

Augmented Reality With Kinect Wang Rui

This book contains a selection of articles from The 2013 World Conference on Information Systems and Technologies (WorldCIST'13), a global forum for researchers and practitioners to present and discuss the most recent innovations, trends, results, experiences and concerns in the several perspectives of Information Systems and Technologies. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Software Systems, Architectures, Applications and Tools; Computer Networks, Mobility and Pervasive Systems; Radar Technologies; and Human-Computer Interaction.

This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications. This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.

Extended reality has been applied in training and educational settings to transform teaching and learning experiences through immersive environments. The incorporation of extended reality into classrooms and training sessions can provide students and trainees with more meaningful learning and training experiences by increasing their motivation. Besides being able to be used in the classroom to illustrate complex concepts, simulations, and scenarios, extended reality has numerous applications in professional training to discover solutions to problems to learn how to respond to dangerous circumstances without putting their own life or the lives of others at risk. Methodologies and Use Cases on Extended Reality for Training and Education presents the forefront of research regarding the integration of extended reality in training and educational programs and establishes the foundations for course design, program development, and institutions' training and education policy planning. It provides an overall approach to extended reality in education without failing to mention applications of using extended reality in institutions of different levels of education. Covering topics such as 3D visualization, student perceptions, and laboratory virtualization, this premier reference source is a dynamic resource for instructional designers, curriculum developers, program developers, faculty and administrators of both K-12 and higher education, educational software developers, educators, pre-service teachers, teacher educators, government officials, researchers, and academicians.

This is the second edition of the first ever book to explore the exciting new field of augmented reality art and its enabling technologies. The new edition has been thoroughly revised and updated, and contains 5 new chapters. As well as investigating augmented reality as a novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.

Assistive Technologies for Differently Abled Students

Methodologies and Use Cases on Extended Reality for Training and Education

HCI in Mobility, Transport, and Automotive Systems

Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications

Augmented Reality in Tourism, Museums and Heritage

7th International Conference, VAMR 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Medical and technological organizations have recently developed therapy and assistance solutions that venture beyond what is considered conventional for individuals with various mental health conditions and behavioral disorders such as autism, Down syndrome, Alzheimer's disease, anxiety disorders, phobias, and learning difficulties. Through the use of virtual and augmented reality, researchers are working to provide alternative therapy methods to treat these conditions, while studying the long-term effects the treatment has on patients. Virtual and Augmented Reality in Mental Health Treatment provides innovative insights into the use and durability of virtual reality as a treatment for various behavioral and emotional disorders and health problems. The content within this publication represents the work of e-learning, digital psychology, and quality of care. It is designed for psychologists, psychiatrists, professionals, medical staff, educators, and researchers, and covers topics centered on medical and therapeutic applications of artificial intelligence and simulated environment.

In recent years, technology has permeated every aspect of daily life and has drastically increased accessibility and empowerment for all demographics. Smart technologies and mobile applications now have the ability to promote and protect the basic rights of children, women, and men alike. A child's right to education and mental growth or a woman's socio-economic stability and protection from physical, sexual, and emotional abuse can all be attributed to these advancements. Mobile Devices and Smart Gadgets in Human Rights provides emerging research exploring the theoretical and practical applications of technology in relation to human ethical treatment and interactions. Featuring coverage on a broad range of topics such as public safety, augmented reality, and safety apps, this book is ideally designed for researchers, students, activists, academicians, policymakers, and government officials seeking current research on the influence of portable technologies in human rights and ethics.

Within the last few years, devices that are increasingly capable of offering an immersive experience close to reality have emerged. As devices decrease in size, the interest and application possibilities for them increase. In the healthcare sector, there is an enormous potential for virtual reality development, as this technology allows, on the one hand, the execution of operations or processes at a distance, decoupling realities; and on the other hand, it offers the possibility of simulation for training purposes, whenever there are contexts of risk to the patient or to the health professional. However, virtual reality devices and immersion in virtual environments still requires some improvement as complaints such as headaches and nausea are still common among users, and so continuous research and development is critical to progress the technology. Emerging Advancements for Virtual and Augmented Reality in Healthcare synthesizes the trends, best practices, methodologies, languages, and tools used to implement virtual reality and create a positive user experience while also discussing how to implement virtual reality into day-to-day work with a focus on healthcare professionals and related areas. The application possibilities and their impact are transversal to all areas of health and fields such as education, training, surgery, pain management, physical rehabilitation, stroke rehabilitation, phobia therapy, and telemedicine. Covering topics such as mental health treatment and virtual simulations, it is ideal for medical professionals, engineers, computer scientists, researchers, practitioners, managers, academicians, teachers, and students.

