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Autore	De Paolis Lucio Tommaso
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Soggetti	Image processing - Digital techniques Computer vision Application software User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computer engineering Computer networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications User Interfaces and Human Computer Interaction Artificial Intelligence Computer Engineering and Networks
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Nota di contenuto	-- Transforming Research and Clinical Interventions with eXtended Reality. -- Design of a multi-user closed-loop architecture focused on Virtual Reality response to multimodal inputs: A multisensory environment use case. -- Cardboard VR games for rehabilitation of emotion recognition. -- Expanding Perception: The Metaverse as a New Frontier in Neuropsychoncology. -- Leveraging Biometric Measurements in Virtual Reality for Improving Public Speaking Skills. -- An eye-controlled joystick with voice control for operating a

simulated and real electric wheelchair. -- Reduction in End-of-life Care Anxiety in Family Caregivers of Individuals in Palliative Care: Results of a Pilot Exploratory Study using a Canadian Virtual Reality Technology. -- DUAL-REHB, a new 360° dual-task based app for rehabilitation in aging: usability study. -- Design and Development of a Virtual Reality Prototype for a Smart Waiting Room Promoting Occupants' Well-Being. -- Cognitive Flexibility and Metaphorical Cognition in Aging: Unlocking Cognitive Adaptability through Virtual Reality. -- A Bibliometric Study on Extended Reality (ER) in Human Resource Management (HRM). -- Extended Reality (ER) Applications in Banking and Finance: A Bibliometric Analysis. -- Virtual Memory Ecological Battery (V-MEB): A Pilot Study on VR-Based Assessment for Early Detection of Cognitive Decline. -- Component-Based Architecture for Vital Signs Training in Virtual Reality Nursing Education. -- Effects of a Pilot Virtual Reminiscence Intervention to Promote Storytelling in Older Adults with Dementia. -- 360° nature videos for nursing home residents with dementia: Protocol of a randomized controlled trial. -- Multimodal cyber space for healing and human interaction for hospitalized patients. -- Development and evaluation of an augmented reality tool for training left atrial appendage occlusion interventions. -- MiRR (Mixed Reality Rehabilitation) – Preliminary Feasibility and Usability Study Using Mixed Reality for Motor and Cognitive Rehabilitation. -- VR Training for Corporate First Aid Responders.

Sommario/riassunto

The seven-volume set LNCS 15737-15743 constitutes the proceedings of the International Conference on Extended Reality, XR Salento 2025, held in Otranto, Italy, during June 17-20, 2025. The 128 full papers presented together with 65 short papers were carefully reviewed and selected from 256 submissions. The papers are organized in the following topical sections: Part I: Virtual Reality; and Augmented and Mixed Reality. Part II: Extended Reality; and Extended Reality in Education and Learning. Part III: Transforming Research and Clinical Interventions with eXtended Reality. Part IV: Digital Twin: Innovative Approaches in Industry and Healthcare. Part V: eXtended Reality for Cultural Tourism Sustainability; eXtended Reality for Art, Design, and Entertainment; and Digital Twin and Smart Virtual Representations for Cultural Heritage. Part VI: Crafting Virtual Humans for Immersive XR Applications; and eXtended Reality for Serious Games. Part VII: Artificial Intelligence; Integrating Artificial Intelligence, Computer Vision and Augmented Reality in Computer-Assisted Intervention; and AI-Driven XR Innovations in Healthcare: Bridging Technology and Ethics.