Avatars At Work And Play

DOWNLOAD HERE

 Transformed Social Interaction: Exploring the Digital Plasticity of Avatars.- 2. Selective Fidelity: Investigating Priorities for the Creation of Expressive Avatars.- 3. Analysis and Visualization of Social Diffusion Patterns in Three-Dimensional Virtual Worlds.- 4. Collaborative Virtual Environments for Scientific Collaboration: Technical and Organizational Design Frameworks.- 5. Analyzing Fragments of Collaboration in Distributed Immersive Virtual Environments.- 6. The Impact of Display System and Embodiment on Closely Coupled Collaboration between Remote Users.- 7. The Good Inequality: Supporting Group-Work in Shared Virtual Environments.- 8. Consequences of Playing Violent Video Games in Immersive Virtual Environments.- 9. The Psychology of Massively Multi-User Online Role-Playing Games: Motivations, Emotional Investment, Relationships and Problematic Usage.- 10. Questing for Knowledge Virtual Worlds as Dynamic Processes of Social Interaction.- 11. Play and Sociability in There: Some Lessons from Online Games for Collaborative Virtual Environments.- 12. Digital Dystopia: Player Control and Strategic Innovation in The Sims Online. EAN/ISBN : 9781402038983 Publisher(s): Springer Netherlands Discussed keywords: Virtual Environment, Virtuelle Realitt Format: ePub/PDF

DOWNLOAD HERE

Similar manuals:

Collaborative Design In Virtual Environments

Literature Review: Managing Professionals In Virtual Environment

Buying On The Web? Isn't That Dangerous? - Consumer Behaviour On Internet Shopping: Consumer Profiles, Decision Processes, Drivers And Barriers In The Virtual Environment -

Interactive Path Planning And Real-time Motion Synthesis For Articulated Humanoid Characters In Virtual Environments

LEARNER AUTONOMY AND VIRTUAL ENVIRONMENTS IN CALL - Klaus Schwienhorst