

Virtual and Augmented Reality:

Concepts, Methodologies, Tools, and Applications

Information Resources Management Association
USA

Volume III

Table of Contents

Preface.....	xxiii
--------------	-------

Volume I

Section 1 Fundamental Concepts and Theories

Chapter 1

Expansion of Uses and Applications of Virtual Reality	1
<i>Pablo Gobira, Universidade do Estado de Minas Gerais, Brazil</i>	
<i>Antônio Mozelli, Universidade do Estado de Minas Gerais, Brazil</i>	

Chapter 2

Interacting With Augmented Reality Mirrors.....	18
<i>Cristina Portalés, Universitat de València, Spain</i>	
<i>Jesús Gimeno, Universitat de València, Spain</i>	
<i>Sergio Casas, Universitat de València, Spain</i>	
<i>Ricardo Olanda, Universitat de València, Spain</i>	
<i>Francisco Giner, Universidad Politécnica de Valencia, Spain</i>	

Chapter 3

The Real Virtuality of Metaverses	47
<i>Eliane Schlemmer, UNISINOS - São Leopoldo, Brazil</i>	
<i>Luciana Backes, UNILASALLE - Canoas, Brazil</i>	

Chapter 4

Exploring Liminal Practices in Art, Technology, and Science.....	65
<i>Denise Doyle, University of Wolverhampton, UK</i>	

Chapter 5

A Merchant Virtual Universe as an Innovative Retail Setting: A Dynamic Perspective on the Immersion Process.....	84
<i>Ingrid Poncin, Catholic University of Louvain (UCL), Belgium</i>	
<i>Marion Garnier, SKEMA Business School - Université de Lille, France</i>	
<i>Virginie Maille, SKEMA Business School - Université de Lille, France</i>	

Chapter 6	
Lookable User Interfaces and 3D	119
<i>Alan Radley, University College London, UK</i>	

Chapter 7	
“Virtual Reality” Reconsidered	138
<i>Garfield Benjamin, University of Wolverhampton, UK</i>	

Section 2
Development and Design Methodologies

Chapter 8	
Towards Virtual Reality Crisis Simulation as a Tool for Usability Testing of Crisis Related Interactive Systems	164
<i>Kristian Rother, Hamm-Lippstadt University of Applied Sciences, Germany</i>	
<i>Inga Karl, Hamm-Lippstadt University of Applied Sciences, Germany</i>	
<i>Simon Nestler, Hamm-Lippstadt University of Applied Sciences, Germany</i>	

Chapter 9	
Approaches and Applications of Virtual Reality and Gesture Recognition: A Review	180
<i>Sudha M. R., SSN College of Engineering, India</i>	
<i>Sriraghav K., SSN College of Engineering, India</i>	
<i>Sudar Abisheck S., SSN College of Engineering, India</i>	
<i>Shomona Gracia Jacob, SSN College of Engineering, India</i>	
<i>Manisha S., SSN College of Engineering, India</i>	

Chapter 10	
Mobile Augmented Reality: Evolving Human-Computer Interaction	200
<i>Miguel A. Sánchez-Acevedo, Universidad de la Cañada, Mexico</i>	
<i>Beatriz A. Sabino-Moxo, Universidad de la Cañada, Mexico</i>	
<i>José A. Márquez-Domínguez, Universidad de la Cañada, Mexico</i>	

Chapter 11	
Cognitive Fitness, Assessment, and Cognitive Rehabilitation of Older Population: From MMSE to Computerized and VR Based Tools.....	222
<i>Unai Diaz-Orueta, Nesplora Technology & Behavior, Spain</i>	

Chapter 12	
Use of Augmented Reality in Mobile Devices for Educational Purposes	254
<i>Bülent Gürsel Emiroğlu, Kırıkkale University, Turkey</i>	
<i>Adile Aşkın Kurt, Anadolu University, Turkey</i>	

Chapter 13

Study on an Interactive Truck Crane Simulation Platform Based on Virtual Reality Technology 277

