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Nota di contenuto 1. Collaborative XR Systems and Computer Games Development / Branislav Sobota, Marián Hudák and Emília Pietriková -- 2.Commercial-off-the-Shelf (COTS) Games: Exploring the Applications of Games for Instruction and Assessment / Diana R. Sanchez, Amanda Rueda, Leila Jimeno Jimènez and Mahsa Norouzi Nargesi -- 3 Serious Games Development and Impact for Business Education / Dario Liberona, Aravind Kumaresan, Lionel Valenzuela and Giovanny Tarazona -- 4. The Use of Serious Games for Learning Cardiopulmonary Resuscitation Procedures: A Systematic Mapping of the Literature / Ingrid Nery Mendes, Maicon de Araújo Nogueira, Filipe Valente Mendes,Otavio Noura Teixeira and Viviane Almeida dos Santos -- 5. 3D Computer Graphics and Virtual Reality / Branislav Sobota and Miriama Mattová -- 6 View Synthesis Tool for VR Immersive Video / Sarah Fachada, Daniele Bonatto, Mehrdad Teratani and Gauthier Lafruit -- 7 Leveraging on Data Sciences: Review of Architectural Practice and Education in Nigeria / John Allison and Anita Alaere Bala -- 8. Enabling a 3-D Cyberspace Experience Online / Bruce Campbell.

Sommario/riassunto Computer games are a billion-dollar business. In 2021, the value of the gaming industry was about 200 billion US dollars. This book describes some modern approaches, procedures, algorithms, and devices in computer gaming. It includes information on classifications and types of games, technical means of game systems, game consoles, and the newest tools based on extended reality (XR) technologies. Furthermore,

the book discusses visualization and 3D computer graphics, game cores (engines) and platforms, genre selection, story design, and trends in game design. It also includes formalizations, algorithms, and tools for a game theory and examines the use of virtual reality and related technologies in modern game user interfaces. Lastly, the book discusses optimizations, testing, and presentations of games and examines the sociological impacts of computer games.