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Virtual Augmented And Mixed Realities In Education

This two-volume set LNCS 11574
and 11575 constitutes the refereed

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proceedings of the 11th
International Conference on Virtual,
Augmented and Mixed Reality,
VAMR 2019, held in July 2019 as
part of HCI International 2019 in
Orlando, FL, USA. HCII 2019
received a total of 5029

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submissions, of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process. The 80 papers presented in this volume were organized in topical sections named: multimodal interaction in VR, rendering, layout,

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visualization and navigation, avatars, embodiment and empathy in VAMR, cognitive and health issues in VAMR, VAMR and robots, VAMR in learning, training and entertainment, VAMR in aviation, industry and the military.

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The 2 volume-set of LNCS 12190 and 12191 constitutes the refereed proceedings of the 12th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2020, which was due to be held in July 2020 as part of HCI

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International 2020 in Copenhagen, Denmark. The conference was held virtually due to the COVID-19 pandemic. A total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of

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6326 submissions. The 71 papers included in these HCI 2020 proceedings were organized in topical sections as follows: Part I: design and user experience in VAMR; gestures and haptic interaction in VAMR; cognitive,

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psychological and health aspects in VAMR; robots in VAMR. Part II: VAMR for training, guidance and assistance in industry and business; learning, narrative, storytelling and cultural applications of VAMR; VAMR for health, well-

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being and medicine.

This book constitutes the refereed proceedings of the 13th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2021, held virtually as part of the 23rd HCI International

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Conference, HCII 2021, 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. The 47 papers included in this volume were

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organized in topical sections as follows: designing and evaluating VAMR environments; multimodal and natural interaction in VAMR; head-mounted displays and VR glasses; VAMR applications in design, the industry and the

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military; and VAMR in learning and culture.

This book features the latest research in the area of immersive technologies, presented at the 6th International Augmented Reality and Virtual Reality Conference,

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held in online in 2020. Bridging the gap between academia and industry, it presents the state of the art in augmented reality (AR) and virtual reality (VR) technologies and their applications in various industries such as marketing,

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education, health care, tourism, events, fashion, entertainment, retail and the gaming industry. The book is a collection of research papers by prominent AR and VR scholars from around the globe. Covering the most significant topics

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in the field of augmented and virtual reality and providing the latest findings, it is of interest to academics and practitioners alike. Finding New Ways to Teach in a Transformed Learning Environment The Immersive Reality Revolution

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Where We Will All Live
17th EuroVR International
Conference, EuroVR 2020,
Valencia, Spain, November 25-27,
2020, Proceedings
New Trends in Immersive
Technology

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Virtual and Augmented Reality in
Education, Art, and Museums

***Virtual and augmented
reality is the next
frontier of technological
innovation. As technology
exponentially evolves, so***

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*do the ways in which
humans interact and depend
upon it. Virtual and
Augmented Reality:
Concepts, Methodologies,
Tools, and Applications is
a comprehensive reference*

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***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***

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***challenges of these
developments. Highlighting
a range of pertinent
topics, such as human-
computer interaction,
digital self-identity, and
virtual reconstruction,***

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this multi-volume book is ideally designed for researchers, academics, professionals, theorists, students, and practitioners interested in emerging technology

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***applications across the
digital plane.***

***Packed with real-world
ideas drawn from an
assortment of different
libraries, alongside best
practices for hygiene,***

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***implementation, and
marketing, this resource
will assist libraries in
offering these exciting
forms of programming to
their patrons.***

This book features the

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***latest research in the
area of immersive
technologies, presented at
the 5th International
Augmented and Virtual
Reality Conference, held
in Munich, Germany in***

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2019. Bridging the gap between academia and industry, it presents the state of the art in augmented reality (AR) and virtual reality (VR) technologies and their

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volume is a collection of research papers by prominent AR and VR scholars from around the globe. Covering the most significant topics in the field of augmented and

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*virtual reality and
providing the latest
findings, it is of
interest to academics and
practitioners alike.
New Perspectives on
Virtual and Augmented*