Yong Sang, Dalian University of Technology, China

Yu Zhu, Dalian University of Technology, China

Honghua Zhao, Dalian University of Technology, China

Mingyan Tang, Dalian University of Technology, China

Chapter 14

Mobile VR in Education: From the Fringe to the Mainstream..... 293

Thomas Cochrane, Auckland University of Technology, New Zealand

Chapter 15

Augmented Reality Game in the Hybrid Urban Environment..... 312

Alena Mesárošová, Universidad Politécnica de Valencia, Spain

Manuel Ferrer Hernández, Universidad Politécnica de Valencia, Spain

Chapter 16

An Augmented-Reality-Based Intelligent Mobile Application for Open Computer Education..... 324

Utku Köse, Usak University, Turkey

Chapter 17

Virtual Territorial Heritage in Education through mLearning Resources: Cities of Salamanca
Spain and Santiago of Chile..... 345

Jorge Joo Nagata, Universidad Metropolitana de Ciencias de la Educación, Chile

José Rafael García-Bermejo Giner, Universidad de Salamanca, Spain

Fernando Martínez-Abad, Universidad de Salamanca, Spain

Chapter 18

Design Principles for an Intelligent-Augmented-Reality-Based M-Learning Application to
Improve Engineering Students' English Language Skills..... 378

Derya Bozdogan, TED University, Turkey

Buket Kasap, Ankara University, Turkey

Utku Köse, Usak University, Turkey

Chapter 19

Towards Modern Cost-Effective and Lightweight Augmented Reality Setups 396

Luís Pádua, University of Trás-os-Montes e Alto Douro, Portugal

Telmo Adão, University of Trás-os-Montes e Alto Douro, Portugal

David Narciso, University of Trás-os-Montes e Alto Douro, Portugal

*António Cunha, INESC TEC, Portugal & University of Trás-os-Montes e Alto Douro,
Portugal*

Luís Magalhães, ALGORITMI Center, University of Minho, Portugal

*Emanuel Peres, INESC TEC, Portugal & University of Trás-os-Montes e Alto Douro,
Portugal*

Chapter 20

- An Extended Acceptance Model for Augmented Reality Educational Applications 424
Alexandru Balog, National Institute for Research and Development in Informatics, Romania
Costin Pribeanu, National Institute for Research and Development in Informatics, Romania

Chapter 21

- Game Design Frameworks and Reality Guides 442
Tomi "bgt" Suovuo, University of Turku, Finland
Ilmari Lahti, University of Turku, Finland
Jouni Smed, University of Turku, Finland

Chapter 22

- Establishing Synergy Between Cloud Computing and Collaborative Technology in Medical Informatics 464
N. Raghavendra Rao, FINAIT Consultancy Services, India

Chapter 23

- Big Data in Cloud Computing Environment for Market Trends..... 481
K. Hariharanath, SSN School of Management & Computer Applications, India

Chapter 24

- Virtual Design Teams in Virtual Worlds: A Theoretical Framework Using Second Life 500
Pete B. Rive, Auckland University of Technology, New Zealand

Section 3 Tools and Technologies

Chapter 25

- Rehabilitation and Medical Assistant Technique in Virtual Reality 528
Greeshma Sharma, DRDO, India

Chapter 26

- Virtual Reality and Point-Based Rendering in Architecture and Heritage 549
Omar A. Mures, University of A Coruña, Spain
Alberto Jaspe, CRS4, Italy
Emilio J. Padrón, University of A Coruña, Spain
Juan R. Rabuñal, University of A Coruña, Spain

Chapter 27

- Virtual Reality as a Tool for Enhancing Learning in At-Risk Students and Increasing School Inclusion..... 566
Silvia Panzavolta, Istituto Nazionale di Documentazione, Innovazione e Ricerca Educativa (INDIRE), Italy

Chapter 28

The Promise and Relevance of Emerging Technologies in the Education of Children With Autism Spectrum Disorder 582

Edmon Begoli, Joint Institute for Computational Sciences (JICS), USA

Jeanine DeFalco, Columbia University, USA

Cristi Ogle, Knox County Schools, USA

Volume II

Chapter 29

Augmented Reality With Mobile and Ubiquitous Learning: Immersive, Enriched, Situated, and Seamless Learning Experiences 603

Aras Bozkurt, Anadolu University, Turkey

Chapter 30

Digital Technologies in Architecture and Engineering: Exploring an Engaged Interaction Within Curricula 618

