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Nota di contenuto	-- Extended Reality in Rehabilitation. -- Virtual Reality for Carpal Tunnel Syndrome Rehabilitation: A Comprehensive Approach to Therapeutic Efficacy. -- Assessment of Neuroaesthetic Criteria to Select Hedonic Stimuli for Rehabilitation: a Preliminary Study. -- Validation of a MediaPipe system for markerless motion analysis during virtual reality rehabilitation. -- Exploring the Application and Usability of Emerging Technologies in Neuromotor Rehabilitation for a Patient with 5q-Spinal Muscular Atrophy Type 2 Receiving a Gene-Based Therapy: A Single Case Study. -- Virtual Reality and Virtual Human in support of rehabilitation methods such as lip reading. -- Extended Reality in Industry. -- Augmented Reality for Enhanced Usability and Functionality of Industrial SCADA Systems. -- Instructive HMI Approach Based on Augmented Reality for UFactory Lite 6 Robotic Arm Basic Control. -- 3D Virtual System for Learning in the Interpretation of Piping and Instrumentation Diagrams Using the ISA 5.1 Standard. -- 3D virtual system for training operators in automatic control of a two-phase separator. -- An Approach Toward Training Better Construction Industry Installers by Using Augmented Reality. -- Development of Educational Tools for Industrial Control using HIL Simulation. -- Managing Training Scenarios in a Distributed Virtual Electrician Training System. -- Extended Reality in Cultural Heritage and Performing Arts.

-- A tool for the analysis and Virtual Reality visualization of the virtual restoration of Cultural Heritage 3D models. -- Exploring Acoustics Perception through XR Spatial Audio Experiences: Experiments and Data Collection for the 'Listen to The Theatre' Project. -- Beneath the Louvre pyramid: Immersive auralisation workflow for evaluating potential acoustic treatments. -- The Missing Sky: a dome for the SS. Medici of Alberobello. VR for heritage valorization. -- Integration and (re)Use of Digital Data in a Geomatics-Virtual Reality Workflow for Heritage Site Virtual Reconstruction: The Case of Tiwanaku UNESCO Site, Bolivia. -- LLM-Aided Museum Guide: Personalized Tours Based on User Preferences. -- Investigating Tourist Acceptance of a VR Multisensory System in a Public Weapons Exhibition. -- Empowering XR Heritage Through a Blockchain-Based Revenue Sharing System. -- chnological Representations of Architectural Space: A Comparative Analysys of Kundmannngasse Haus and Casa Batlló. -- A case study in XR live performance. -- Designing digital solutions in the cultural heritage and tourism industry for advancing visitors' experiences: SMEs needs, preferences, and expectations. -- Extended Reality in Performing Arts: Enhancing the Experience of Archaeological Heritage. -- An Interactive Digital Experience to Enhance the Cultural Heritage of the Town of Gallipoli: The Gallipoli MAB Project. -- Re-reading Calvino: "Il Barone Rampante" in the Metaverse. -- A View-planning Approach to 3D Reconstruction.

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#### Sommario/riassunto

The four-volume proceedings set LNCS 15027, 15028, 15029 and 15030 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2024, held in Lecce, Italy during September 4–7, 2024. The 63 full papers and 50 short papers included in these proceedings were carefully reviewed and selected from 147 submissions. They were organized in the following topical sections: Extended Reality; Artificial Intelligence & Extended Reality; Extended Reality and Serious Games in Medicine; Extended Reality in Medicine and Rehabilitation; Extended Reality in Industry; Extended Reality in Cultural Heritage; Extended Reality Tools for Virtual Restauration; Extended Reality and Artificial Intelligence in Digital Humanities; Extended Reality in Learning; and Extended Reality, Sense of Presence and Education of Behaviour.

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