Record Nr. UNISA996465388803316 Virtual, Augmented and Mixed Reality: Systems and Applications **Titolo** [[electronic resource]]: 5th International Conference, VAMR 2013, Held as Part of HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, Proceedings, Part II / / edited by Randall Shumaker Pubbl/distr/stampa Berlin, Heidelberg:,: Springer Berlin Heidelberg:,: Imprint: Springer, 2013 **ISBN** 3-642-39420-5 Edizione [1st ed. 2013.] Descrizione fisica 1 online resource (XXVI, 445 p. 209 illus.) Information Systems and Applications, incl. Internet/Web, and HCI;; Collana 8022 006.8 Disciplina Soggetti User interfaces (Computer systems) Application software Education—Data processing Health informatics User Interfaces and Human Computer Interaction **Computer Applications** Computers and Education **Health Informatics** Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Bibliographic Level Mode of Issuance: Monograph Note generali Nota di contenuto Healthcare and medical applications -- Virtual and augmented environments for learning and education -- Business, industrial and military applications -- Culture and entertainment applications. Sommario/riassunto Here is the second of a two-volume set (LNCS 8021 and 8022) that constitutes the refereed proceedings of the 5th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address

the latest research and development efforts and highlight the human

aspects of design and use of computing systems. The papers accepted for presentation 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 total of 88 contributions included in the VAMR proceedings were carefully reviewed and selected for inclusion in this two-volume set. The papers included in this volume are organized in the following topical sections: healthcare and medical applications; virtual and augmented environments for learning and education; business, industrial and military applications; culture and entertainment applications.