Sara Eloy, Instituto Universitário de Lisboa/ISTAR-IUL, Portugal

Miguel Sales Dias, Instituto Universitário de Lisboa/ISTAR-IUL, Portugal & Microsoft

Language Development Center, Portugal

Pedro Faria Lopes, Instituto Universitário de Lisboa/ISTAR-IUL, Portugal

Elisângela Vilar, CIAUD, FA/ULisboa, Portugal

Chapter 31

Serious Games and Gamified Tools for Psychological Intervention: A Review 654

Unai Diaz-Orueta, Nesplora Technology & Behavior, Spain

Chapter 32

Use of Augmented Reality a New Vision on the Massive Open Online Courses 680

Julio Ponce, Universidad Autonoma de Aguascalientes, México

Francisco Ornelas, Universidad Politecnica de Aguascalientes, México

Francisco Álvarez, Universidad Autonoma de Aguascalientes, México

Beatriz Toscano, Universidad Autonoma de Nayarit, México

Chapter 33

Development of a Low-Cost Augmented Reality Head-Mounted Display Prototype 698

Thiago D'Angelo, Federal University of Ouro Preto, Brazil

Saul Delabrida, Federal University of Ouro Preto, Brazil

Ricardo A. R. Oliveira, Federal University of Ouro Preto, Brazil

Antonio A. F. Loureiro, Federal University of Minas Gerais, Brazil

Chapter 34

Empowering Citizens Through Virtual and Alternate Reality..... 720

Vanessa Camilleri, University of Malta, Malta

Alexiei Dingli, University of Malta, Malta

Matthew Montebello, University of Malta, Malta

Chapter 35

Virtual Laboratories Development Using 3D Environments..... 733

Toni Amorim Oliveira, University State of Mato Grosso, Brazil

Norian Marranghello, UNESP/IBILCE, Brazil

Alexandre César Rodrigues Silva, FEIS/UNESP, Brazil

Aledir Silveira Pereira, UNESP/IBILCE, Brazil

Chapter 36

Existing Standards and Programs for Use in Mobile Augmented Reality..... 759

Gülay Ekren, Sinop University, Turkey

Nilgun Ozdamar Keskin, Anadolu University, Turkey

Chapter 37

Know Your World Better: Cloud Based Augmented Reality Android Application 777

Srinivasa K. G., M. S. Ramaiah Institute of Technology, India

Satvik Jagannath, M. S. Ramaiah Institute of Technology, India

Aakash Nidhi, M. S. Ramaiah Institute of Technology, India

Chapter 38

Pose Tracking in Augmented Reality of Cultural Heritage 794

Daniel Asmar, American University of Beirut, Lebanon

Chapter 39

Augmented Reality in Informal Learning Settings: Leveraging Technology for the Love of History 804

Eric G. Poitras, University of Utah, USA

Jason M. Harley, University of Alberta, Canada

Timothy Compeau, Brock University, Canada

Kevin Kee, University of Ottawa, Canada

Susanne P. Lajoie, McGill University, Canada

Chapter 40

Adaptation and Customization in Virtual Rehabilitation..... 826

Felipe Orihuela-Espina, Instituto Nacional de Astrofísica, Óptica y Electrónica, Mexico

L. Enrique Sucar, Instituto Nacional de Astrofísica, Óptica y Electrónica, Mexico

Chapter 41

Augmented Reality as a Tool to Enhance the Experiential Value of Online Shopping: The Future of Fashion Retailing..... 850

Tuğçe Ozansoy Çadırıcı, Yıldız Technical University, Turkey

Şirin Gizem Köse, Yıldız Technical University, Turkey

Chapter 42

Personal Touch: A Viewing-Angle-Compensated Multi-Layer Touch Display 875

Andreas Kratky, University of Southern California, USA

Chapter 43

The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect 891

Elisa Pedroli, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy

Silvia Serino, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy

Alice Chicchi Giglioli, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy

Federica Pallavicini, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy

Pietro Cipresso, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy

Giuseppe Riva, Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Italy & Catholic University of Milan, Italy