Augmented Reality with Kinect

ACCV 2012 International Workshops, Daejeon, Korea, November 5-6, 2012. Revised Selected Papers, Part II

14th International Conference, ICEC 2015, Trondheim, Norway, September 29 - October 2, 2015, Proceedings

Transactions on Edutainment XII

Sententia mercurii (22.) januarii (1755) publicata

7th International Conference, MIAR 2016, Bern, Switzerland, August 24-26, 2016, Proceedings

This book provides extensive research into the use of augmented reality in the three interconnected and overlapping fields of the tourism industry, museum exhibitions, and cultural heritage. It is written by a virtual team of 50 leading researchers and practitioners from 16 countries around the world. The authors explore the opportunities and challenges of augmented reality applications, their current status and future trends, informal learning and heritage preservation, mixed reality environments and immersive installations, cultural heritage education and tourism promotion, visitors with special needs, and emerging post-COVID-19 museums and heritage sites. Augmented Reality in Tourism, Museums and Heritage: A New Technology to Inform and Entertain is essential reading not only for researchers, application developers, educators, museum curators, tourism and cultural heritage promoters, but also for students (both graduates and undergraduates) and anyone who is interested in the efficient and practical use of augmented reality technology.

This book constitutes the refereed proceedings of the 14th International Conference on Entertainment Computing, ICEC 2015, held in Trondheim, Norway, in September/October 2015. The 26 full papers, 6 short papers, 16 posters, 6 demos and 6 workshops/tutorial descriptions presented were carefully reviewed and selected from 106 submissions. The multidisciplinary nature of Entertainment Computing is reflected by the papers. They focus on computer games; serious games for learning; interactive games; design and evaluation methods for Entertainment Computing; digital storytelling; games for health and well-being; digital art and installations; artificial intelligence and machine learning for entertainment; interactive television and entertainment.

Augmented Reality with KinectPackt Publishing Ltd

Virtual reality is the next frontier of communication. As technology exponentially evolves, so do the ways in which humans interact and depend upon it. It only follows that to educate and stimulate the next generation of industry leaders, one must use the most innovative tools available. By coupling education with the most immersive technology available, teachers may inspire students in exciting new ways. Emerging Tools and Applications of Virtual Reality in Education explores the potential and practical uses of virtual reality in classrooms with a focus on pedagogical and instructional outcomes and strategies. This title features current experiments in the use of augmented reality in teaching and highlights the effects it had on students. The authors also illustrate the use of technology in teaching the humanities, as students well-rounded in the fields of technology and communication are covetable in the workforce. This book will inspire educators, administrators, librarians, students of education, and virtual reality software developers to push the limits of their craft.

Emerging Advancements for Virtual and Augmented Reality in Healthcare

Time-of-Flight and Depth Imaging. Sensors, Algorithms and Applications

Authentic Learning Through Advances in Technologies

Dagstuhl Seminar 2012 and GCPR Workshop on Imaging New Modalities

Virtual, Augmented and Mixed Reality

Mobile Devices and Smart Gadgets in Human Rights

As the global market continues to recuperate from economic downfall, it is essential for private label products to find ways to compete with alternatives offered by wholesale and national retailers. In many cases, it becomes difficult for off-brand products to generate market appeal when consumers have preconceived notions about the quality of generic products and loyalty to branded products. The Handbook of Research on Strategic Retailing of Private Label Products in a Recovering Economy emphasizes advertising and promotional approaches being utilized, as well as consumer behavior and satisfaction in response to marketing strategies and the sensitive pricing techniques being implemented to endorse generic and store-brand products available on the market. Highlighting brand competition between wholesalers, retailers, and private brand names following a global economic crisis, this publication is an extensive resource for researchers, graduate students, economists, and business professionals.

