

Weidong Huang · Leila Alem
Mark A. Livingston *Editors*

Human Factors in Augmented Reality Environments

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Springer Handbook of Augmented Reality Andrew Yeh Ching Nee, Soh Khim Ong, 2023-01-01 The Springer Handbook of Augmented Reality presents a comprehensive and authoritative guide to augmented reality AR technology its numerous applications and its intersection with emerging technologies This book traces the history of AR from its early development discussing the fundamentals of AR and its associated science The handbook begins by presenting the development of AR over the last few years mentioning the key pioneers and important milestones It then moves to the fundamentals and principles of AR such as photogrammetry optics motion and objects tracking and marker based and marker less registration The book discusses both software toolkits and techniques and

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Advances in Human Factors and Simulation Daniel N. Cassenti, 2019-06-01 This book focuses on modeling and simulation research that advances the current state of the art regarding human factors in this area It reports on cutting edge simulators such as virtual and augmented reality on multisensory environments and on modeling and simulation methods used in various applications including surgery military operations occupational safety sports training education transportation and robotics Based on the AHFE 2019 International Conference on Human Factors in Simulation and Modeling held on July 24-28 2019 in Washington D C USA the book serves as a timely reference guide for researchers and practitioners developing new modeling and simulation tools for analyzing or improving human performance It also offers a unique resource for modelers seeking insights into human factors research and more feasible and reliable computational tools to foster advances in this exciting research field

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Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney, 2002-01-01 This Handbook with contributions from leading experts in the field

provides a comprehensive state of the art account of virtual environments VE It serves as an invaluable source of reference for practitioners researchers and students in this rapidly evolving discipline It also provides practitioners with a reference source to guide *Emerging Technologies of Augmented Reality: Interfaces and Design* Haller, Michael,Billinghurst, Mark,Thomas, Bruce,2006-11-30 This book provides a good grounding of the main concepts and terminology for Augmented Reality AR with an emphasis on practical AR techniques from tracking algorithms to design principles for AR interfaces The targeted audience is computer literate readers who wish to gain an initial understanding of this exciting and emerging technology Provided by publisher **Universal Design in Video Games** Adam Palmquist,Izabella Jedel,Ole

Goethe,2024-04-22 As participation in game related activities increases around the world and across a larger part of the population it is obvious that games are not just an entertainment medium for children or young people Games can be used to accomplish different purposes for different groups of people in society Developing a universal designed game involves more than adding a cast of diverse characters Games with universal design at their core are experiences that are designed from the ground up to be accessible to everyone through mechanics options and user experience This book explains the meaning and need for universal design in video games and sheds light on important disciplines Researchers define a universal designed game as a video game that actively welcomes all players When players connect authentically with a video game they re much more likely to engage with the content Conversely when players can t physically play a game or don t see characters that look like them they feel isolated and miss out on beneficial opportunities to learn and collaborate Universal design maximizes the impact of playing games for instance by ensuring that they re accessible empowering and representative for every participant *Augmented Reality* José María Ariso,2017-04-10 There is at present no publication specifically dedicated to analyzing the philosophical implications of augmented reality especially regarding knowledge formation which constitutes a fundamental trait of knowledge society That is why this volume includes an analysis of the applications and implications of augmented reality While applications cover diverse fields like psychopathology and education implications concern issues as diverse as negative knowledge group cognition the internet of things and ontological issues among others In this way it is intended not only to generate answers but also to draw attention to new problems that arise with the diffusion of augmented reality In order to contemplate these problems from diverse perspectives the authors are from a variety of fields philosophy computer sciencess education psychology and many more Accordingly the volume offers varied and interesting contributions which are of interest to professionals from multiple disciplines

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