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Virtual Reality in Psychological, Medical and Pedagogical Applications - Christiane Eichenberg 2012-09-12
This book has an aim to present latest applications, trends and developments of virtual reality technologies in three humanities disciplines: in medicine, psychology and pedagogy. Studies show that people in both educational as well as in the medical therapeutic range expect more and more that modern media are included in the corresponding demand and supply structures. For the Internet and various mobile media, associated research and application projects now have fixed key words such as "E-learning" and "E-Mental Health" or "M-Learning", "M-Mental Health". This book aims to contribute to the current state of the corresponding efforts in the area of ??further promising technology - the Virtual Reality - designed to give an overview and secondly to provide a stimulus on specific projects, associated with the hope of giving to scientists and practitioners from the humanities an impulse for their own (further-) development, evaluation and implementation of various VR scenarios in the education and health sectors.

Handbook of Research on Technoself: Identity in a Technological Society - Luppicini, Rocci 2012-10-31
"This book provides insights to better enhance the understanding of technology's widespread intertwinement with human identity within an advancing technological society"--Provided by publisher.

Semiotic Landscapes - Adam Jaworski 2010-06-10
Landscapes generate meaning and impact on three major areas of scholarly interest: language and visual discourse, spatial practices and global capitalism.

The SAGE Handbook of Human–Machine Communication - Andrea L. Guzman 2023-06-01

The SAGE Handbook of Human-Machine Communication has been designed to serve as the touchstone text for researchers and scholars engaging in new research in this fast-developing field. Chapters provide a comprehensive grounding of the history, methods, debates and theories that contribute to the study of human-machine communication. Further to this, the Handbook provides a point of departure for theorizing interactions between people and technologies that are functioning in the role of communicators, and for considering the theoretical and methodological implications of machines performing traditionally 'human' roles. This makes the Handbook the first of its kind, and a valuable resource for students and scholars across areas such as communication, media and information studies, and computer science, as well as for practitioners, engineers and researchers interested in the foundational elements of this emerging field. Part 1: Histories and Trajectories Part 2: Approaches and Methods Part 3: Concepts and Contexts Part 4: Technologies and Applications

52. Esposizione International D'arte - Robert Storr 2007

Smart Trends in Computing and Communications - Yu-Dong Zhang 2021-10-25
This book gathers high-quality papers presented at the Fifth International Conference on Smart Trends in Computing and Communications (SmartCom 2021), organized by Global Knowledge Research Foundation (GR Foundation) from March 2 – 3 , 2021. It covers the state of the art and emerging topics in information, computer communications, and effective strategies for their use in engineering and managerial applications. It also explores and discusses the latest technological advances in, and future directions for, information and knowledge

computing and its applications.

Perception, Action, and Cognition - Snehlata Jaswal 2016-11-09

Even as simple a task as quenching thirst with a glass of water involves a sequence of perceptions and actions woven together by expectations and experience. What are the myriad links between perception and action, and what does cognition have to do with them? Intuitively we think that perception precedes action, but we also know that action moulds perception. The reciprocal links between perception and action are now accepted almost universally. The discovery of mirror neurons that encode observed actions has further emphasized the coupling of perception and action. The real aim of this research topic is to go beyond identifying the evidence for perception-action coupling, and study the cognitive entities and processes that influence the perception-action link.

For example, the internal representations of perceived and produced events are created and modified through experience. Yet the perception action link is considered relatively automatic. To what extent is the perception-action link affected by representations and their manipulations by cognitive processes? Does selective attention modify the perception action coupling? How, and to what extent, does the context provide sources of cognitive control? The developmental trajectory of the perception-action link and the influence of cognition at various stages of development could be another line of important evidence. The responses to these and other such questions contribute to our understanding of this research area with significant implications for perception-action coupling.

Virtual Collaborative Writing in the Workplace: Computer-Mediated Communication Technologies and Processes - Hewett, Beth L. 2010-06-30

"This book investigates the use of computer-mediated communication technologies and collaborative processes to facilitate effective interdependent collaboration in writing projects, especially in virtual workplace settings"--Provided by publisher.