The reliability of induction motors is a major requirement in many industrial applications. It is especially important where an unexpected breakdown might result in the interruption of critical services such as military operations, transportation, aviation, and medical applications. Advanced Condition Monitoring and Fault Diagnosis of Electric Machines is a collection of innovative research on various issues related to machinery condition monitoring, signal processing and conditioning, instrumentation and measurements, and new trends in condition monitoring. It also pays special attention to the fault identification process. While highlighting topics including spectral analysis, electrical engineering, and bearing faults, this book is an ideal reference source for electrical engineers, mechanical engineers, researchers, and graduate-level students seeking current research on various methods of maintaining machinery.

This book constitutes the refereed proceedings of the International Conference, VISIGRAPP 2012, the Joint Conference on Computer Vision Theory and Applications (VISAPP), on Computer Graphics Theory and Applications (GRAPP), and on Information Visualization Theory and Applications (IVAPP), held in Rome, Italy, in February 2012. The 28 revised full papers presented together with one invited paper were carefully reviewed and selected from 483 submissions. The papers are organized in topical sections on computer graphics theory and applications; information visualization theory and applications; computer vision theory and applications.

Cameras for 3D depth imaging, using either time-of-flight (ToF) or structured light sensors, have received a lot of attention recently and have been improved considerably over the last few years. The present techniques make full-range 3D data available at video frame rates, and thus pave the way for a much broader application of 3D vision systems. A series of workshops have closely followed the developments within ToF imaging over the years. Today, depth imaging workshops can be found at every major computer vision conference. The papers presented in this volume stem from a seminar on Time-of-Flight Imaging held at Schloss Dagstuhl in October 2012. They cover all aspects of ToF depth imaging, from sensors and basic foundations, to algorithms for low level processing, to important applications that exploit depth imaging. In addition, this book contains the proceedings of a workshop on Imaging New Modalities, which was held at the German Conference on Pattern Recognition in Saarbrücken, Germany, in September 2013. A state-of-the-art report on the Kinect sensor and its applications is followed by two reports on local and global ToF motion compensation and a novel depth capture system using a plenoptic multi-lens multi-focus camera sensor.

Digital Marketing and Consumer Engagement: Concepts, Methodologies, Tools, and Applications

International Joint Conference, VISIGRAPP 2012, Rome, Italy, February 24-26, 2012. Revised Selected Papers

20th International Conference, HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018, Proceedings, Part II

Proceedings of 2019 Chinese Intelligent Automation Conference

15th European Conference, Munich, Germany, September 8-14, 2018, Proceedings, Part VII

Advanced Manufacturing and Automation X

The 3 volume-set LNCS 10901, 10902 + 10903 constitutes the refereed proceedings of the 20th International Conference on Human-Computer Interaction, HCI 2018, which took place in Las Vegas, Nevada, in July 2018. The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions. HCI 2018 includes a total of 145 papers; they were organized in topical sections named: Part I: HCI theories, methods and tools; perception and psychological issues in HCI; emotion and attention recognition; security, privacy and ethics in HCI. Part II: HCI in medicine; HCI for health and wellbeing; HCI in cultural heritage; HCI in complex environments; mobile and wearable HCI. Part III: input techniques and devices; speech-based interfaces and chatbots; gesture, motion and eye-tracking based interaction; games and gamification.

The book highlights recent developments in the field of biomedical systems covering a wide range of technological aspects, methods, systems and instrumentation techniques for diagnosis, monitoring, treatment, and assistance. Biomedical systems are becoming increasingly important in medicine and in special areas of application such as supporting people with disabilities and under pandemic conditions. They provide a solid basis for supporting people and improving their health care. As such, the book offers a key reference guide about novel medical systems for students, engineers, designers, and technicians.

