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Nota di contenuto	Mixed reality use in higher education : results from an international survey / J. Riman, N. Winters, J. Zelenak, I. Yucel, J.G. Tromp -- Applying 3D VR technology for human body simulation to teaching, learning and studying / Le Van Chung, Gia Nhu Nguyen, Tung Sanh Nguyen, Tri Huu Nguyen, Dac-Nhuong Le -- A safety tracking and sensor system for school buses in Saudi Arabia / Samah Abbas, Hajar Mohammed, Laila Almalki Maryam Hassan, Maram Meccawy -- A lightweight encryption algorithm applied to a quantized speech image for secure IoT / Mourad Talbi -- The impact of social media adoption on entrepreneurial ecosystem / Bodor Almotairy, Manal Abdullah, Rabeeh Abbasi -- Human factors for e-health training system : UX testing for XR anatomy training app / Zhushun Timothy Cai, Oliver Medonza, Kristen Ray, Chung Van Le, Damian Schofield, Jolanda Tromp -- Augmented reality at heritage sites : technological advances and embodied spatially minded interactions / Lesley Johnston, Romy Galloway, Jordan John Trench, Matthieu Poyade, Jolanda Tromp, Hoang Thi My -- TELECI architecture for machine learning algorithms

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Sommario/riassunto

"As we have entered the Industrial Revolution 4.0, XR applications, in combination with AI/IoT technologies, are fundamentally changing the way we work and live, generally referred to as "Industry 4.0" or "IR4.0". Developments in these fields are very important because the novel combinations of these technologies can help improve and save lives, improve the work and collaboration processes and create smart objects, in smart systems and smart cities. This in turn has far-reaching effects for educational, organizational, economic and social improvements to the way we work, teach, learn and care for ourselves and each other"--