Section 4

Utilization and Applications

Chapter 44

Simulation of Manufacturing Processes via Virtual Reality 918

Mohamed-Amine Abidi, Lyon University, France

Barbara Lyonnet, Nantes University, France

Pierre Chevaillier, Lyon University, France

Rosario Toscano, Lyon University, France

Patrick Baert, Lyon University, France

Chapter 45

Mobile Augmented Reality Applications in Education 954

Irfan Sural, Eskisehir Osmangazi University, Turkey

Chapter 46

Virtual Reality and Education: Overview Across Different Disciplines 970

Nicoletta Melida Sala, Institute for Complexity Studies, Italy

Chapter 47

Ubiquitous, Wearable, Mobile: Paradigm Shifts in E-Learning and Diffusion of Knowledge 996

Sebastiano Nucera, University of Messina, Italy

Gennaro Tartarisco, Institute of Applied Sciences and Intelligent Systems, Italy

Aldo Epasto, University of Messina, Italy

Donatello Smeriglio, University of Messina, Italy

Alessandro Mazzeo, University of Messina, Italy

Giovanni Pioggia, Institute of Applied Sciences and Intelligent Systems, Italy

Alessandra Anastasi, University of Messina, Italy

Chapter 48	
Augmented Reality Implementations, Requirements, and Limitations in the Flipped-Learning Approach.....	1018
<i>Nilgun Tosun, Trakya University, Turkey</i>	
Chapter 49	
Integration of Augmented Reality and Virtual Reality in Building Information Modeling: The Next Frontier in Civil Engineering Education	1037
<i>Sai Rohit Chenchu Boga, VIT University, Chennai, India</i>	
<i>Bhargav Kansagara, VIT University, Chennai, India</i>	
<i>Ramesh Kannan, VIT University, Chennai, India</i>	
Chapter 50	
Virtual Learning: Videogames and Virtual Reality in Education.....	1067
<i>Martha Burkle, Assiniboine College, Canada</i>	
<i>Michael Magee, Penson Consulting Group, Canada</i>	
Chapter 51	
Exploring 3D Immersive and Interactive Technology for Designing Educational Learning Experiences.....	1088
<i>Min Liu, The University of Texas at Austin, USA</i>	
<i>Simon Su, Texas Advanced Computing Center, USA</i>	
<i>Sa Liu, The University of Texas at Austin, USA</i>	
<i>Jason Harron, The University of Texas at Austin, USA</i>	
<i>Cynda Fickert, The University of Texas at Austin, USA</i>	
<i>Bill Sherman, Indiana University, USA</i>	
Chapter 52	
The Importance of Mobile Augmented Reality in Online Nursing Education.....	1107
<i>Belgin Boz Yuksekdog, Anadolu University, Turkey</i>	
Chapter 53	
Integrating Music Into Math in a Virtual Reality Game: Learning Fractions	1122
<i>Taehyeong Lim, Florida State University, Tallahassee, USA</i>	
<i>Sungwoong Lee, Emporia State University, Emporia, USA</i>	
<i>Fengfeng Ke, Florida State University, Tallahassee, USA</i>	
Chapter 54	
On the (Virtual) Road: Applying the Travelogue Concept to Virtual Spaces.....	1142
<i>Robert Matthew Poole, ANU, USA</i>	
Chapter 55	
Psychedelic Trance on the Web: Exploring Digital Parties at Second Life.....	1158
<i>Emília Simão, Portuguese Catholic University, Portugal</i>	
<i>Sérgio Tenreiro de Magalhães, Portuguese Catholic University, Portugal</i>	
<i>Armando Malheiro da Silva, University of Porto, Portugal</i>	

Chapter 56

Immersive Virtual Reality as a Non-Pharmacological Analgesic for Pain Management: Pain
Distraction and Pain Self-Modulation 1176

Diane Gromala, Simon Fraser University, Canada

Xin Tong, Simon Fraser University, Canada

Chris Shaw, Simon Fraser University, Canada

Weina Jin, Simon Fraser University, Canada

Chapter 57

Case Analysis: Advancing Virtual Learning Environments Through Evaluative Processes 1200

Annette Greer, East Carolina University, USA

Susan Martin Meggs, East Carolina University, USA

Sharon Kibbe, East Carolina University, USA

Volume III

Chapter 58

Preparing for the Forthcoming Industrial Revolution: Beyond Virtual Worlds Technologies for
Competence Development and Learning 1219

Albena Antonova, Sofia University, Bulgaria

Chapter 59

Making Lifelike Medical Games in the Age of Virtual Reality: An Update on “Playing Games
With Biology” From 2013 1234