The 6th International Conference on Medical Imaging and Augmented Reality, MIAR 2016, was held in Bern, Switzerland during August 2016. The aim of MIAR is to bring together researchers in computer vision, graphics, robotics, and medical imaging to present the state-of-the-art developments in this ever-growing research area in topics such as: Medical Image Formation, Analysis and Interpretation Augmented Reality, Visualization and Simulation Computer Assisted Interventional and Robotics, Surgical Planning Systematic Extra- and Intra-corporeal Imaging Modalities General Biological and Neuroscience Image Computing

Augmented reality (AR) is transforming how we work, learn, play and connect with the world, and is now being introduced to the field of medicine, where it is revolutionising healthcare as pioneering virtual elements are being added to real images to provide a more compelling and intuitive view during procedures. This book, which had its beginnings at the AE-CAI: Augmented Environments for Computer-Assisted Interventions MICCAI Workshop in Munich in 2015, is the first to review the area of mixed and augmented reality in medicine. Covering a range of examples of the use of AR in medicine, it explores its relevance to minimally-invasive interventions, how it can improve the accuracy of a procedure and reduce procedure time, and how it may be employed to reduce radiation risks. It also discusses how AR can be an effective tool in the education of physicians, medical students, nurses and other health professionals. Features: An ideal practical guide for medical professionals and students looking to understand the implementation, applications, and future of AR Contains the latest developments and technologies in this innovative field Edited by highly respected pioneers in the field, who have been immersed in AR as well as virtual reality and image-guided surgery since their inception, with chapter contributions from subject area specialists working with AR

Handbook of Research on Strategic Retailing of Private Label Products in a Recovering Economy

Virtual and Augmented Reality in Mental Health Treatment

Augmented Reality, Virtual Reality, and Computer Graphics

Third International Conference, MobiTAS 2021, Held as Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24-29, 2021, Proceedings

Computer Vision - ACCV 2012 Workshops

Reviews and Computational Applications

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.

Virtual and augmented reality is the next frontier of technological innovation. As technology exponentially evolves, so do the ways in which humans interact and depend upon it. Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on the trends, techniques, and uses of virtual and augmented reality in various fields, and examines the benefits and challenges of these developments. Highlighting a range of pertinent topics, such as human-computer interaction, digital self-identity, and virtual reconstruction, this multi-volume book is ideally designed for researchers, academics, professionals, theorists, students, and practitioners interested in emerging technology applications across the digital plane.

This two-volume set of LNCS 12188 and 12189 constitutes the refereed proceedings of the 14th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2020, held as part of the 22nd International Conference on HCI International 2020, which took place in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. The total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. UAHCI 2020 includes a total of 80 regular papers which are organized in topical sections named: Design for All Theory, Methods and Practice; User Interfaces and Interaction Techniques for Universal Access; Web Accessibility; Virtual and Augmented Reality for Universal Access; Robots in Universal Access; Technologies for Autism Spectrum Disorders; Technologies for Deaf Users; Universal Access to Learning and Education; Social Media, Digital Services, Inclusion and Innovation; Intelligent Assistive Environments.

This book presents the latest research findings and reviews in the field of medical imaging technology, covering ultrasound diagnostics approaches for detecting osteoarthritis, breast carcinoma and cardiovascular conditions, image guided biopsy and segmentation techniques for detecting lung cancer, image fusion, and simulating fluid flows for cardiovascular applications. It offers a useful guide for students, lecturers and professional researchers in the fields of biomedical engineering and image processing.

A New Technology to Inform and Entertain

First International Conference, ICSM 2018, Toulon, France, August 24-26, 2018, Revised Selected Papers

Computer Vision and Machine Learning with RGB-D Sensors

Computer Vision, Imaging and Computer Graphics - Theory and Applications

Entertainment Computing - ICEC 2015

This book presents selected papers from the 10th International Workshop of Advanced Manufacturing and Automation (IWAMA 2020), held in Zhanjiang, Guangdong province, China, on October 12-13, 2020. Discussing topics such as novel techniques for manufacturing and automation in Industry 4.0 and smart factories, which are vital for maintaining and improving economic development and quality of life, it offers researchers and industrial engineers insights into implementing the concepts and theories of Industry 4.0, in order to effectively respond to the challenges posed by the 4th industrial revolution and smart factories.

