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Nota di contenuto	Investigating the Use of Deep Neural Networks for Predicting Perceived Realism in VR Scenes -- PHANTOMATRIX: A Framework for Predicting Physiological Reactions in Virtual Reality with Machine Learning -- PHANTOMATRIX: A Framework for Predicting Physiological Reactions in Virtual Reality with Machine Learning -- Supporting Metaphor Elicitation in Asymmetric Virtual Environments -- Supporting Metaphor Elicitation in Asymmetric Virtual Environments -- A mixed reality graded cueing model to support the activities of daily living -- A mixed reality graded cueing model to support the activities of daily living -- Using Intelligent Augmented Reality to Enhance Social-Emotional

Reciprocity Skills for Children with Autism Spectrum Disorder -- Toward context-awareness in mixed reality: supporting spatial reasoning with object detection and ontologies -- Effects of Human Avatar Representation in Virtual Reality on Inter-Brain Connections -- Facial Expression Recognition on VR-Occluded Images for Personalised Self-Attachment Intervention -- Towards a Modular Architecture for eXtended Reality Systems -- Mutashar: Oman's Tailored AI-Powered Tool for Career selection -- Gamified Learning with AI: A Comparative Look at Educational Game Frameworks and the Potential for AI Integration -- An Exploratory Study of Using AI Tools to Analyse Classroom Discourse Data -- Bibliometric Analysis of Generative Artificial Intelligence in Higher Education -- Bibliometric Analysis of Generative Artificial Intelligence in Higher Education -- Quantitative and Qualitative Literature Review of Augmented Reality in Teaching and in Technical Laboratories since 2010 -- Smoke Detection for Process Pipeline Gas Leaks -- Smoke Detection for Process Pipeline Gas Leaks -- The Personalized Food Recommendation System Framework for Type 2 Diabetes -- Neural Network-Particle Swarm Optimization Approach for Prediction of Deformation and Parallel Bending Strength of Guadua angustifolia Kunth -- Object Searching and Adaptive Grasping for Household Assisting Robot -- Acceptance Level of Generated AI: Empirical Study in Japan and Malaysia -- Research on E-commerce Recommendation Algorithms Based on Deep Learning.

Sommario/riassunto

This book provides the proceedings of the 8th International Conference on Artificial Intelligence and Virtual Reality (AIVR 2024). The focus is interdisciplinary in nature, and includes research on all aspects of artificial intelligence and virtual reality, from fundamental development to the applied system. It constitutes a great honour and pleasure for us to publish the selected excellent works and recent research trends of scholars and graduate students from the 8th International Conference on Artificial Intelligence and Virtual Reality (AIVR 2024) (Fukuoka, Japan, July 19-21, 2024), hosted and organized by Fukuoka Institute of Technology in conjunction with other four universities and Beijing Huaxia Rongzhi Blockchain Technology Institute. The topics of AIVR 2024 cover system techniques, performance, and implementation; content creation and modelling; cognitive aspects, perception, user behaviour; AI technologies; interactions, interactive and responsive environments; AI/VR applications and case studies. These technologies have the potential to support AI and VR systems in many areas of production, management, business, healthcare, networks, intelligent control, traffic management, logistics, crisis response, human interfaces, etc.