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Reality discusses the possibilities of using virtual and augmented reality in the role of innovative pedagogy, where there is an urgent need to find ways to teach and

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support learning in a transformed learning environment. Technology creates opportunities to learn differently and presents challenges for education. Virtual reality

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***solutions can be exciting,
create interest in
learning, make learning
more accessible and make
learning faster. This book
analyses the capabilities
of virtual, augmented and***

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mixed reality by providing ideas on how to make learning more effective, how existing VR/AR solutions can be used as learning tools and how a learning process can be

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structured. The virtual reality (VR) solutions can be used successfully for educational purposes as their use can contribute to the construction of knowledge and the

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***development of
metacognitive processes.
They also contribute to
inclusive education by
providing access to
knowledge that would not
otherwise be available.***

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This book will be of great interest to academics, researchers and post-graduate students in the field of educational technology.

Myths and Realities

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***Augmented Reality in
Education***

***Current and Prospective
Applications of Virtual
Reality in Higher
Education***

Virtual, Augmented and

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***Mixed Reality. Multimodal
Interaction
Third International
Conference, VMR 2009, Held
as Part of HCI
International 2009, San
Diego, CA USA, July,***

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***19-24, 2009, Proceedings
100+ Amazing Ways Virtual,
Augmented and Mixed
Reality Are Changing
Business and Society***

This book provides an in-
depth exploration of the

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field of augmented reality (AR) in its entirety and sets out to distinguish AR from other inter-related technologies like virtual reality (VR) and mixed reality (MR). The author

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presents AR from its initial philosophies and early developments, to its current technologies and its impact on our modern society, to its possible future developments; providing

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readers with the tools to understand issues relating to defining, building, and using our perception of what is represented in our perceived reality, and ultimately how we assimilate

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and react to this information. Augmented Reality: Where We Will All Live can be used as a comprehensive guide to the field of AR and provides valuable insights for

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technologists, marketers,
business managers,
educators and academics
who are interested in the
field of augmented reality;
its concepts, history,
practices and the science

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behind this rapidly
advancing field of research
and development.

How augmented reality and
virtual reality are taking
their places in contemporary
media culture alongside film

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and television. This book positions augmented reality (AR) and virtual reality (VR) firmly in contemporary media culture. The authors view AR and VR not as the latest hyped technologies

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but as media—the latest in a series of what they term “reality media,” taking their places alongside film and television. Reality media inserts a layer of media between us and our

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perception of the world; AR and VR do not replace reality but refashion a reality for us. Each reality medium mediates and remediates; each offers a new representation that we

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implicitly compare to our experience of the world in itself but also through other media. The authors show that as forms of reality media emerge, they not only chart a future path for

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media culture, but also
redefine media past. With
AR and VR in mind, then, we
can recognize their
precursors in eighteenth-
century panoramas and the
Broadway lights of the

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1930s. A digital version of Reality Media, available through the book's website, invites readers to visit a series of virtual rooms featuring interactivity, 3-D models, videos, images, and

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texts that explore the
themes of the book.

Mixed Reality has been part
of our lives ever since we
first started to dream of
creative ways to
comprehend information

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and concepts through actual and imaginative experiences. This book explores the latest research informing education design in virtual and augmented reality. By utilising

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numerous studies and examples, it describes the differences between perceived knowledge, usage area, technologies, and tools. It will help the reader gain a better understanding

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of the nature of virtual or augmented realities and their applications in theory and practice.

As virtual reality approaches mainstream consumer use, new research and

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innovations in the field have impacted how we view and can use this technology across a wide range of industries. Advancements in this technology have led to recent breakthroughs in

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sound, perception, and visual processing that take virtual reality to new dimensions. As such, research is needed to support the adoption of these new methods and

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applications. Cases on
Immersive Virtual Reality
Techniques is an essential
reference source that
discusses new applications
of virtual reality and how
they can be integrated with

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immersive techniques and
computer resources.

Featuring research on topics
such as 3D modeling,
cognitive load, and motion
cueing, this book is ideally
designed for educators,

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academicians, researchers,
and students seeking
coverage on the applications
of collaborative virtual
environments.

