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Nota di contenuto Part 1: Perception, Interaction and Design: The Effects of a Virtual Instructor with Realistic Lip Sync in an Augmented Reality Environment -- Assessing Body Dissatisfaction and Attentional Bias Towards the Body Using Eye-Tracking Technology in Virtual Reality -- Bridging Tradition and Innovation: Exploring the Factors Influencing Students' Intention to Use Metaverse Technology for Chinese Calligraphy

Learning -- AWARESCUES: Awareness Cues Scaling with Group Size and Extended Reality Devices -- Factors of Haptic Feedback in a VR Experience using Virtual Tools: Evaluating the Impact of Visual and Force Presentation -- Does It Look Real? Visual Realism Complexity Scale for 3D Objects in VR -- Augmenting Self-Presentation: Augmented Reality (AR) Filters Use Among Young Adults -- Motion-sensing Interactive Game Design of Wuqinxi for Hearing-impaired People -- Perceived Playfulness: Factors Affecting the VR Display Experience in Museums. Part 2: User Experience and Evaluation: HoloLens 2 Technical Evaluation as Mixed Reality Guide -- Games That Move You: A Cinematic User Experience Evaluation of VR Games -- Scientific Knowledge Database to Support Cybersickness Detection and Prevention -- Evaluation of Large Language Model Generated Dialogues for an AI Based VR Nurse Training Simulator -- Evaluation of the Effect of Three-dimensional Shape in VR Space on Emotion Using Physiological Indexes -- Affecting Audience Valence and Arousal in 360 Immersive Environments: How Powerful Neural Style Transfer Is? -- Exploring User Preferences for Walking in Virtual Reality Interfaces through an Online Questionnaire -- "Not in Kansas Anymore" Exploring Avatar-Player Dynamics through a Wizard of Oz Approach in Virtual Reality -- The Correlations of Scene Complexity, Workload, Presence, and Cybersickness in a Task-Based VR Game -- The influence of the level of detail and interactivity of 3D elements on UX in XR applications -- Exploration of Cultural IP Image and Common Pattern Gene Extraction in Virtual Reality Design Interaction.

| Sommario/riassunto | This three-volume set LNCS 14706-14708 constitutes the refereed proceedings of the 16th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2024, held as part of the 26th International Conference, HCI International 2024, in Washington, DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The VAMR 2024 proceedings were organized in the following topical sections: Part I: : Perception, Interaction and Design; User Experience and Evaluation. Part II: Immersive Collaboration and Environment Design; Sensory, Tangible and Embodied Interaction in VAMR. Part III: Immersive Education and Learning; VAMR Applications and Development. |