



Transactions on Edutainment XIII

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Condition: New. Publisher/Verlag: Springer, Berlin | This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others. | Exploring the Museum with a Handheld Projector in Your Own Room.- CPI Learning in Clothing Thermal Computational Design.- Study on Virtual Camera with Preset Shot types based on Composition Aesthetic computing.- A Synthesis Plot of PCP and MDS for the exploration of High Dimensional Time Series Data.- The Wearable Tactile Information Expression System based on Electro tactile Rendering.- Adaptable Behavior Coding Schema for Avatar Interaction in Network Virtual Environment.- A Virtual Music Control System Based on Dynamic Hand Gesture Recognition.- A real-time interactive system based on hand gesture recognition in virtual fitting.- A Robust Rectification Algorithm for the Vision Navigation System of the...



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