Augmented, Virtual and
Mixed Reality for All

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Classrooms

Virtual and Augmented
Reality

Extended Reality in Practice
How Virtual Reality (VR),
Augmented Reality (AR), and
Mixed Reality (MR) Will

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Revolutionise the World
Augmented Reality and
Virtual Reality

Augmented Reality

An easy-to-understand primer on
Virtual Reality and Augmented
Reality Virtual Reality (VR) and

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Augmented Reality (AR) are driving the next technological revolution. If you want to get in on the action, this book helps you understand what these technologies are, their history, how they 're being used, and

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how they ' ll affect consumers both personally and professionally in the very near future. With VR and AR poised to become mainstream within the next few years, an accessible book to bring users up to speed

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on the subject is sorely needed—and that 's where this handy reference comes in! Rather than focusing on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit) or software (Unity, Unreal Engine),

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Virtual & Augmented Reality For Dummies offers a broad look at both VR and AR, giving you a bird ' s eye view of what you can expect as they continue to take the world by storm. * Keeps you up-to-date on the pulse of

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this fast-changing technology *
Explores the many ways AR/VR
are being used in fields such as
healthcare, education, and
entertainment * Includes
interviews with designers,
developers, and technologists

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currently working in the fields of VR and AR Perfect for both potential content creators and content consumers, this book will change the way you approach and contribute to these emerging technologies.

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Due to the growing prevalence of artificial intelligence technologies, schools, museums, and art galleries will need to change traditional ways of working and conventional thought processes to fully

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embrace their potential.

Integrating virtual and augmented reality technologies and wearable devices into these fields can promote higher engagement in an increasingly digital world. Virtual and

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Augmented Reality in Education, Art, and Museums is an essential research book that explores the strategic role and use of virtual and augmented reality in shaping visitor experiences at art galleries and museums and

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their ability to enhance education. Highlighting a range of topics such as online learning, digital heritage, and gaming, this book is ideal for museum directors, tour developers, educational software designers,

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3D artists, designers, curators, preservationists, conservationists, education coordinators, academicians, researchers, and students.

This book presents a collection of the latest research in the area

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of immersive technologies,
presented at the International
Augmented and Virtual Reality
Conference 2018 in Manchester,
UK, and showcases how
augmented reality (AR) and
virtual reality (VR) are

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transforming the business landscape. Innovations in this field are seen as providing opportunities for businesses to offer their customers unique services and experiences. The papers gathered here advance

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the state of the art in AR/VR technologies and their applications in various industries such as healthcare, tourism, hospitality, events, fashion, entertainment, retail, education and gaming. The volume collects

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contributions by prominent computer and social sciences experts from around the globe. Addressing the most significant topics in the field of augmented and virtual reality and sharing the latest findings, it will be of

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interest to academics and practitioners alike.

A perfect introduction to the topic, this book will encourage libraries to look beyond their own reality and adapt the ideas inside.

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Virtual & Augmented Reality For
Dummies
An Educational Handbook
32 Virtual, Augmented, and
Mixed Reality Programs for
Libraries

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The Power of AR and VR for
Business

From Corporeality to Virtual
Reality

*A comprehensive overview of
developments in augmented
reality, virtual reality, and mixed*

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reality—and how they could affect every part of our lives. After years of hype, extended reality—augmented reality (AR), virtual reality (VR), and mixed reality (MR)—has entered the mainstream. Commercially

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available, relatively inexpensive VR headsets transport wearers to other realities—fantasy worlds, faraway countries, sporting events—in ways that even the most ultra-high-definition screen cannot. AR glasses receive data in

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visual and auditory forms that are more useful than any laptop or smartphone can deliver.

