1.	Record Nr.	UNISA996550561303316
	Autore	De Paolis Lucio Tommaso
	Titolo	Extended Reality [[electronic resource]] : International Conference, XR Salento 2023, Lecce, Italy, September 6-9, 2023, Proceedings, Part I / / edited by Lucio Tommaso De Paolis, Pasquale Arpaia, Marco Sacco
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
	ISBN	3-031-43401-3
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (555 pages)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14218
	Altri autori (Persone)	ArpaiaPasquale SaccoMarco
	Disciplina	006
	Soggetti	Image processing - Digital techniques Computer vision Application software Artificial intelligence Computer engineering Computer networks User interfaces (Computer systems) Human-computer interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications Artificial Intelligence Computer Engineering and Networks User Interfaces and Human Computer Interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	eXtended Reality -- Passive haptic feedback for more realistic and efficient grasping movements in virtual environments -- Virtual 3D System of Two Interconnected Tanks for Level Control Using the Hardware in The Loop Technique -- Virtual Environment for the control of a temperature process based on Hardware-in-the-Loop -- Visualization of large datasets in Virtual Reality systems -- A framework for animating customized avatars from monocular videos in virtual try-on applications -- A Framework for Developing Multi-User

immersive Virtual Reality Learning Environments -- Embracing XR System without Compromising on Security and Privacy -- Semantic Explorable Representation of 3D Content Behavior -- A Conceptual Framework for Maturity Evaluation of BIM-based AR/VR Systems based on ISO Standards -- Design and Development of a Dynamic Fire Signage System for Building Evacuation: A VR Simulation Study -- Effortlessly populating immersive training simulations with background characters -- The Experience of a Self-Assessment Tool for Enhancing XR Technology Adoption in SMEs and HEIs across Europe -- Game Engine Platforms Supporting Metaverse-Linking Process: a Case Study on Virtual 3D Printing -- Investigating Age Differences in Passive Haptic Feedback for Immersive Virtual Reality: A Pilot Study on Configuration Tasks -- The Social and hUman ceNtered XR: SUN XR project -- Narrative Perspectives and Embodiment in Cinematic Virtual Reality -- Digital Twin -- Towards a Digital Twin Implementation of Eastern Crete: An educational approach -- Digital Twin and Extended Reality in Industrial contexts: a Bibliometric Review -- Towards the Development of a Digital Twin for Micro Learning Factory: A Proof-of-Concept -- State of the art (the present and the future) of Urban Digital Twin platforms -- Artificial Intelligence -- The application of the preoperative image-guided 3D visualization supported by Machine Learning to the prediction of organs reconstruction during pancreaticoduodenectomy via a Head-Mounted Displays -- eXtended Reality & Artificial Intelligence-based surgical training: a review of reviews -- Smart Meters and Customer Consumption Behavior: An Exploratory Analysis Approach -- User Experience in eXtended Reality -- Are virtual reality serious games safe for children? Design keys to avoid motion sickness and visual fatigue -- The impact of usability and learnability on presence factors in a VR human body navigator -- Seamless Virtual Object Transitions: Enhancing User Experience in Cross-Device Augmented Reality Environments -- Usability evaluation of Mixed Reality applications in VET training -- Design Strategies to Enhance Awareness in MR Collaborative Systems -- Comparison of User Intent for Mixed Reality and Augmented Reality in Hedonistic Shopping Experiences -- Rapid Mixed Reality Prototyping for Novel Interaction Devices: Evaluating a Transparent Handheld Display -- Virtual Reality for Neurofeedback, Biofeedback and Emotion Recognition -- Emotion tracking in Virtual Reality Fashion Shows -- Measuring the Effectiveness of Virtual Reality for Stress Reduction: Psychometric Evaluation of the ERMES Project -- HRV-based detection of Fear of Heights in a VR Environment -- Role of the Motor Cortex in Virtual Reality-based Neurofeedback for Emotional Self-Regulation -- Design and Development of an Adaptive Multisensory Virtual Reality System for Emotional Self-Regulation.

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 60 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 eXtended reality in industrial field.

2.	Record Nr.	UNINA9910785077403321
	Autore	Olivelle Patrick
	Titolo	The asrama system : the history and hermeneutics of a religious institution / / Patrick Olivelle
	Pubbl/distr/stampa	New York ; ; Oxford : , : Oxford university Press, , 1993
	ISBN	0-19-774141-X 81-215-1135-6 1-280-65487-2 9786610654871 0-19-534478-2
	Descrizione fisica	1 online resource (289 pages)
	Disciplina	294.544
	Soggetti	Asramas (Four stages of life) Religious life - Hinduism
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references (p. 247-262) and index.
	Nota di contenuto	Contents; Abbreviations; Prologue; I. INTRODUCTION; 1. Meaning and Method; 2. Background and Context; II. THE EARLY PERIOD; 3. The Origins; 4. Ingredients of Change; III. THE CLASSICAL PERIOD; 5. The Classical Asrama System; 6. Development of the Classical System; 7. The Asramas and Other Brahmanical Institutions; 8. The Asrama System in Medieval Theology; Epilogue; Bibliography; Index
	Sommario/riassunto	A study of the Asrama system, a Hindu construct consisting of four legitimate ways of leading a religious life. The author traces its early history and explains how Asrama gradually established connections with other Hindu religious institutions to emerge as a central tenet of the Hindu dharma.