

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

Human Factors in Augmented Reality Environments

 Springer

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Daniel F McAuley



Human Factors In Augmented Reality Environments:

Human Factors in Augmented Reality Environments Weidong Huang, Leila Alem, Mark A Livingston, 2012-09-19
Advances in hardware and networking have made possible a wide use of augmented reality AR technologies However simply putting those hardware and technologies together does not make a good system for end users to use New design principles and evaluation methods specific to this emerging area are urgently needed to keep up with the advance in technologies Human Factors in Augmented Reality Environments is the first book on human factors in AR addressing issues related to design development evaluation and application of AR systems Topics include surveys case studies evaluation methods and metrics HCI theories and design principles human factors and lessons learned and experience obtained from developing deploying or evaluating AR systems The contributors for this cutting edge volume are well established researchers from diverse disciplines including psychologists artists engineers and scientists Human Factors in Augmented Reality Environments is designed for a professional audience composed of practitioners and researchers working in the field of AR and human computer interaction Advanced level students in computer science and engineering will also find this book useful as a secondary text or reference

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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

hardware related to AR before presenting the applications of AR This includes both end user applications like education and cultural heritage and professional applications within engineering fields medicine and architecture amongst others The book concludes with the convergence of AR with other emerging technologies such as Industrial Internet of Things and Digital Twins The handbook presents a comprehensive reference on AR technology from an academic industrial and commercial perspective making it an invaluable resource for audiences from a variety of backgrounds 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 *Virtual, Augmented and Mixed Reality* Jessie Y. C. Chen, Gino Fragomeni, 2024-05-31 This three volume set LNCS 14706 14708 constitutes the refereed proceedings of the 16th International Conference on Virtual Augmented and Mixed Reality VAMR 2024 held as part of the 26th International Conference HCI International 2024 in Washington DC USA during June 29-July 4 2024 The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions The VAMR 2024 proceedings were organized in the following topical sections Part I Perception Interaction and Design User Experience and Evaluation Part II Immersive Collaboration and Environment Design Sensory Tangible and Embodied Interaction in VAMR Part III Immersive Education and Learning VAMR Applications and Development **Human Factors in Virtual Environments and Game Design** Tareq Ahram, Christianne Falcão, 2024-07-24 Proceedings of the 15th International Conference on Applied Human Factors and Ergonomics and the Affiliated Conferences Nice France 24-27 July 2024 Virtual, Augmented and Mixed Reality. Design and Interaction Jessie Y. C. Chen, Gino Fragomeni, 2020-07-10 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 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 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 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 being and medicine **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 *Advances in Usability, User Experience, Wearable and Assistive Technology* Tareq Ahram,Christianne Falcão,2020-07-01 This book addresses emerging issues in usability interface design human computer interaction user experience and assistive technology It highlights research aimed at understanding human interactions with products services and systems and focuses on finding effective approaches for improving the user experience It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment offering them support with mobility communication positioning environmental control and daily living The book covers modeling as well as innovative design concepts with a special emphasis on user centered design and design for specific populations particularly the elderly Further topics include virtual reality digital environments gaming heuristic evaluation and forms of device interface feedback e g visual and haptic Based on the AHFE 2020 Virtual Conference on Usability and User Experience the AHFE 2020 Virtual Conference on Human Factors and Assistive Technology the AHFE Virtual Conference on Human Factors and Wearable Technologies and the AHFE 2020 Virtual Conference on Virtual Environments and Game Design held on July 16 20 2020 it provides academics and professionals with an extensive source of information and a timely guide to tools applications and future challenges in these fields

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