ECGBL 2020 14th European Conference on Game-Based Learning - Panagiotis Fotaris 2020-09-24 These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning (ECGBL 2020), hosted by The University of Brighton on 24-25 September 2020. The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy, all from University of Brighton, UK. Encyclopedia of Aesthetics - Michael Kelly 1998 This major reference work surveys how philosophers, art historians, and others reflect critically on art and culture. It presents articles on the history of Western and non-Western aesthetics along with accounts of the contemporary debates. Human Machine Interfaces for Teleoperators and Virtual Environments - 1991

Ethical Challenges in Digital Psychology and Cyberpsychology - Thomas D. Parsons 2019-11-14 Explores the ethical issues of cyberpsychology research and praxes, which arise in algorithmically paired people and technologies. Mind, Matter and Quantum Mechanics - Henry P. Stapp 2009-02-12 Leading quantum physicist Stapp focuses in this book on the problem of consciousness and explains how quantum mechanics allows causally effective conscious thought to be combined in a natural way with the physical brain made of neurons and atoms. Feeling Present in the Physical World and in Computer-Mediated Environments - J. Waterworth

2014-11-21

This concise volume presents for the first time a coherent and detailed account of why we experience feelings of being present in the physical world and in computer-mediated environments, why we often don't, and why it matters - for design, psychotherapy, tool use and social creativity amongst other practical applications.

New Perspectives on Virtual and Augmented Reality - Linda Daniela 2020-05-31

New Perspectives on Virtual and Augmented 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 support learning in a transformed learning environment. Technology creates opportunities to learn differently and presents challenges for education. Virtual reality 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 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 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 development of metacognitive processes. They also contribute to inclusive education by providing access to knowledge that would not otherwise be available. This book will be of great interest to academics, researchers and post-graduate students in the field of educational technology.

The Psychosocial Reality of Digital Travel - Ingvar Tjostheim 2021-12-06

This open access book takes a fresh look at the nature of the digital travel experience, at a time

when more and more people are engaged in online social interaction, games, and other virtual experiences essentially involving online visits to other places. It examines whether these experiences can seem real to the virtual traveller and, if so, under what conditions and on what grounds. The book unpacks philosophical theories relevant to the feeling of being somewhere, emphasising the importance of perception and being-in-the-world. Notions of place are outlined, based on work in tourism studies, human geography, and other applied social fields, with an aim to investigate how and when different experiences of place arise for the traveller and how these relate to telepresence – the sense of being there in another place through digital media. Findings from recent empirical studies of digital travel are presented, including a survey from which the characteristics of "digital travellers" are identified. A review of selected interactive design trends and possibilities leads to the conclusion, which draws these strands together and looks to the future of this topical and expanding field.

Cognitive Technology: Instruments of Mind -

Meurig Beynon 2003-05-15
Cognitive Technology: Instruments of Mind Cognitive Technology is the study of the impact of technology on human cog- tion, the externalization of technology from the human mind, and the pragmatics of tools. It promotes the view that human beings should develop methods to p- dict, analyse, and optimize aspects of human-tool relationship in a manner that respects human wholeness. In particular the development of new tools such as virtual environments, new computer devices, and software tools has been too little concerned with the impacts these technologies will have on human cog- tive and social capacities. Our

tools change what we are and how we relate to the world around us. They need to be developed in a manner that both extends human capabilities while ensuring an appropriate cognitive t between organism and instrument. The principal theme of the CT 2001 conference and volume is declared in its title: Instruments of Mind. Cognitive Technology is concerned with the interaction between two worlds: that of the mind and that of the machine. In science and engineering, this - teraction is often explored by posing the question: how can technology be best tailored to human cognition? But as the history of technological developments has consistently shown, cognition is also fashioned by technology. Technologies as diverse as writing, electricity generation, and the silicon chip all illustrate the profound and dynamic impact of technology upon ourselves and our conceptions of the world.

