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Altri autori (Persone)	ArpaiaPasquale SaccoMarco
Disciplina	006
Soggetti	Image processing - Digital techniques Computer vision Application software Artificial intelligence Computer engineering Computer networks User interfaces (Computer systems) Human-computer interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications Artificial Intelligence Computer Engineering and Networks User Interfaces and Human Computer Interaction
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Nota di contenuto	eXtended Reality -- Passive haptic feedback for more realistic and efficient grasping movements in virtual environments -- Virtual 3D System of Two Interconnected Tanks for Level Control Using the Hardware in The Loop Technique -- Virtual Environment for the control of a temperature process based on Hardware-in-the-Loop -- Visualization of large datasets in Virtual Reality systems -- A framework for animating customized avatars from monocular videos in virtual try-on applications -- A Framework for Developing Multi-User

immersive Virtual Reality Learning Environments -- Embracing XR System without Compromising on Security and Privacy -- Semantic Explorable Representation of 3D Content Behavior -- A Conceptual Framework for Maturity Evaluation of BIM-based AR/VR Systems based on ISO Standards -- Design and Development of a Dynamic Fire Signage System for Building Evacuation: A VR Simulation Study -- Effortlessly populating immersive training simulations with background characters -- The Experience of a Self-Assessment Tool for Enhancing XR Technology Adoption in SMEs and HEIs across Europe -- Game Engine Platforms Supporting Metaverse-Linking Process: a Case Study on Virtual 3D Printing -- Investigating Age Differences in Passive Haptic Feedback for Immersive Virtual Reality: A Pilot Study on Configuration Tasks -- The Social and hUman ceNtered XR: SUN XR project -- Narrative Perspectives and Embodiment in Cinematic Virtual Reality -- Digital Twin -- Towards a Digital Twin Implementation of Eastern Crete: An educational approach -- Digital Twin and Extended Reality in Industrial contexts: a Bibliometric Review -- Towards the Development of a Digital Twin for Micro Learning Factory: A Proof-of-Concept -- State of the art (the present and the future) of Urban Digital Twin platforms -- Artificial Intelligence -- The application of the preoperative image-guided 3D visualization supported by Machine Learning to the prediction of organs reconstruction during pancreaticoduodenectomy via a Head-Mounted Displays -- eXtended Reality & Artificial Intelligence-based surgical training: a review of reviews -- Smart Meters and Customer Consumption Behavior: An Exploratory Analysis Approach -- User Experience in eXtended Reality -- Are virtual reality serious games safe for children? Design keys to avoid motion sickness and visual fatigue -- The impact of usability and learnability on presence factors in a VR human body navigator -- Seamless Virtual Object Transitions: Enhancing User Experience in Cross-Device Augmented Reality Environments -- Usability evaluation of Mixed Reality applications in VET training -- Design Strategies to Enhance Awareness in MR Collaborative Systems -- Comparison of User Intent for Mixed Reality and Augmented Reality in Hedonistic Shopping Experiences -- Rapid Mixed Reality Prototyping for Novel Interaction Devices: Evaluating a Transparent Handheld Display -- Virtual Reality for Neurofeedback, Biofeedback and Emotion Recognition -- Emotion tracking in Virtual Reality Fashion Shows -- Measuring the Effectiveness of Virtual Reality for Stress Reduction: Psychometric Evaluation of the ERMES Project -- HRV-based detection of Fear of Heights in a VR Environment -- Role of the Motor Cortex in Virtual Reality-based Neurofeedback for Emotional Self-Regulation -- Design and Development of an Adaptive Multisensory Virtual Reality System for Emotional Self-Regulation.

Sommario/riassunto

This two-volume set LNCS 14218 and LNCS 14219 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2023, held in Lecce, Italy, during September 6-9, 2023. The 60 full papers presented together with 11 short papers were carefully reviewed and selected from 97 submissions. They cover a wide range of many different research topics such as: eXtended reality; digital twin; artificial intelligence; user experience in eXtended reality; virtual reality for neurofeedback, biofeedback and emotion recognition; eXtended reality in education; eXtended reality and metaverse in cultural heritage; eXtended reality in health and medicine; and eXtended reality in industrial field.