Thomas B. Talbot, University of Southern California, USA

Chapter 60

Towards a Mobile Augmented Reality System for Emergency Management: The Case of
SAFE 1252

Angelo Croatti, University of Bologna, Italy

Alessandro Ricci, University of Bologna, Italy

Mirko Viroli, University of Bologna, Italy

Section 5

Organizational and Social Implications

Chapter 61

Virtual Reality Enhanced Robotic Systems for Disability Rehabilitation 1267

Wei Wei, Soochow University, China

Chapter 62

Learning in a Virtual Environment: Implementation and Evaluation of a VR Math-Game 1288

Christof Sternig, Graz University of Technology, Austria

Michael Spitzer, Graz University of Technology, Austria

Martin Ebner, Graz University of Technology, Austria

Chapter 63

- Cognitive Exercising for Patients With MCI Using Serious Games: Design of a Pilot Study 1313
Ioannis Tarnanas, ARTORG Center for Biomedical Engineering Research, University of Bern, Switzerland
Apostolis Tsolakis, Aristotle University of Thessaloniki, Greece
Magda Tsolaki, Aristotle University of Thessaloniki, Greece

Chapter 64

- Clustering Finger Motion Data From Virtual Reality-Based Training to Analyze Patients With Mild Cognitive Impairment 1343
Niken Prasasti Martono, Tokyo University of Science, Japan
Takehiko Yamaguchi, Tokyo University of Science, Japan
Takuya Maeta, Tokyo University of Science, Japan
Hibiki Fujino, Tokyo University of Science, Japan
Yuki Kubota, Tokyo University of Science, Japan
Hayato Ohwada, Tokyo University of Science, Japan
Tania Giovanneti, Temple University, USA

Chapter 65

- In Search for a “Good Fit” Between Augmented Reality and Mobile Learning Ecosystem 1359
Miraç Banu Gundogan, Middle East Technical University, Turkey

Chapter 66

- Collaboration of Rehabilitation Robot With Virtual Reality Development Engine 1377
Yogendra Patil, University of Alabama, USA
Guilherme Galdino Siqueira, University of São Paulo, Brazil
Iara Brandao, Federal University of Bahia, Brazil
Fei Hu, University of Alabama, USA

Chapter 67

- Breaking the Frame of Digital, Dream, and Waking Realities 1393
Jayne I. Gackenbach, MacEwan University, Canada
Sarkis Hakopdjanian, MacEwan University, Canada

Chapter 68

- Focus on Patient in Virtual Reality-Assisted Rehabilitation 1422
Stefano Mottura, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy
Luca Fontana, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy
Sara Arlati, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy
Claudia Redaelli, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy
Andrea Zangiacomi, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy
Marco Sacco, CNR-ITIA, National Research Council, Institute of Industrial Technologies and Automation, Italy

Chapter 69

Healthy Avatars, Healthy People: Care Engagement Through the Shared Experience of Virtual Worlds 1451

Stefano Triberti, Catholic University of the Sacred Heart, Italy

Alice Chirico, Catholic University of the Sacred Heart, Italy

Chapter 70

Palatium Vetus in Alessandria: From Tradition to Digital History 1473

Anna Marotta, Politecnico di Torino, Italy

Rossana Netti, Politecnico di Torino, Italy

Marco Vitali, Politecnico di Torino, Italy

Chapter 71

Private Label Sales through Catalogs With Augmented Reality 1500

Gerardo Reyes Ruiz, Universidad Autónoma del Estado de México, Mexico

Samuel Olmos Peña, Universidad Autónoma del Estado de México, Mexico

Marisol Hernández Hernández, Universidad Autónoma del Estado de México, Mexico

Chapter 72

Get in the GROOVE: Promoting a Healthy Reality 1532

Mary Kate Clennan, University of Miami, USA

Daniella S. Carucci, University of Miami, USA

Shannon E. Chiles, University of Miami, USA

Marissa D. Alert, University of Miami, USA

Alyssa LaRoche, Aimee Weber Studio, USA

Maria Isabel Leeder, Patricia and Phillip Frost Museum of Science, USA

Patrice G. Saab, University of Miami, USA

Chapter 73

Battlefield Cyberspace: Exploitation of Hyperconnectivity and Internet of Things 1553

