1. | | |
   |---|---|
   | Record Nr. | UNICAMPANIAVAN00113803 |
   | Autore | Tournely, Honoré <1658-1729> |
   | Titolo | Praelectiones theologicae ... quas in scholis Sorbonicis habuit Honoratus Tournely ... 7 |
   | Pubbl/distr/stampa | Neapoli, : expensis Andreae Migliaccio, 1765 |
   | Edizione | [Editio ultima prioribus emendatior] |
   | Descrizione fisica | [28], 272 p. ; 4° |
   | Lingua di pubblicazione | Latino |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |

2. | | |
   |---|---|
   | Record Nr. | UNINA9910741192703321 |
   | Autore | Bordegoni Monica |
   | Titolo | Prototyping User eXperience in eXtended Reality / / by Monica Bordegoni, Marina Carulli, Elena Spadoni |
   | Pubbl/distr/stampa | Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023 |
   | ISBN | 3-031-39683-9 |
   | Edizione | [1st ed. 2023.] |
   | Descrizione fisica | 1 online resource (139 pages) |
   | Collana | PoliMI SpringerBriefs, , 2282-2585 |
   | Disciplina | 004.21 |
   | Soggetti | User interfaces (Computer systems) |
   | | Human-computer interaction |
   | | Computer-aided engineering |
   | | Virtual reality |
   | | Augmented reality |
   | | User Interfaces and Human Computer Interaction |
   | | Computer-Aided Engineering (CAD, CAE) and Design |
   | | Virtual and Augmented Reality |
   | Lingua di pubblicazione | Inglese |
   | Formato | Materiale a stampa |
   | Livello bibliografico | Monografia |
   | Nota di bibliografia | Includes bibliographical references. |

Nota di contenuto	Introduction -- User Experience and User Experience Design -- Prototyping: practices and techniques -- Multisensory Interaction in eXtended Reality -- Case Studies -- Augmented Reality applications that aid in promoting sustainability -- Applications of multisensory experiences in eXtended Reality -- Connecting Reality and Virtuality -- Conclusions.
Sommario/riassunto	This book examines two topics in the context of product design and enabling technologies: User eXperience (UX) and eXtended Reality (XR). UX regards the ways in which people interact with the environment and with objects and is considered of primary importance in many contexts. When developing new products, UX must be carefully designed and evaluated directly with the users. Prototyping is a well-known, effective, and widely used practice for design evaluation. The book describes how prototyping based on XR technologies, including Virtual, Augmented and Mixed Reality, is a suitable approach for testing ideas and products without fully physically building them. The major benefits, which are well explained and demonstrated in this book, consist in allowing users to experience products, including their appearance, functions, and usability, in a digital context that can be easily modified and customized according to the users' feedback and the context of use. The audience of the book includes graduate students who wish to learn more about prototyping methods and technologies and product and digital application designers who can deepen their knowledge on advanced digital technologies for evaluating the designs of products and experiences.