Student engagement relies on the students and their willingness to participate in the learning process and can be enhanced through the application of various technologies within learning environments. However, strategies for implementing these technologies need research and development to be implemented effectively. The Handbook of Research on Fostering Student Engagement With Instructional Technology in Higher Education is a comprehensive academic publication that focuses on the engagement of learners with academics in higher education and especially how this engagement can be fostered with the integration of new technologies. Featuring an array of topics such as gamification, digital literacy, and social networking, this book is ideal for instructors, educators, administrators, curriculum developers, instructional designers, IT consultants, educational software developers, researchers, academicians, and students.

This book is a printed edition of the Special Issue "Image Processing in Agriculture and Forestry" that was published in J. Imaging

This book constitutes the proceedings of the First International Conference on Smart Multimedia, ICSM 2018, which was held in Toulon, France, in August 2018. The 39 papers presented were selected from about 100 submissions and are grouped in sections on social, affective and cognition analysis, person-centered smart multimedia: serving people with disabilities to the general population, haptic and robots for smart multimedia applications, MR, 3D, underwater image processing, smart signal processing meets smart sensing, visual behavior analysis: methods and applications, video analysis, learning, low-level vision, miscellaneous.

14th International Conference, UAHCI 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings, Part II

Advances in Information Systems and Technologies

Image Processing in Agriculture and Forestry

Mixed and Augmented Reality in Medicine

Advanced Systems for Biomedical Applications

Handbook of Research on Fostering Student Engagement With Instructional Technology in Higher Education

In higher education systems, equal importance must be given to differently abled students. However, not all educational institutions have infrastructure and facilities to admit these students even though accessibility and support for these students is growing and financial assistance available to these students along with new assistive technologies that are making teaching and learning processes more effective. While using new technologies in education systems such as e-learning and blended learning, these students need advanced training and additional features in the technology itself that better help them become familiar with it. Understanding the demands and requirements of differently abled students is the best way to provide them with quality education. Assistive Technologies help how to implement effective assistive technologies and other related services for providing differently abled students an education that is high quality and equal to their peers, enabling them to go on and excel in their field and obtain employment. Topics that provide an overview for the different types of diverse assistive technologies for all types of students including students with visual impairments, learning disabilities, physical challenges, and more. This book is ideal for school administrators, researchers of higher education, organizations, assistive technology experts, IT professionals, social workers, inservice and preservice teachers, teacher educators, practitioners, researchers, academicians, and students looking for information on the types of assistive technologies being employed for differently abled students.

This book introduces the advanced technologies used for authentic learning, an educational term that refers to a variety of techniques focusing on how students apply the skills and knowledge acquired in school in real-world situations. In the meanwhile, it discusses developments in learning design, learning environment and assessment for authentic learning using advances in technology, this book discusses how technology supports authentic learning and what makes it effective.

This book highlights the recent research works on computer science, electrical and electronic engineering which was presented virtually during the 2nd International Conference on Computer Science, Electrical & Electronic Engineering (ICCEE 2020) on 17th-18th July 2020. Researchers and industry professionals, the papers highlight recent advances and address current issues in the respective fields.

This book presents an interdisciplinary selection of cutting-edge research on RGB-D based computer vision. Features: discusses the calibration of color and depth cameras, the reduction of noise on depth maps and methods for capturing human performance; describes how to use RGB-D information to reconstruct human figures, evaluate energy consumption and obtain accurate action classification; presents an approach for 3D object retrieval and for the reconstruction of gas flow from multiple Kinect cameras; describes how to assist the visually impaired and another for smart-environment sensing to assist elderly and disabled people; examines the effective features that characterize static hand poses and introduces a unified framework to enforce both temporal and spatial consistency in hand pose recognition and gesture recognition system.

Human-Computer Interaction. Interaction in Context

From an Emerging Technology to a Novel Creative Medium

Augmented Reality Art

Universal Access in Human-Computer Interaction. Applications and Practice

Advances in Electrical and Electronic Engineering and Computer Science

Smart Multimedia

The five-volume set LNCS 8004–8008 constitutes the refereed proceedings of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, NV, USA in July 2013. 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. This volume contains papers in the thematic area of human-computer interaction, addressing the following major topics: speech, natural language and auditory interfaces; gesture and eye-gaze based interaction; touch-based interaction; haptic interaction; graphical user interfaces and visualization.