NASA Conference Publication - 1991

Out of the Cave - Mark L. Johnson 2021-08-17 From a philosopher and a neuropsychologist, a radical rethinking of certain traditional views about human cognition and behavior. Plato's Allegory of the Cave trapped us in the illusion that mind is separate from body and from the natural and physical world. Knowledge had to be eternal and absolute. Recent scientific advances, however, show that our bodies shape mind, thought, and language in a deep and pervasive way. In Out of the Cave, Mark Johnson and Don Tucker--a philosopher and a neuropsychologist--propose a radical rethinking of certain traditional views about human cognition and behavior. They argue for a theory of knowing as embodied, embedded, enactive, and emotionally based. Knowing is an ongoing process--shaped by our deepest biological and cultural values. Johnson

and Tucker describe a natural philosophy of mind that is emerging through the convergence of biology, psychology, computer science, and philosophy, and they explain recent research showing that all of our higher-level cognitive activities are rooted in our bodies through processes of perception, motive control of action, and feeling. This developing natural philosophy of mind offers a psychological, philosophical, and neuroscientific account that is at once scientifically valid and subjectively meaningful--allowing us to know both ourselves and the world.

Artificial Intelligence Today - Michael J. Wooldridge 1999-08-18
Artificial Intelligence is one of the most fascinating and unusual areas of academic study to have emerged this century. For some, AI is a true scientific discipline, that has made important and fundamental contributions to the use of computation for our understanding of nature and phenomena of the human mind; for others, AI is the black art of computer science. Artificial Intelligence Today provides a showcase for the field of AI as it stands today. The editors invited contributions both from traditional subfields of AI, such as theorem proving, as well as from subfields that have emerged more recently, such as agents, AI and the Internet, or synthetic actors. The papers themselves are a mixture of more specialized research papers and authorative survey papers. The secondary purpose of this book is to celebrate Springer-Verlag's Lecture Notes in Artificial Intelligence series.

From Communication to Presence - Luigi Anolli 2006
Communication is the core activity for an educator, conveying and sharing information from one person to another, from one organization to another. This work includes contributions which encompass a

series of topics in communication psychology.

Disruptive Technologies in Media, Arts and Design

- Alexiei Dingli 2022-02-28
This book presents selected proceedings from two installments of the MAD Conference in 2020—MAD Blockchain 2020 and MAD Artificial Intelligence 2020. These events focused on applications of these novel technologies in media, arts and design. A number of researchers present their own projects and practical implementations of blockchain and AI in games, art, education and sustainable living, while other authors explore theoretical and ethical questions that these technologies bring into society. First and foremost, we recommend this book to aspiring scholars and practitioners who are also building new solutions using blockchain and AI. Besides, the book extends the existing scholarship on AI and blockchain and provides proven cases and tools for education in ICT. The conference has been organized by Danube-University Krems, Drexel University Philadelphia and University of Malta with support from the MIT Education Arcade, the Texas A&M LIVE Lab and University of Vaasa.

The Oxford Handbook of Eating Disorders - W. Stewart Agras 2018
This handbook is currently in development, with individual articles publishing online in advance of print publication. At this time, we cannot add information about unpublished articles in this handbook, however the table of contents will continue to grow as additional articles pass through the review process and are added to the site. Please note that the online publication date for this handbook is the date that the first article in the title was published online. For more information, please read the site FAQs.

Interactive Storytelling - Alex Mitchell 2014-09-25
This book constitutes the refereed proceedings of

the 7th International Conference on Interactive Storytelling, ICIDS 2014, Singapore, Singapore, November 2014. The 20 revised full papers presented together with 8 short papers 7 posters, and 5 demonstration papers were carefully reviewed and selected from 67 submissions. The papers are organized in topical sections on story generation, authoring, evaluation and analysis, theory, retrospectives, and user experience.

Augmented Reality, Virtual Reality, and Computer Graphics - Lucio Tommaso De Paolis 2019-07-27 The 2-volume set LNCS 11613 and 11614 constitutes the refereed proceedings of the 6th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2019, held in Santa Maria al Bagno, Italy, in June 2019. The 32 full papers and 35 short papers presented were carefully reviewed and selected from numerous submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual and augmented reality, 3D visualization and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, military and industrial applications. They are organized in the following topical sections: virtual reality; medicine; augmented reality; cultural heritage; education; and industry.

