

1. Record Nr.	UNINA9910743699503321
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Titolo	Extended Reality : International Conference, XR Salento 2023, Lecce, Italy, September 6-9, 2023, Proceedings, Part II // edited by Lucio Tommaso De Paolis, Pasquale Arpaia, Marco Sacco
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	9783031434044 3031434048
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (550 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14219
Altri autori (Persone)	ArpaiaP (Pasquale) SaccoMarco
Disciplina	006
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
Formato	Materiale a stampa
Livello bibliografico	Monografia
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

