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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.

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 virtually. 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, applications in cultural heritage, in medicine, in education, and in industry.

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 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 visualisation.

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 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.

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

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.