Catalog of Copyright Entries. Third Series - Library of Congress. Copyright Office 1973

Advances in Flow Research - Corinna Peifer 2021-01-21 This second edition provides a review of the current flow research. The first, thoroughly revised and extended, part of the book, addresses basic concepts, correlates, conditions and consequences of flow experience. This includes the developments of the flow model, methods to measure flow, its

physiological correlates, personality factors involved in the emergence of flow, social flow, the relationship of flow with performance and wellbeing, but also possible negative consequences of flow. The second, completely new, part of the book addresses flow in diverse contexts, in particular, work, development, sports, music and arts, and human computer interaction. As such, the book provides a broad overview on the current state of flow research – from the basics to specific contexts of application. It presents what has been learned since the beginning of flow research, what is still open, and how the mission to understand and foster flow should continue. The book addresses researchers and students who are interested in flow, as well as practitioners who seek for sound research on flow in their field of expertise.

Learning in Metaverses: Co-Existing in Real Virtuality - Schlemmer, Eliane 2014-08-31

The potential of virtual world technologies to improve teaching and learning has been recognized in recent years, creating new possibilities for teaching and learning processes, with virtual environments impacting the achievement of student learning and collaboration. Learning in Metaverses: Co-Existing in Real Virtuality discusses a better way to understand this new learning universe, exploring the possibilities of new social organization through the use of avatars in virtual worlds. Examining platforms such as Web 3D, metaverse, MDV3D, ECODI, hybrid living and sharing spaces, gamification, alternate reality, mingled reality, and augmented reality to evaluate the possibilities for their implementation in education, this reference book will be of use to academics, educators, students, researchers, gamers, and professionals.

Current and Prospective Applications of Virtual

Reality in Higher Education - Choi, Dong Hwa 2020-07-31
For the last decade, virtual reality has been utilized in diverse fields such as entertainment, medicine, and industry. Recently, virtual reality has been applied in educational settings in order to transform student learning and experiences through such methods as building prototypes using digital devices or exploring new cultures through immersive interactions. Teachers who can incorporate virtual reality into their classrooms can provide their students with more meaningful learning experiences and can witness higher engagement. Current and Prospective Applications of Virtual Reality in Higher Education is a cutting-edge academic research book that provides comprehensive research on the integration of virtual reality in education programs and establishes foundations for course design, program development, and institutional strategic planning. The book covers an overall understanding and approach to virtual reality in education, specific applications of using virtual reality in higher education, and 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 ideal for teachers, instructional designers, curriculum developers, academicians, program developers, administrators, educational software developers, policymakers, researchers, education professionals, and students.

Assessing the Therapeutic Uses and Effectiveness of Virtual Reality, Augmented Reality and Video Games for Emotion Regulation and Stress Management - Federica Pallavicini 2020-01-17

Enabling Positive Change - Paolo Inghilleri 2014-01-01

Personal psychological growth Why are some people able to promote their own psychological growth and change toward complexity while others not? Is it possible to propose simple methodologies and instruments that would allow selection of positive experiences and hence develop a stronger and richer Self? This book describes the way to promote and foster positive psychological growth in everyday life, through simple instruments accessible to anyone. Positive psychological experience The focal point of the approach is the concept of Flow of Consciousness, an experience of subjective psychological wellbeing that nourishes and complexifies the Self. The authors propose a wide overview of positive psychological experience considering individual characteristics and experiences, as well as the influence of context, culture and social relationship, and the effects of the immersion in a globalized world, like the increasing daily use of mediated communication technologies. In the various chapters, this conceptual frame is declined in different areas of research, either consolidated ones or new fields. Self-development tips In a fresh and engaging style, the book transports the readers in a world of situations and opportunities through which they can identify themselves in a positive and stable self-development process. In the first two chapters the authors describe the impact of positive psychological experience in social and individual life. In the following chapters the reader discovers, accompanied by the exposition of concrete research results, the specific characteristics that may promote flow experience in several field of experience: the use of communication technology; the experience of social-networks; clinical settings and Psychotherapy; the psychological relation with environment, politics and social participation, school, sports, family

business, mentor's influence, and the perception of quality of life in daytime. Everyday opportunities This opportunity of interacting with different and various kinds of experiences, that may appear dispersive, will on the contrary bring the reader - who may choose this book both for professional or personal reasons - to understand the concept of personal psychological growth in the wider and more concrete perspective, and to comprehend which personal skills he may bring into play in order to improve his personality and his daily experience.

