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<b>Nota di contenuto</b>	Part 1: Invited Paper -- Chapter 1. Paraconsistency and Paracompleteness in AI: Review Paper -- Part 2: Regular Papers -- Chapter 2. Decision Support Multi-agent Modeling and Simulation of Aeronautic Marine Oil Spill Response -- Chapter 3. Transferring Dense Object Detection Models to Event-based Data -- Chapter 4. Diagnosing Parkinson's Disease Based on Voice Recordings: Comparative Study Using Machine Learning Techniques -- Chapter 5. Elements of Continuous Reassessment and Uncertainty Self-Awareness: A Narrow Implementation for Face and Facial Expression Recognition -- Chapter 6. Topic-aware Networks for Answer Selection -- Chapter 7. Design and Implementation of Multi_Scene Immersive Ancient Style Interaction System Based on Unreal Engine Platform -- Chapter 8. Auxiliary Figure Presentation Associated with Sweating on a Viewer's Hand in order to

Reduce VR Sickness -- Chapter 9. Design and Implementation of Immersive Display Interactive System Based on New Virtual Reality -- Chapter 10. 360-Degree Virtual Reality Videos in EFL Teaching: Student Experiences -- Chapter 11. Research on Chinese Garden Art Appreciation Based on Virtual Technology -- Chapter 12. Medical-Network (Med-Net): A Neural Network for Breast Cancer Segmentation in Ultrasound Image -- Chapter 13. Auxiliary Squat Training Method Based on Object Tracking -- Chapter 14. Study on the Visualization Modeling of Aviation Emergency Rescue System Based on Systems Engineering -- Chapter 15. An AI-based System Offering Automatic DR-enhanced AR for Indoor Scenes -- Chapter 16. Extending Mirror Therapy into Mixed Reality – Design and Implementation of the application PhantomAR to alleviate phantom limb pain in upper limb amputees -- Chapter 17. An Analysis of Trends and Problems of Information Technology Application Research in China's Accounting Field based on CiteSpace -- Chapter 18. Augmented Reality Framework and Application for Aviation Emergency Rescue Based on Multi-Agent and Service. .

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#### Sommario/riassunto

This book gathers a collection of selected works and new research results of scholars and graduate students presented at the 6th International Conference on Artificial Intelligence and Virtual Reality (AIVR 2022) via the Internet, during July 22-24 2022, hosted and organized by Sojo University in conjunction with other three universities and Beijing Huaxia Rongzhi Blockchain Technology Institute. The focus of the book is interdisciplinary in nature and includes research on all aspects of artificial intelligence and virtual reality, from fundamental development to the applied system. The book covers topics such as system techniques, performance, and implementation; content creation and modelling; cognitive aspects, perception, user behaviour; AI technologies; interactions, interactive and responsive environments; AI/VR applications and case studies.

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