Maurice Dawson, University of Missouri – St. Louis, USA

Marwan Omar, Saint Leo University, USA

Jonathan Abramson, Post University, USA

Brian Leonard, Alabama A&M University, USA

Dustin Bessette, National Graduate School of Quality Management, USA

Section 6

Critical Issues and Challenges

Chapter 74

Significance of Virtual Reality-Based Rehabilitation in Acquired Brain Injury 1586

Artemisa R. Does, Psychosocial Rehabilitation Lab, Polytechnic Institute of Porto, Portugal

Liliana Mendes, Psychosocial Rehabilitation Lab, University of Porto, Portugal

Irene P. Carvalho, School of Medicine of the University of Porto, Portugal

Sandra Guerreiro, Centro de Reabilitação Profissional de Gaia, Portugal

Isabel Almeida, Centro de Reabilitação Profissional de Gaia, Portugal

Fernando Barbosa, University of Porto, Portugal

Chapter 75	
Pedagogical Agents for Learning.....	1602
<i>Noah L. Schroeder, Wright State University, USA</i>	

Chapter 76	
Augmented Reality as a New Media for Supporting Mobile-Learning.....	1625
<i>Mauro Figueiredo, University of Algarve, Portugal</i>	
<i>José Gomes, University of Algarve, Portugal & Open University, Portugal</i>	
<i>Cristina Maria Cardoso Gomes, University of Algarve, Portugal & Open University, Portugal</i>	
<i>Rui Gaspar, University of Algarve, Portugal & Open University, Portugal</i>	
<i>João Madeira Lopes, University of Algarve, Portugal</i>	

Chapter 77	
The Theory and Process Involved with Educational Augmented Reality Game Design.....	1644
<i>Patrick O'Shea, Appalachian State University, USA</i>	
<i>Chris Campbell, The University of Queensland, Australia</i>	

Section 7
Emerging Trends

Chapter 78	
The Impact of Augmented Reality and Virtual Reality Study Material in the Future of Learning: A Teamwork Experience.....	1660
<i>Giuliana Guazzaroni, Università Politecnica delle Marche, Italy</i>	

Chapter 79	
Pure Land UNWIRED: New Approaches to Virtual Reality for Heritage at Risk.....	1679
<i>Stefan Greuter, RMIT University, Australia</i>	
<i>Sarah Kenderdine, University of New South Wales, Australia</i>	
<i>Jeffrey Shaw, City University of Hong Kong, Hong Kong</i>	

Chapter 80	
Augmented Reality as an Emerging Application in Tourism Marketing Education	1702
<i>Azizul Hassan, Cardiff Metropolitan University, UK</i>	
<i>Timothy Jung, Manchester Metropolitan University, UK</i>	

Chapter 81	
Future Direction of Gamification Within Higher Education	1721
<i>Robert Costello, Newcastle College, UK</i>	

Chapter 82	
Improved Interaction for Mid-Air Projection Screen Technology	1742
<i>Karri Palovuori, Tampere University of Technology, Finland</i>	
<i>Ismo Rakkolainen, University of Tampere, Finland</i>	

Chapter 83

New Technologies and Neuropsychological Evaluation of Older Adults: Issues and Challenges ... 1762

Stelios Zygouris, Aristotle University of Thessaloniki, Greece

Magda Tsolaki, Greek Association of Alzheimer's Disease and Related Disorders, Aristotle University of Thessaloniki, Greece

Chapter 84

Supporting Motion Capture Acting Through a Mixed Reality Application 1780

Daniel Kade, Mälardalen University, Sweden

Rikard Lindell, Mälardalen University, Sweden

Hakan Ürey, Koç University, Turkey

Oğuzhan Özcan, Koç University, Turkey

Chapter 85

Augmented Reality for Tourism Service Promotion in Iran as an Emerging Market..... 1808

Neda Shabani, University of South Florida Sarasota-Manatee, USA

Azizul Hassan, Cardiff Metropolitan University, UK

Chapter 86

Mixed Augmented Reality Systems for Real World Integration..... 1819

Raajan N. R., SASTRA University, India

Nandhini Kesavan, SASTRA University, India

Index..... xxvi