

1. Record Nr.	UNISA996308753603316
Autore	Gaggioli Andrea
Titolo	Human Computer Confluence : Transforming Human Experience Through Symbiotic Technologies // Andrea Gaggioli, Alois Ferscha, Giuseppe Riva, Stephen Dunne, Isabelle Viaud-Delmon
Pubbl/distr/stampa	Warsaw ; ; Berlin : , : De Gruyter Open Poland, , [2016] ©2015
ISBN	3-11-047113-2
Descrizione fisica	1 online resource
Disciplina	610
Soggetti	Behavior Media Modeling Media psychology SNSs Social Networking MEDICAL / Clinical Medicine Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Contents -- Foreword / Van de Velde, Walter -- Section I: Conceptual Frameworks and Models -- 1. A Research Agenda for Human Computer Confluence / Ferscha, Alois -- 2. Designing Blended Spaces for Collaboration / Benyon, David / Mival, Oli -- 3. "Being There" in a Virtual World: an Enactive Perspective on Presence and its Implications for Neuropsychological Assessment and Rehabilitation / Morganti, Francesca -- 4. Embodied Medicine: What Human-Computer Confluence Can Offer to Health Care / Riva, Giuseppe -- 5. Neural Mechanisms of Bodily Self-Consciousness and the Experience of Presence in Virtual Reality / Herbelin, Bruno / Salomon, Roy / Serino, Andrea / Blanke, Olaf -- 6. Transformative Experience Design / Gaggioli, Andrea -- Section II: Emerging Interaction Paradigms -- 7. From Musical Interfaces to Musical Interactions / Bevilacqua, Frédéric / Schnell, Norbert -- 8. Designing Three-Party Interactions for Music Improvisation Systems / Maniatakos, Fivos -- 9. The BEAMING Proxy:

Towards Virtual Clones for Communication / Friedman, Doron / Hasler, Béatrice S. -- 10. Brain-Machine Symbiosis / Leeb, Robert / Chavarriga, Ricardo / Millán, José d. R -- 11. The Human as the Mind in the Machine: Addressing Big Data / Freeman, Jonathan / Miotto, Andrea / Lessiter, Jane / Verschure, Paul / Omedas, Pedro / Seth, Anil K. / Papadopoulos, Georgios Th. / Caria, Andrea / André, Elisabeth / Cavazza, Marc / Gamberini, Luciano / Spagnolli, Anna / Jost, Jürgen / Kouider, Sid / Takács, Barnabás / Sanfeliu, Alberto / De Rossi, Danilo / Cenedese, Claudio / Bintliff, John L. / Jacucci, Giulio -- 12. Studying Human-Human interaction to build the future of Human-Robot interaction / D'Ausilio, Alessandro / Lohan, Katrin / Badino, Leonardo / Sciutti, Alessandra -- Section III: Applications -- 13. State of the Art in Technology-Supported Resilience Training For Military Professionals / Favié, Joris / Vakili, Vanessa / Brinkman, Willem-Paul / Morina, Nexhmedin / Neerincx, Mark A. -- 14. An Integrative Framework for Tailoring Virtual Reality Based Motor Rehabilitation After Stroke / Cameirão, Mónica S. / Bermúdez i Badia, Sergi -- 15. Active Confluence: A Proposal to Integrate Social and Health Support with Technological Tools / Gamito, Pedro / Oliveira, Jorge / Brito, Rodrigo / Morais, Diogo -- 16. Human Computer Confluence in the Smart Home Paradigm: Detecting Human States and Behaviours for 24/7 Support of Mild-Cognitive Impairments / Papamakarios, Georgios / Giakoumis, Dimitris / Vasileiadis, Manolis / Drosou, Anastasios / Tzovaras, Dimitrios -- 17. Human-Car Confluence: "Socially-Inspired Driving Mechanisms" / Riener, Andreas / Jeon, Myoungsoon / Ferscha, Alois -- List of Figures -- List of Tables

Sommario/riassunto

Human-computer confluence refers to an invisible, implicit, embodied or even implanted interaction between humans and system components. New classes of user interfaces are emerging that make use of several sensors and are able to adapt their physical properties to the current situational context of users. A key aspect of human-computer confluence is its potential for transforming human experience in the sense of bending, breaking and blending the barriers between the real, the virtual and the augmented, to allow users to experience their body and their world in new ways. Research on Presence, Embodiment and Brain-Computer Interface is already exploring these boundaries and asking questions such as: Can we seamlessly move between the virtual and the real? Can we assimilate fundamentally new senses through confluence? The aim of this book is to explore the boundaries and intersections of the multidisciplinary field of HCC and discuss its potential applications in different domains, including healthcare, education, training and even arts.