Body Image, Eating, and Weight - Massimo Cuzzolaro 2018-11-03

This book equips readers with the knowledge required to improve diagnosis and treatment and to implement integrated prevention programs in patients with eating and weight disorders. It does so by providing a comprehensive, up-to-date review of research findings and theoretical assumptions concerning the interface and interactions between body image and such disorders as anorexia nervosa, bulimia nervosa, binge eating disorder, other specified feeding and eating disorders, orthorexia nervosa, overweight, and obesity. After consideration of issues of definition and classification, the opening part of the book examines the concept of body image from a variety of viewpoints. A series of chapters are then devoted to the assessment of the multidimensional construct "body image", to dysmorphophobia/body dysmorphic disorder, and to muscle dysmorphia. The third part discusses body image in people suffering from different eating disorders and/or overweight or obesity, and two final chapters focus on body image in the integrated prevention of eating disorders and obesity, and cultural differences regarding body image. The book will be of interest to all health professionals

who work in the fields of psychiatry, clinical psychology, eating disorders, obesity, body image, adolescence, public health, and prevention.

Social Virtual Worlds and Their Places - Merrill L. Johnson 2022-07-13

This book provides a foundational look at social virtual worlds from the geographer's perspective. How can the geographer's craft be applied to social virtual worlds? This question is addressed through careful analysis of what social virtual worlds are, how interest in these worlds has waxed and waned during the twenty-first century, and the meaning of their concocted spaces. Examining one of the key features of the social virtual world, the avatar, the book focuses on its user's motivations and identity choices. The book draws on the geographical understanding of place to examine where avatars live, work, and roam, and describes how virtual-world places resemble and diverge from actual-world places. A mixed-methods survey conducted in Second Life adds additional breadth to the discussion, whilst a series of vignettes gives extra life to the subject matter. This original exploration of the content and meaning of social virtual worlds is an essential resource for geographers, and for anyone interested in the virtual world experience.

Advances in Virtual Reality and Anxiety Disorders - Brenda K. Wiederhold 2014-10-27

The interactive computer-generated world of virtual reality has been successful in treating phobias and other anxiety-related conditions, in part because of its distinct advantages over traditional in vivo exposure. Yet many clinicians still think of VR technology as it was in the 1990s–bulky, costly, technically difficult–with little knowledge of its evolution toward more modern, evidence-based, practice-friendly treatment. These updates, and their clinical usefulness, are the subject of Advances

in Virtual Reality and Anxiety Disorders, a timely guidebook geared toward integrating up-to-date VR methods into everyday practice. Introductory material covers key virtual reality concepts, provides a brief history of VR as used in therapy for anxiety disorders, addresses the concept of presence, and explains the side effects, known as cybersickness, that affect a small percentage of clients. Chapters in the book's main section detail current techniques and review study findings for using VR in the treatment of: · Claustrophobia. · Panic disorder, agoraphobia, and driving phobia. · Acrophobia and aviophobia. · Arachnophobia. · Social phobia. · Generalized anxiety disorder and OCD. · PTSD. · Plus clinical guidelines for establishing a VR clinic. An in-depth framework for effective (and cost-effective) therapeutic innovations for entrenched problems, Advances in Virtual Reality and Anxiety Disorders will find an engaged audience among psychologists, psychiatrists, social workers, and mental health counselors.eractive

Building Information Modelling (BIM) in Design, Construction and Operations - L. Mahdjoubi
2015-09-09
Building Information Modelling (BIM) in Design, Construction, and Operations contains the proceedings of the first in a planned series of conferences dealing with design coordination, construction, maintenance, operation and decommissioning. The book gives details of how BIM tools and techniques have fundamentally altered the manner in which modern construction teams operate, the processes through which designs are evolved, and the relationships between conceptual, detail, construction and life cycle stages. The papers contributed by experts from industry, practice and academia, debate key topics, develop innovative solutions, and predict future trends. The

interdisciplinary nature of the contents and the collaborative practices discussed, so important within the built environment, will appeal to those engaged in design, surveying, visualisation, infrastructure, real estate, construction law, insurance, and facilities management. Topics covered include: BIM in design coordination; BIM in construction operations, BIM in building operation and maintenance; BIM and sustainability; BIM and collaborative working and practices; BIM health and safety and BIM-facilities management integration, among others.

