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	Human-computer interaction
	Computer networks
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Nota di contenuto	A model for assessing and sorting virtual locomotion techniques according to their fidelity to real walking -- The WalkingSeat: a Leaning Interface for Locomotion in Virtual Environments -- Ubiquity of VR: Towards Investigating Ways of Interrupting VR Users to Obtain their Attention in Public Spaces -- Rhythmic Stimuli and Time Experience in Virtual Reality -- A Mixed Reality Setup for Prototyping Holographic

Cockpit Instruments -- AR Patterns: Event-driven Design Patterns in Creating Augmented Reality Experiences -- Collaborative VR Anatomy Atlas -- An open-source fine-grained benchmarking platform for wireless virtual reality -- 3D molecules visualization with XRmol: an AR web tool for mobile devices -- Correlations of Flow, Usability, Workload and Presence with Task Performance in a Spatially Distributed Memory Task -- Evaluating the Worker Technology Acceptance of a Mixed Reality Technical Documentation -- Changes in concentration performance after short-term virtual reality training in e-athletes -- Biophilic Design of Virtual Workplaces: Effect of Animations on User Attention -- XR for First Responders: Concepts, Challenges and Future Potential of Immersive Training.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 20th International Conference on Virtual Reality and Mixed Reality, EuroXR 2023, held in Rotterdam, the Netherlands, during November 29-December 1, 2023. The 14 full papers presented together with 2 short papers were carefully reviewed and selected from 42 submissions. The papers are grouped into the following topics: Interaction in Virtual Reality; Designing XR Experiences; and Human Factors in VR: Performance, Acceptance, and Design. |