1. Record Nr. UNISA996485665803316

Titolo	Extended reality . Part II : first International Conference, XR Salento 2022, Lecce, Italy, July 6-8, 2022, proceedings / / Lucio Tommaso De Paolis, Pasquale Arpaia and Marco Sacco (editors)
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2022] ©2022
ISBN	3-031-15553-X
Descrizione fisica	1 online resource (469 pages)
Collana	Lecture notes in computer science ; ; Volume 13446
Disciplina	006.8
Soggetti	Virtual reality Mixed reality
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Keynote Abstracts -- Extend Human Performances with Augmented Reality -- Past and Coming 20 Years with Augmented Reality -- Remote and Close Range Sensing, Imaging and eXtended Reality for the Interpretation and Conservation of Cultural Heritage -- Contents - Part II -- Contents - Part I -- eXtended Reality for Learning and Training -- Mixed Reality Agents for Automated Mentoring Processes -- 1 Introduction -- 2 Related Work -- 3 Realization -- 3.1 Virtual Agents Framework -- 3.2 Architecture of the Mixed Reality Mentoring Agent -- 3.3 Extensions for Mentoring: Behavior Trees -- 3.4 Mentoring Prototype Application -- 4 Evaluation -- 4.1 Preparations and Setup -- 4.2 Results -- 5 Discussion -- 6 Conclusion and Future Work -- References -- Asynchronous Manual Work in Mixed Reality Remote Collaboration -- 1 Introduction -- 2 Related Work -- 2.1 Asynchronous Collaboration in MR -- 2.2 Spatial Capture and Replay of Body Motions -- 2.3 Representation of Non-present Collaborators -- 2.4 Contribution -- 3 Asynchronous Capture and Replay of Spatial Work -- 3.1 Representation of Collaborators and Their Manual Work -- 3.2 Record and Replay Process -- 4 Application in Remote Assembly Training -- 5 Pilot Experiment -- 5.1 Experimental Design -- 5.2 Results -- 5.3 Limitations -- 6 Conclusion -- References -- A Virtual Reality Serious Game for Children with Dyslexia: DixGame

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2. Record Nr. UNIORUON00505028

Titolo	Der Kaukasus zwischen Osteuropa und Vorderem Orient in der Bronze- und Eisenzeit: Dialog der Kulturen, Kultur des Dialoges : Internationale Fachtagung für die Archäologie des Kaukasus und Humboldt-Kolleg (5. -8. Oktober 2015, Sankt Petersburg) (2020) / Deutsches Archäologisches Institut, Eurasien-Abteilung, Russische Akademie der Wissenschaften, Institut für Geschichte der Materiellen Kultur, Staatliche Ermitage Sankt Petersburg ; Maya T. Kašuba, Sabine Reinhold und Jutij Ju. Piotrouvskij (Hrsg.)
Pubbl/distr/stampa	XXIV, 590 p., : ill. ; 30 cm
ISBN	978-34-960164-2-7
Edizione	[Berlin : Dietrich Reimer Verlag]
Descrizione fisica	Testo parallelo in tedesco e russo; Volume rilegato al contrario
Classificazione	CAU X
Soggetti	Archeologia - Asia Centrale Archeologia - Caucaso - età del bronzo Archeologia - Caucaso - età Del Ferro Archeologia - Caucaso - Neolitico
Lingua di pubblicazione	Russo Tedesco Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia