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Nota di contenuto	Part 1: Immersive Collaboration and Environment Design: Navigating Real-to-Virtual Onboarding: A Holistic Exploration and Framework for Immersive Transitions -- Research on the Benefits of Biophilia Effects in Virtual Environments -- LimberUI: A Model-Based Design Tool for 3D UI Layouts Accommodating Uncertainty in Context of Use and User Attributes -- XR Smart Environments Design and Fruition: Personalizing

Shared Spaces -- Exploring VR Wizardry: A Generic Control Tool for Wizard of Oz Experiments -- The Impact of Different Levels of Spatial Cues on Size Perception: A Spatial Perception Study of Altered Conditions -- Modeling and Simulation Technologies for Effective Multi-Agent Research -- Optimizing XR User Experiences through Network-Based Asset Bundles -- Enhancing Remote Collaboration Through Drone-Driven Agent and Mixed Reality -- Identifying Influencing Factors of Immersion in Remote Collaboration. Part 2: Sensory, Tangible and Embodied Interaction in VAMR: Study of Perception and Cognition in Immersive Digital Twins for Robotic Assembly Processes -- A Literature Review and Proposal Towards the Further Integration of Haptics in Aviation -- Investigation of the Impression Given by the Appearance and Gestures of a Virtual Reality Agent Describing a Display Product -- Assessing the Influence of Passive Haptics on User Perception of Physical Properties in Virtual Reality -- Collecting and Analyzing the Mid-Air Gestures Data in Augmented Reality and User Preferences in Closed Elicitation Study -- Research on the Multisensory Feedback Representation of the Menu Cards in VR Home Interface -- Augmented Reality Compensatory Aid for Improved Weapon Splash-Zone Awareness -- Augmented Virtuality – A Simplified, Scalable, and Modular Open-Source Unity Development System for Tangible VR with the Meta Quest 2 -- An Analysis of the Sense of Presence and Cybersickness in Virtual Reality: The Influence of Content Type, Exposure Time, and Gender -- Proof-of-concept MARG-based Glove for Intuitive 3D Human-Computer Interaction -- An Effective Design on Locomotion and View Management for An Immersive Analytics Platform in Everyday Use.

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.