Immersive MR environments blend physical and virtual reality to create a new reality. In this volume in the MIT Press Essential

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Knowledge series, technology writer Samuel Greengard offers an accessible overview of developments in extended reality, explaining the technology, considering the social and psychological ramifications, and

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discussing possible future directions. Greengard describes the history and technological development of augmented and virtual realities, including the latest research in the field, and surveys the various shapes and

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forms of VR, AR, and MR, including head-mounted displays, mobile systems, and goggles. He examines the way these technologies are shaping and reshaping some professions and industries, and explores how

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extended reality affects psychology, morality, law, and social constructs. It's not a question of whether extended reality will become a standard part of our world, he argues, but how, when, and where these

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technologies will take hold. Will extended reality help create a better world? Will it benefit society as a whole? Or will it merely provide financial windfalls for a select few? Greengard's account equips us to ask the right

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questions about a transformative technology.

The technology world is exploding with interest and investment in augmented, virtual, and mixed reality, and teachers across the country are following suit--inviting

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students to experience learning through virtual field trips, manipulating 3D models and augmenting the world around them. The perception that AR/VR resources are costly investments is far from the truth; we have the

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devices to bring these tools into our curriculum today. As districts scramble to purchase the latest headset, there are many issues to resolve before making any major purchases, so planning and preparation are key to ensuring

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successful AR and VR implementation. Some educators struggle to find a connection to their lesson plans, whereas others jump into using AR and VR without a concern for the safety of their students. This book will

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provide practical insights and a variety of classroom examples to help educators develop a plan and establish goals to enhance student learning and bring the most benefit to the most students. In doing so, it will address all of the

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most important factors when incorporating AR/VR into the curriculum: that the instruction addresses student outcomes and standards; and that the mechanism for delivering this learning (whatever the device) is

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*safe, affordable and suitable for
the available space.*

*This two-volume set LNCS 13317
and 13318 constitutes the
thoroughly refereed proceedings
of the 14th International
Conference on Virtual, Augmented*

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and Mixed Reality, VAMR 2022, held virtually as part of the 24rd HCI International Conference, HCII 2022, in June/July 2022. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was

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carefully reviewed and selected from 5222 submissions. The 56 papers included in this 2-volume set were organized in topical sections as follows: Developing VAMR Environments; Evaluating VAMR environments; Gesture-

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based, haptic and multimodal interaction in VAMR; Social, emotional, psychological and persuasive aspects in VAMR; VAMR in learning, education and culture; VAMR in aviation; Industrial applications of VAMR.

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The first volume focuses on topics related to developing and evaluating VAMR environments, gesture-based, haptic and multimodal interaction in VAMR, as well as social, emotional, psychological and persuasive

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aspects in VAMR, while the second focusses on topics related to VAMR in learning, education and culture, VAMR in aviation, and industrial applications of VAMR.

Using mixed and augmented

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reality in communities is an emerging media practice that is reshaping how we interact with our cities and neighbors. From the politics of city hall to crosswalks and playgrounds, mixed and augmented reality will offer a

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diverse range of new ways to interact with our communities. In 2016, apps for augmented reality politics began to appear in app stores. Similarly, the blockbuster success of Pokémon Go illustrated how even forgotten street corners

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can become a magical space for play. In 2019, a court case in Milwaukee, Wisconsin, extended first amendment rights to augmented reality. For all the good that these emerging media provide, there will and have been

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consequences. Augmented and Mixed Reality for Communities will help students and practitioners navigate the ethical design and development of these kinds of experiences to transform their cities. As one of the first

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books of its kind, each chapter in the book prepares readers to contribute to the Augmented City. By providing insight into how these emerging media work, the book seeks to democratize the augmented and mixed reality

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space. Authors within this volume represent some of the leading scholars and practitioners working in the augmented and mixed reality space for civic media, cultural heritage, civic games, ethical design, and social

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justice. Readers will find practical insights for the design and development to create their own compelling experiences. Teachers will find that the text provides in-depth, critical analyses for thought-provoking classroom

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discussions.

