luminance -- Extended Reality Technologies and Social Inclusion: the
 role of Virtual Reality in Includiamoci Project.

Sommario/riassunto

This two volume proceedings, LNCS 13445 and 13446, constitutes the
 refereed proceedings of the First International Conference on Extended
 Reality, XR Salento 2022, held in Lecce, Italy, during July 6–8, 2022.
 Due to COVID-19 pandemic the conference was held as a hybrid
 conference. The 42 full and 16 short papers were carefully reviewed
 and selected from 84 submissions. The papers discuss key issues,
 approaches, ideas, open problems, innovative applications and trends
 in virtual reality, augmented reality, mixed reality, applications in
 cultural heritage, in medicine, in education, and in industry.