Technology and Health - Jihyun Kim 2020-03-06 Technology and Health: Promoting Attitude and Behavior Change examines how technology can be used to promote healthier attitudes and behavior. The book discusses technology as a tool to deliver media content. This book synthesizes theory-driven research with implications for research and practice.

It covers a range of theories and technology in diverse health contexts. The book covers why and how specific technologies, such as virtual reality, augmented reality, mobile games, and social media, are effective in promoting good health. The book additionally suggests how technology should be designed, utilized, and evaluated for health interventions. Includes new technologies to improve both mental and physical health Examines technologies in relation to cognitive change Discusses persuasion as a tool for behavioral and attitudinal changes Provides theoretical frameworks for the effective use of technology

ECGBL 2021 15th European Conference on Game-Based Learning - Panagiotis Fotaris 2021-09-23

Interacting with Presence - Giuseppe Riva 2014-10-08
The experience of using and interacting with the

newest Virtual Reality and computing technologies is profoundly affected by the extent to which we feel ourselves to be really 'present' in computer-generated and -mediated augmented worlds. This feeling of 'Presence', of "being inside the mediated world", is key to understanding developments in applications such as interactive entertainment, gaming, psychotherapy, education, scientific visualisation, sports training and rehabilitation, and many more. This edited volume, featuring contributions from internationally renowned scholars, provides a comprehensive introduction to and overview of the topic of mediated presence - or 'tele-presence' - and of the emerging field of presence research. It is intended for researchers and graduate students in human-computer interaction, cognitive science, psychology, cyberpsychology and computer science, as well as for experienced professionals from the ICT industry. The editors are all well-known professional researchers in the field: Professor Giuseppe Riva from the Catholic University of Milan, Italy; Professor John Waterworth from Umeå University, Sweden; Dianne Murray, an HCI Consultant and editor of the journal "Interacting with Computers".

Computers and Games for Mental Health and Well-Being - Yasser Khazaal 2018-07-12
Recent years have seen important developments in the computer and game industry, including the emergence of the concept of serious games. It is hypothesized that tools such as games, virtual reality, or applications for smartphones may foster learning, enhance motivation, promote behavioral change, support psychotherapy, favor empowerment, and improve some cognitive functions. Computers and games may create supports for training or help people with cognitive, emotional, or behavioral change. Games take various

formats, from board games to informatics to games with interactive rules of play. Similarly, computer tools may vary widely in format, from self-help or assisted computerized training to virtual reality or applications for smartphones. Some tools that may be helpful for mental health were specifically designed for that goal, whereas others were not. Gamification of computer-related products and games with a numeric format tend to reduce the gap between games and computers tools and increase the conceptual synergy in such fields. Games and computer design share an opportunity for creativity and innovation to help create, specifically design, and assess preventive or therapeutic tools. Computers and games share a design conception that allows innovative approaches to overcome barriers of the real world by creating their own rules. Yet, despite the potential interest in such tools to improve treatment of mental disorders and to help prevent them, the field remains understudied and information is under-disseminated in clinical practice. Some studies have shown, however, that there is potential interest and acceptability of tools that support various vehicles, rationales, objectives, and formats. These tools include traditional games (e.g., chess games), popular electronic games, board games, computer-based interventions specifically designed for psychotherapy or cognitive training, virtual reality, apps for smartphones, and so forth. Computers and games may offer a true opportunity to develop, assess, and disseminate new prevention and treatment tools for mental health and well-being. Currently, there is a strong need for state-of-the-art information to answer questions such as the following: Why develop such tools for mental health and well-being? What are the potential additions to traditional treatments? What are the best strategies or formats to improve the possible

impact of these tools? Are such tools useful as a first treatment step? What is the potential of a hybrid model of care that combines traditional approaches with games and/or computers as tools? What games and applications have already been designed and studied? What is the evidence from previous studies? How can such tools be successfully designed for mental health and well-being? What is rewarding or attractive for patients in using such treatments? What are the worldwide developments in the field? Are some protocols under development? What are the barriers and challenges related to such developments? How can these tools be assessed, and how can the way that they work, and for whom, be measured? Are the potential benefits of such products specific, or can these additions be attributed to nonspecific factors? What are the users' views on such tools? What are the possible links between such tools and social networks? Is there a gap between evidence-based results and market development? Are there any quality challenges? What future developments and studies are needed in the field?

Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2018-03-02

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.