

| | |
|-------------------------|---|
| 1. Record Nr. | UNINA9910811663903321 |
| Autore | Münnix Gabriele |
| Titolo | Identite = Identitat = Identity // Association Internationale des Professeurs de Philosophie (editor) |
| Pubbl/distr/stampa | Nordhausen, Deutschland : , : Traugott Bautz, , [2019] |
| ISBN | 3-95948-716-9 |
| Descrizione fisica | 1 online resource (207 pages) |
| Collana | Europa Forum Philosophie ; ; 68 |
| Disciplina | 126 |
| Soggetti | Identity (Philosophical concept) |
| Lingua di pubblicazione | Francese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| 2. Record Nr. | UNINA9910993928603321 |
| Autore | Barry Dana M |
| Titolo | Applications of Metaverse and Virtual Reality to Creative Education and Industry // edited by Dana M. Barry, Hideyuki Kanematsu |
| Pubbl/distr/stampa | Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2025 |
| ISBN | 9789819633418 9819633419 |
| Edizione | [1st ed. 2025.] |
| Descrizione fisica | 1 online resource (232 pages) |
| Collana | Intelligent Systems Reference Library, , 1868-4408 ; ; 267 |
| Altri autori (Persone) | KanematsuHideyuki |
| Disciplina | 006.8 |
| Soggetti | Virtual reality Augmented reality Learning, Psychology of Educational technology Engineering - Data processing User interfaces (Computer systems) Human-computer interaction Artificial intelligence Virtual and Augmented Reality Learning Psychology Digital Education and Educational Technology Data Engineering |

| | |
|-------------------------|--|
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | <p>Chapter 1. Creative Education and Its Importance to Industry -- Chapter 2. Social Revolution Accompanying New Technology -- Chapter 3. Introduction to Metaverse with a Focus on Second Life (SL) and Japan's Island there -- Chapter 4. Creative Problem-Based Learning (PBL) Activities Successfully Carried Out in Second Life -- Chapter 5. Building Virtual Worlds for the Video Game Industry -- Chapter 6. Virtual Reality and Architectural Design for Industry -- Chapter 7. Application of Virtual Reality to Medical Education -- Chapter 8. General Information about Virtual Reality Headsets -- Chapter 9. Activities and Results for Individuals Engaging in Creative Lessons using Virtual Reality Headsets -- Chapter 10. Physiological Results Obtained from Individuals Using Virtual Reality (VR) Headsets along with Google Sensor Glasses -- Chapter 11. For the Future: Fusion of Real and Virtual Worlds.</p> |
| Sommario/riassunto | <p>This book provides excellent examples of metaverse and virtual reality and their unlimited possibilities for education and industry. By examining innovative educational activities in both real and virtual worlds, such as Second Life, SL (a three-dimensional world where avatars perform specific tasks on behalf of us), we get a unique perspective on how these technologies can revolutionize learning and professional practices. Metaverse offers a fully immersive and interconnected virtual environment, enabling individuals to engage in digital experiences that closely resemble real-world interactions, thereby providing limitless possibilities for education and industry. In addition, the chapters cover various key topics, including the integration of virtual reality in creative game design, the use of VR (virtual reality) headsets with sensor glasses for physiological data collection, and the application of VR in fields like architecture and medical education. Artificial Intelligence, Robotics, and Machine Learning (along with other related fields) are also mentioned. In addition, readers will encounter discussions about the future fusion of real and virtual worlds, highlighting the role of Digital Twin Technology and Augmented Reality. The book invites readers to consider critical questions about the implications of these technologies for society and industry. This book is a must-read for students, educators, engineers, and researchers interested in the cutting-edge applications of virtual reality and the metaverse. It serves as a textbook, reference, and practical guide, making it invaluable for academic audiences and professionals seeking to harness the power of these technologies for innovative solutions. Whether you are a professor, scientist, or engineer, or simply curious about the metaverse, avatars, and virtual reality, this book promises to be a rewarding journey into the limitless potential of these technologies for creative education and industry. .</p> |