*14th International Conference,
VAMR 2022, Held As Part of the
24th HCI International
Conference, HCII 2022, Virtual
Event, June 26 - July 1, 2022,
Proceedings, Part II.*

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Reality Media

*12th International Conference,
VAMR 2020, Held as Part of the
22nd HCI International
Conference, HCII 2020,
Copenhagen, Denmark, July
19-24, 2020, Proceedings, Part I*

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*Cases on Immersive Virtual
Reality Techniques*

*Virtual Reality and Augmented
Reality*

*A New Technology for Teaching
and Learning*

Augmented and virtual

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reality (AR and VR) offer exciting opportunities for human computer interaction (HCI), the enhancement of places, and new business cases. Though VR is most popular for video games,

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especially among younger generations, AR and VR can also be used in applications that include military, medical, navigational, tourism, marketing, and maintenance

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uses. Research in these technologies along with 3D user interfaces has gained momentum in recent years and has solidified it as a staple technology for the foreseeable future.

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Multimedia and Sensory
Input for Augmented,
Mixed, and Virtual Reality
includes a collection of
business case studies
covering a variety of
topics related to AR, VR,

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and mixed reality (MR) including their use in possible applications. This book also touches on the diverse uses of AR and VR in many industries and discusses their

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importance, challenges, and opportunities. While discussing the use these technologies in sectors such as education, healthcare, and computer science, this book is

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ideal for computer
scientists, engineers,
practitioners,
stakeholders, researchers,
academicians, and students
who are interested in the
latest research on

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augmented, mixed, and
virtual reality.

Virtual, Augmented, and
Mixed Realities in
Education Springer

This comprehensive
textbook offers a

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scientifically sound and
at the same time practical
introduction to Virtual
and Augmented Reality
(VR/AR). Readers will gain
the theoretical foundation
needed to design,

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implement or enhance VR/AR systems, evaluate and improve user interfaces and applications using VR/AR methods, assess and enrich user experiences, and develop a deeper

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understanding of how to
apply VR/AR techniques.
Whether utilizing the book
for a principal course of
study or reference
reading, students of
computer science,

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education, media, natural sciences, engineering and other subject areas can benefit from its in-depth content and vivid explanation. The modular structure allows selective

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sequencing of topics to the requirements of each teaching unit and provides an easy-to-use format from which to choose specific themes for individual self-study. Instructors are

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provided with extensive materials for creating courses as well as a foundational text upon which to build their advanced topics. The book enables users from both

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research and industry to deal with the subject in detail so they can properly assess the extent and benefits of VR/AR deployment and determine required resources.

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Technology enthusiasts and professionals can learn about the current status quo in the field of VR/AR and interested newcomers can gain insight into this fascinating world.

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Grounded on a solid scientific foundation, this textbook, addresses topics such as perceptual aspects of VR/AR, input and output devices including tracking,

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interactions in virtual worlds, real-time aspects of VR/AR systems and the authoring of VR/AR applications in addition to providing a broad collection of case

File Type PDF Virtual Augmented And Mixed Realities In Education studies.

Immersive reality (VR, AR, and MR) is shaping multiple industries today. Everything, from marketing to retail and training to education, is being

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fundamentally changed by technology. This concise book will explore all the ways the technology is shaping our industries, disrupting our old way of life and introducing new

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ways to improve processes. But like all technologies, we must bear in mind how we sustainably move into our future. The book summarises by exploring the ethics behind VR and

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AR, as well as the regulations we must bear in mind. Are you ready for the immersive reality revolution? Contents: -
Introduction: The Immersive Reality

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Revolution- Education:
Teaching Future
Generations With Immersive
Tech- Empathy: The Power
of Immersion to Change
Lives- Social Spaces:
Shaping the Way We

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Communicate With One
Another- AR Glasses: The
Next Big Tech Battle-
Training: Training the
Next Generation of
Employees Safely- Movies:
A New Way to Watch

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Entertainment- Interview:
Deep Dive Into Immersive
Film- AR Creators: A New
Channel for Marketing-
Drones: Zooming in First
Person- Arcades: The
Gateway to Vr- Meditation:

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Quiet in a Loud World-
Ethics in Virtual and
Augmented Reality-
Control: Regulation and
Risks in the Future-
Epilogue: Where Immersive
Technology Will Go Next

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Optical Architectures for
Augmented-, Virtual-, and
Mixed-reality Headsets
Theory and Practice for
Next-Generation Spatial
Computing
Multimedia and Sensory

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Input for Augmented,
Mixed, and Virtual Reality
Virtual, Augmented and
Mixed Reality.

