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Titolo	Virtual, Augmented and Mixed Reality [[electronic resource]] : 7th International Conference, VAMR 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings // edited by Randall Shumaker, Stephanie Lackey
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-21067-X
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XVII, 546 p. 194 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9179
Disciplina	006.8
Soggetti	User interfaces (Computer systems) Multimedia systems Computers and civilization Artificial intelligence Application software User Interfaces and Human Computer Interaction Media Design Computers and Society Artificial Intelligence Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	User experience in virtual and augmented Environments -- Developing virtual and augmented Environments -- Agents and robots in virtual Environments -- VR for learning and Training -- VR in Health and Culture -- Industrial and military applications.
Sommario/riassunto	This volume constitutes the refereed proceedings of the 7th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCI 2015, held in Los Angeles, CA, USA, in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from

4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The 54 papers included in this volume are organized in the following topical sections: user experience in virtual and augmented environments; developing virtual and augmented environments; agents and robots in virtual environments; VR for learning and training; VR in Health and Culture; industrial and military applications.

2. Record Nr.

Titolo

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Pubbl/distr/stampa

IEEE standard for local and metropolitan area networks . Amendment 27
Enhancements to bridging of IEEE 802.11 media : bridges and bridged
networks

ISBN

New York : , : IEEE, , 2016

Descrizione fisica

1-5044-2260-0

1 online resource (26 pages)

Disciplina

004.68

Soggetti

Local area networks (Computer networks) - Standards

Metropolitan area networks (Computer networks) - Standards

Computer networks - Security measures - Standards

Lingua di pubblicazione

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Materiale a stampa

Livello bibliografico

Monografia

Sommario/riassunto

Protocols, procedures, and managed objects to allow IEEE 802.11 media to provide internal connections within bridged networks, as well as access to bridged networks, are provided in this amendment. Scope: This standard specifies protocols, procedures, and managed objects to allow IEEE 802.11 media to provide internal connections within bridged networks, as well as access to bridged networks.