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Nota di contenuto	Virtual reality as a tool for behavior analysis and applications Nora Edith Rangel Bernal, Adriana Pena Perez Negron and Carlos de Jesus Torres Ceja Navigating in Virtual Reality Adriana Pena Perez Negron1, Graciela Lara Lopez and Elsa Estrada Guzman User modeling systems adapted to virtual environments Graciela Lara Lopez, Adriana Pena Perez Negron, Jose Paladines, and Francisco Rubio Synthetic Perception and Decision-Making for Autonomous Virtual Humans in Virtual Reality Applications Hector Rafael Orozco Aguirre, Daniel Thalmann, and Felix Francisco Ramos Corchado An internal model for characters in Virtual Environments: emotion, mood and personality Frank Julca, Gonzalo Mep ndez, and Raquel Hervap s Pedagogical agents as virtual tutors: applications and future trends in Intelligent Tutoring Systems and Virtual Learning Environments Hector Rafael Orozco Aguirre Gamification in Virtual Reality Environments for the integration of highly effective teams Mirna Munoz, Adriana Pena Perez Negron, and Luis Hernandez Integrating Virtual Reality into Learning-Objects based courses Jaime Munoz-Arteag and Hector Cardona Reyes Virtual

simulation of road traffic based on Multi-agent systems Hector Rafael Orozco Aguirre, Maricela Quintana Lopez, Saul Lazcano Salas, and Victor Manuel L Moreno The sense of touch as the last frontier in Virtual Reality technology Jonatan Martinez, Arturo S. Garcia, Miguel Oliver, Pascual Gonzalez, and Jose P. Molina

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## Sommario/riassunto

Virtual Reality is not real life. Instead it is life-like creations using computer-generated scenarios. Human behavior is replicated in virtual scenarios, where every detail is controlled by computers, and in situations that can be repeated under the same conditions. Based on technology and design, the user can experience presence. In the virtual world, users are embodied in avatars that represent them and are the means to interact with the virtual environment. Avatars are graphical models that behave on behalf of the human behind them. The user avatar is a proxy that also backs interaction with others, allowing computer-mediated interactions. Analyses directed to understand people's perceptions, personal and social behavior in computer mediated interactions, comprise a multidisciplinary area of study that involves, among others, computer science, psychology and sociology. In the last two decades a number of studies supported by Virtual Reality have been conducted to understand human behavior, in some cases the implications of the technology, or to reproduce artificial human behavior. This book presents a collection of studies from recognized researchers in the area.

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