Applications and Case
Studies
3D Audio

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Virtual and Mixed Reality

"This dissertation explores the relationships between literacy, technology, and bodies in the emerging media of Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). In response to

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the recent, rapid emergence of new media forms, questions arise as to how and why we should prepare to compose in new digital media. To interrogate the newness accorded to new media composing, I historicize the literacy practices

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demande by new media by examining digital texts, such as video games and software applications, alongside analogous "antiquated" media, such as dioramas and museum exhibits. Comparative textual analysis of

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analogous digital and non-digital VR, AR, and MR texts reveals new media and "antiquated" media utilize common characteristics of dimensionality, layering, and absence/presence, respectively. The establishment of shared traits

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demonstrates how media operate on a continuum of mutually held textual practices; despite their distinctive forms, new media texts do not represent either a hierarchical or linear progression of maturing development. Such an

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understanding aids composing in new VR, AR, and MR media by enabling composers to make fuller use of prior knowledge in a rapidly evolving new media environment, a finding significant both for educators and communicators. As

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these technologies mature, we will continue to compose both traditional and new forms of texts. As such, we need literacy theory that attends to both the traditional and the new and also is comprehensive enough to

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encompass future acts of composing in media yet to emerge."--Abstract from author supplied metadata.

This book describes the current state of the art of various types of immersive learning: in research, in

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practice, and in the marketplace. It discusses advanced approaches in the design and development for various forms of immersive learning environments, and also the emerging innovations in assessment and research in the

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field. In addition, it demonstrates the opportunities and challenges in implementing advances in VR and immersion at scale in formal and informal learning. We are living in a time of rapid advances in terms of both the capabilities and the cost of

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virtual reality, multi-user virtual environments, and various forms of mixed reality. These new media potentially offer extraordinary opportunities for enhancing both motivation and learning across a range of subject areas, student

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developmental levels, and educational settings. With the development of practical and affordable virtual reality and mixed reality, people now have the chance to experience immersive learning both in classrooms and

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informally in homes, libraries, and community centers. The book appeals to a broad readership including teachers, administrators, scholars, policy makers, instructional designers, evaluators and industry leaders.

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The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19-24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International

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Conference on Engineering
Psychology and Cognitive
Ergonomics, the 5th International
Conference on Universal Access in
Human-Computer Interaction, the
Third International Conference on
Virtual and Mixed Reality, the Third

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International Conference on
Internati- alization, Design and
Global Development, the Third
International Conference on Online
Communities and Social
Computing, the 5th International
Conference on Augmented

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Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies

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from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight

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the human aspects of the 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

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computers in a variety of application areas.

Virtual and Augmented Reality have existed for a long time but were stuck to the research world or to some large manufacturing companies. With the appearance of

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low-cost devices, it is expected a number of new applications, including for the general audience. This book aims at making a statement about those novelties as well as distinguishing them from the complex challenges they raise by

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proposing real use cases, replacing those recent evolutions through the VR/AR dynamic and by providing some perspective for the years to come.

Creating Augmented and Virtual Realities

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11th International Conference,
VAMR 2019, Held as Part of the
21st HCI International Conference,
HCII 2019, Orlando, FL, USA, July
26–31, 2019, Proceedings
Virtual, Augmented and Mixed
Reality. Design and Interaction

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New Perspectives on Virtual and
Augmented Reality
Augmented, Virtual, and Mixed
Reality in the Library
13th International Conference,
VAMR 2021, Held as Part of the
23rd HCI International Conference,

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HCI 2021, Virtual Event, July
24–29, 2021, Proceedings

**3D Audio offers a detailed
perspective of this
rapidly developing arena.
Written by many of the
world's leading**

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researchers and practitioners, it draws from science, technologies, and creative practice to provide insight into cutting-edge research in 3D audio.

