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Nota di contenuto	eXtended Reality in Education -- Google Earth in VR, for students with special needs -- A Systematic Literature Review of Mixed Reality Learning Approaches -- Multi-Label Generalized Zero-Shot Learning using Identifiable Variational Autoencoders -- A VR-based "time-space" interactive map teaching system for modern Chinese history -- Evaluating virtual reality as immersive medium for enhancing music skills -- MetaLibrary: Towards Social Immersive Environments for

Readers -- eXtended Reality and Metaverse in Cultural Heritage -- Bringing back lost heritage into life by 3D reconstruction in metaverse and virtual environments: The case study of Palmyra, Syria -- HerMeS: HERitage sMart social mEdia aSsistant -- The depth estimation of 2D content: a new life for paintings -- Enhancing Accessibility of Cultural Heritage: Extended Reality and Tactile Prints for an Inclusive Experience of the Madonna dell'Itri Church in Nociglia -- A conceptual framework to support a new collaborative design process for immersive technology integration in museum exhibitions -- Augmented reality-based application to explore street art: development and implementation -- Cultural Heritage Applications Based on Augmented Reality: A Literature Review -- Enhancing Art Therapy with Virtual Reality and Hand Gesture Recognition: A Case Study in Pottery Modeling -- Enjoyment Evaluation of a VR Environment for the Church of Panagia Aggeloktisti -- An innovative approach to shape information architecture related to ancient manuscripts, through multi-layered virtual ecosystems. From Codex4D to DataSpace project -- Digital Map Based VR Ethnographic Design of Chinese Traditional Hand-made Paper Culture -- Immersive Virtual Reality in Cultural Heritage Dissemination: A Comprehensive Application for Novice Users -- The silence of art: investigating the emotional experience of a virtual museum by facial expression analysis -- Integrating fragmented historical sites VR based on time-space clues for modern history education -- The Application of "Panoramic VR Fusion Animation Reproduction" of Historical Sites in Modern History Education -- CaldAnAugmenty – Augmented Reality and Serious Game App for Urban Cultural Heritage Learning -- eXtended Reality in Health and Medicine -- Cycling in immersive VR: motivation and affects in post-COVID patients -- A Cheap and Powerful Stereo Endoscope Lab Mock-Up for Robotic Surgery to Implement and Test Machine Vision and Augmented Reality Prototypes -- Augmented Reality in orthognathic surgery: a multi-modality tracking approach to assess the temporomandibular joint motion -- Enhancing visualization of surgical tool through integrated motion tracking system -- Realter: an immersive simulator to support low vision rehabilitation -- Emotions and "Sense of Presence" in the Psycho-Verse: PsychologicalSupport for Breast Cancer Survivors in the Metaverse -- Detection of stress stimuli in learning contexts of iVR environments -- Virtual reality-based rehabilitation for patients with stroke: preliminary results on user experience -- Game Over, Trauma! Empowering Trauma Healing through Gaming -- Angioplasty surgery simulator development: Kazakhstani experience -- eXtended Reality in Industrial Field -- Evaluating telecollaboration modalities for the realization of an industrial maintenance operation in a constrained environment -- A Comprehensive Approach to the Analysis of VR Training Progress of Industry 4.0 Employees -- Extended Reality Product Configuration for Flexible Production System: A Case Study -- 3D Virtual System of the Automatic Vehicle Painting Process Using the Hardware in the Loop Technique, oriented to Industrial Automation Training.

Sommario/riassunto

This two-volume set LNCS 14218 and LNCS 14219 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2023, held in Lecce, Italy, during September 6-9, 2023. The 59 full papers presented together with 11 short papers were carefully reviewed and selected from 97 submissions. They cover a wide range of many different research topics such as: eXtended reality; digital twin; artificial intelligence; user experience in eXtended reality; virtual reality for neurofeedback, biofeedback and emotion recognition; eXtended reality in education; eXtended reality and metaverse in cultural heritage; eXtended reality in health and medicine; and