This book constitutes the refereed proceedings of the Third International Conference on HCI in Mobility, Transport, and Automotive Systems, MobiTAS 2021, held as part of the 23rd International Conference, HCI International 2021, held as a virtual event, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. MobiTAS 2021 includes a total of 39 papers which focus on topics related to urban mobility, cooperative and automated mobility, UX in intelligent transportation systems, and mobility for diverse target user groups.

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 17 papers presented in the 12th issue were organized in four parts dealing with: games; human-computer interaction; image and graphics; and applications.

Gamification is being used everywhere; despite its apparent plethora of benefits, the unbalanced use of its main mechanics can end up in catastrophic results for a company or institution. Currently, there is a lack of knowledge of what it is, leading to its unregulated and ad hoc use without any prior planning. This unbalanced use prejudices the achievement of the initial goals and impairs the user's evolution, bringing potential negative reflections. Currently, there are few specifications and modeling languages that allow the creation of a system of rules to serve as the basis for a gamification engine. Consequently, programmers implement gamification in a variety of ways, undermining any attempt at reuse and negatively affecting interoperability. Next-Generation Applications and Implementations of Gamification Systems synthesizes all the trends, best practices, methodologies, languages, and tools that are used to implement gamification. It also discusses how to put gamification in action by linking academic and informatics researchers with professionals who use gamification in their daily work to disseminate and exchange the knowledge, information, and technology provided by the international communities in the area of gamification throughout the 21st century. Covering topics such as applied and cloud gamification, chatbots, deep learning, and certifications and frameworks, this book is ideal for programmers, computer scientists, software engineers, practitioners of technological companies, managers, academicians, researchers, and students.

15th International Conference, HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, Proceedings, Part IV

Medical Imaging and Augmented Reality

Next-Generation Applications and Implementations of Gamification Systems

Medical Imaging Technology

Human-Computer Interaction: Interaction Modalities and Techniques

Concepts, Methodologies, Tools, and Applications

The proceedings present selected research papers from the CIAC2019, held in Jiangsu, China on September 20-22, 2019. It covers a wide range of topics including intelligent control, robotics, artificial intelligence, pattern recognition, unmanned systems, and machine learning. It includes original research and the latest advances in the field of intelligent automation. Engineers and researchers from academia, industry, and government can gain valuable insights into solutions combining ideas from different disciplines in this field.

Consumer interaction and engagement are vital components to help marketers maintain a lasting relationship with their customers. To achieve this goal, companies must utilize current digital tools to create a strong online presence. Digital Marketing and Consumer Engagement: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on emerging technologies, techniques, strategies, and theories in the promotion of brands through digital marketing and social media. Highlighting a range of topics, such as mobile commerce, brand communication, and social media, this multi-volume book is ideally designed for professionals, researchers, academics, students, managers, and practitioners actively involved in the marketing industry.

This book constitutes the refereed proceedings of the 8th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2021, held in Italy, in September 2021. Due to COVID-19 pandemic the conference was held online. The 38 full and 14 short papers were carefully reviewed and selected from 69 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, and cultural heritage, in medicine, in education, and in industry.

The two volume set, consisting of LNCS 7728 and 7729, contains the carefully reviewed and selected papers presented at the nine workshops that were held in conjunction with the 11th Asian Conference on Computer Vision, ACCV 2012, held in Seoul, Korea, in November 2012. From a total of 310 papers submitted, 78 were selected for presentation. LNCS 7728 contains the papers selected for the International Workshop on Computer Vision with Local Binary Pattern Variants, the Workshop on Computational Photography and Low-Level Vision, the Workshop on Developer-Centered Computer Vision, and the Workshop on Background Models Challenge. LNCS 7729 contains the papers selected for the Workshop on e-Heritage, the Workshop on Color Depth Fusion in Computer Vision, the Workshop on Face Analysis, the Workshop on Detection and Tracking in Challenging Environments, and the International Workshop on Intelligent Mobile Vision.

8th International Conference, AVR 2021, Virtual Event, September 7–10, 2021, Proceedings

Emerging Tools and Applications of Virtual Reality in Education

Advanced Condition Monitoring and Fault Diagnosis of Electric Machines

Computer Vision – ECCV 2018