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Through exploring the intersection of these fields, the reader will gain insight into a number of research areas and professional practice in 3D sonic space. As such,

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the book acts both as a primer that enables readers to gain an understanding of various aspects of 3D audio, and can inform students and audio enthusiasts, but its

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deep treatment of a
diverse range of topics
will also inform
professional practitioners
and academics beyond their
core specialisms. The
chapters cover areas such

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as an Ambisonics, binaural technologies and approaches, psychoacoustics, 3D audio recording, composition for 3D space, 3D audio in live sound, broadcast, and

File Type PDF Virtual Augmented And Mixed Realities In Education movies - and more.

Overall, this book offers a definitive insight into an emerging sound world that is increasingly becoming part of our everyday lives.

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Despite popular forays into augmented and virtual reality in recent years, spatial computing still sits on the cusp of mainstream use.

Developers, artists, and

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designers looking to enter this field today have few places to turn for expert guidance. In this book, Erin Pangilinan, Steve Lukas, and Vasanth Mohan examine the AR and VR

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development pipeline and provide hands-on practice to help you hone your skills. Through step-by-step tutorials, you'll learn how to build practical applications and

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experiences grounded in theory and backed by industry use cases. In each section of the book, industry specialists, including Timoni West, Victor Prisacariu, and

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Nicolas Meuleau, join the authors to explain the technology behind spatial computing. In three parts, this book covers: Art and design: Explore spatial computing and design

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interactions, human-centered interaction and sensory design, and content creation tools for digital art Technical development: Examine differences between ARKit,

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ARCore, and spatial
mapping-based systems;
learn approaches to cross-
platform development on
head-mounted displays Use
cases: Learn how data and
machine learning

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visualization and AI work
in spatial computing,
training, sports, health,
and other enterprise
applications

For the last decade,
virtual reality has been

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utilized in diverse fields such as entertainment, medicine, and industry. Recently, virtual reality has been applied in educational settings in order to transform student

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learning and experiences through such methods as building prototypes using digital devices or exploring new cultures through immersive interactions. Teachers who

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can incorporate virtual reality into their classrooms can provide their students with more meaningful learning experiences and can witness higher engagement.

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Current and Prospective
Applications of Virtual
Reality in Higher
Education is a cutting-
edge academic research
book that provides
comprehensive research on

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the integration of virtual
reality in education
programs and establishes
foundations for course
design, program
development, and
institutional strategic

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planning. The book covers an overall understanding and approach to virtual reality in education, specific applications of using virtual reality in higher education, and

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prospects and issues of virtual reality in the future. Highlighting a wide range of topics such as gamification, teacher training, and virtual reality, this book is

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ideal for teachers,
instructional designers,
curriculum developers,
academicians, program
developers,
administrators,
educational software

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developers, policymakers,
researchers, education
professionals, and
students.

This book is written for
librarians, by librarians:
understanding that diverse

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communities use libraries, museums, and archives for a variety of different reasons. It makes augmented reality, virtual reality, and mixed reality applications much more

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accessible to
professionals in
libraries, museums, and
archives.

Beyond Reality
Virtual, Augmented, and
Mixed Realities in

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Education

Virtual Reality
Changing Realities in a
Dynamic World
Augmented and Mixed
Reality for Communities
Augmented and Virtual

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Reality in Libraries

Written by experts from the world's leading institutions in the field, this is the only book to cover virtual and augmented reality in manufacturing from a manufacturing perspective, rather than a computer science angle. It details applications of state-of-the-art

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technologies in real industrial situations.

EXTENDED REALITY IN PRACTICE

As one of the leading business trends today, extended reality (XR) promises to revolutionize the way consumers experience their encounters with brands and products of all kinds. Top brands from Pepsi and Uber to Boeing and the

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U.S. Army are creating immersive digital experiences that capture the interest and imaginations of their target markets. In Extended Reality in Practice: 100+ Amazing Ways Virtual, Augmented and Mixed Reality are Changing Business and Society, celebrated futurist, technologist, speaker, and author Bernard Marr

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delivers a robust and accessible explanation of how all kinds of firms are developing innovative XR solutions to business problems. You'll discover the new ways that companies are harnessing virtual, augmented, and mixed reality to improve consumers' perception of their brands. You'll also find out why there are

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likely to be no industries that will remain untouched by the use of XR, and why these technologies are popular across the commercial, governmental, and non-profit spectrums. Perfect for Chief Executive Officers, business owners, leaders, managers, and professionals working in business development,

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Extended Reality in Practice will also earn a place in the libraries of professionals working within innovation teams seeking an accessible resource on the possibilities and potential created by augmented, virtual, and mixed reality technologies. An insightful exploration of extended reality from a renowned thought

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*leader, technologist, and futurist
Extended Reality in Practice: 100+
Amazing Ways Virtual, Augmented and
Mixed Reality are Changing Business and
Society offers readers a front-row seat to
one of the most exciting and impactful
business trends to find traction in years.
Celebrated futurist and author Bernard*

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Marr walks you through the ins and outs of XR, or extended reality, and how it promises to revolutionize everything from the experience of walking through an airport or shopping mall to grabbing a burger at a fast-food restaurant. Discover insightful and illuminating case studies from businesses and organizations in a

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variety of industries, including Burger King, BMW, Boeing, and the U.S. Army, and see how they're turning virtual, mixed, and augmented reality experiences into big wins for their stakeholders. You'll also find out about how XR can help businesses tackle the problems of lackluster engagement and lukewarm

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customer loyalty with reinvigorated consumer experiences. Ideal for executives, founders, business leaders and owners, and professionals of all sorts, Extended Reality in Practice is an indispensable guide to an indispensable new technology. The book is the leading resource for anyone seeking a one-stop

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reference for augmented, virtual, and mixed reality tech and their limitless potential for enterprise.

This is the first comprehensive research monograph devoted to the use of augmented reality in education. It is written by a team of 58 world-leading researchers, practitioners and artists from

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15 countries, pioneering in employing augmented reality as a new teaching and learning technology and tool. The authors explore the state of the art in educational augmented reality and its usage in a large variety of particular areas, such as medical education and training, English language education, chemistry learning,

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environmental and special education, dental training, mining engineering teaching, historical and fine art education. Augmented Reality in Education: A New Technology for Teaching and Learning is essential reading not only for educators of all types and levels, educational researchers and

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technology developers, but also for students (both graduates and undergraduates) and anyone who is interested in the educational use of emerging augmented reality technology. "This book is a timely review of the various optical architectures, display technologies, and building blocks for

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modern consumer, enterprise, and defense head-mounted displays for various applications, including smart glasses, smart eyewear, and virtual-reality, augmented-reality, and mixed-reality headsets. Special attention is paid to the facets of the human perception system and the need for a human-centric optical

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design process that allows for the most comfortable headset that does not compromise the user's experience. Major challenges--from wearability and visual comfort to sensory and display immersion--must be overcome to meet market analyst expectations, and the book reviews the most appropriate optical

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*technologies to address such challenges,
as well as the latest product
implementations''--*

*Virtual, Augmented and Mixed Reality
Virtual and Augmented Reality: Concepts,
Methodologies, Tools, and Applications
Foundations and Methods of Extended
Realities (XR)*

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*Virtual and Augmented Reality (VR/AR)
Theorizing Literacy, Bodies, and
Technology in the Emerging Media of
Virtual, Augmented, and Mixed Realities
Learning Transported*

**This book constitutes the
refereed proceedings of**

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**the 17th International
Conference on Virtual
Reality and Augmented
Reality, EuroVR 2020,
held in Valencia, Spain, in
November 2020. The 12
full papers were carefully**

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**reviewed and selected
from 35 submissions. The
papers are organized in
topical sections named:
Perception, Cognition and
Behaviour; Training,
Teaching and Learning;**

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**Tracking and Rendering;
and Scientific Posters.
11th International
Conference, VAMR 2019,
Held as Part of the 21st
HCI International
Conference, HCII 2019,**

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**Orlando, FL, USA, July
26-31, 2019, Proceedings,
Part II**

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

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Virtual and Augmented Reality Applications in Manufacturing