

Springer Series in Immersive Environments

William Sims Bainbridge

The Virtual Future

 Springer

The Virtual Future Springer Series In Immersive Environments

William Sims Bainbridge



The Virtual Future Springer Series In Immersive Environments:

The Virtual Future William Sims Bainbridge, 2011-09-10 The newest communication technologies are profoundly changing the world's politics, economies, and cultures, but the specific implications of online game worlds remain mysterious. The Virtual Future employs theories and methods from social science to explore nine very different virtual futures: The Matrix, Online Tabula Rasa, Anarchy Online, Entropia Universe, Star Trek Online, EVE Online, Star Wars Galaxies, World of Warcraft, Burning Crusade, and The Chronicles of Riddick. Each presents a different picture of how technology and society could evolve in coming centuries, but one theme runs through all of them: the attempt to escape the Earth and seek new destinies among the stars. Four decades after the last trip to the moon, a new conception of spaceflight is emerging. Rather than rockets shooting humans across vast physical distances to sterile rocks that lack the resources to sustain life, perhaps robot space probes and orbiting telescopes will glean information about the universe that humans can then experience inside computer-generated environments much closer to home. All nine of these fantastically rich multiplayer masterpieces have shown myriads of people that really radical alternatives to contemporary society could exist and has served as a laboratory for examining the consequences. Each is a prototype of new social forms, a utopian subculture, and a simulation of technologies that have yet to be invented. They draw upon several different traditions of science fiction and academic philosophy, and they were created in several nations. By comparing these nine role-playing fantasies, we can better consider what kind of world we want to inhabit in the real future.

The SAGE Handbook of Online Research Methods Nigel G. Fielding, Raymond M. Lee, Grant Blank, 2008-06-24 This handbook is the first to provide comprehensive up-to-the-minute coverage of contemporary and developing Internet and online social research methods, spanning both quantitative and qualitative research applications. The editors have brought together leading names in the field of online research to give a thoroughly up-to-date practical coverage, richly illustrated with examples. The chapters cover both methodological and procedural themes, offering readers a sophisticated treatment of the practice and uses of Internet and online research that is grounded in the principles of research methodology. Beginning with an examination of the significance of the Internet as a research medium, the book goes on to cover research design, data capture, online surveys, virtual ethnography, and the Internet as an archival resource, and concludes by looking at potential directions for the future of Internet and online research. The SAGE Handbook of Internet and Online Research Methods will be welcomed by anyone interested in the contemporary practice of computer-mediated research and scholarship. Postgraduate researchers and methodologists from disciplines across the social sciences will find this an invaluable source of reference.

Human Factors in Virtual Environments and Game Design Tareq Ahram and Christianne Falcão, 2023-07-19 Proceedings of the 14th International Conference on Applied Human Factors and Ergonomics (AHFE 2023), July 20-24, 2023, San Francisco, USA

Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney, 2014-09-10 A Complete Toolbox of Theories and Techniques. The second edition of a bestseller, Handbook of Virtual

Environments Design Implementation and Applications presents systematic and extensive coverage of the primary areas of research and development within VE technology It brings together a comprehensive set of contributed articles that address the

Virtual Reality Designs Adriana Peña Pérez Negrón, Graciela Lara López, Héctor Rafael Orozco Aguirre, 2020-03-12

Virtual Reality is not real life Instead it is life like creations using computer generated scenarios Human behavior is replicated in virtual scenarios where every detail is controlled by computers and in situations that can be repeated under the same conditions Based on technology and design the user can experience presence In the virtual world users are embodied in avatars that represent them and are the means to interact with the virtual environment Avatars are graphical models that behave on behalf of the human behind them The user avatar is a proxy that also backs interaction with others allowing computer mediated interactions Analyses directed to understand people s perceptions personal and social behavior in computer mediated interactions comprise a multidisciplinary area of study that involves among others computer science psychology and sociology In the last two decades a number of studies supported by Virtual Reality have been conducted to understand human behavior in some cases the implications of the technology or to reproduce artificial human behavior This book presents a collection of studies from recognized researchers in the area

Digital Museums in the Global South Emma Duester, 2024-11-01

This book focuses on digital museums in the context of Vietnam and contributes to global discussions on the development of digital museum offerings needed to meet audience demands requirements for sustainable digitisation methods for cultural heritage demands for the development of intellectual property protection for the digital environment and shows ways for national governments to support digital museums Duester provides insight into museums in part of the Global South where infrastructure funding and technical and human resource constraints impact the take up and display of digital content With on the ground research from three Vietnamese museums Duester argues for a museum framework that is sustainable ethical and culturally appropriate The Vietnamese government s strategy for digitalisation of culture heritage and museums is assessed and the book includes a list of recommendations on sustainable digitisation methods intellectual property protection measures for the digital environment management phygital business models and new digital revenue streams The volume will benefit scholars involved in the cultural and creative industries as well as museum professionals and cultural policymakers who will value the book s assessment of international standards treaties and conventions on copyright law and how they apply to museums as well as the recommendations listed above

The AI Metaverse Revolution Jeetesh Kumar, Manpreet Arora, 2025-05-12

This work offers readers a roadmap for navigating this technological revolution positioning AI and the Metaverse as essential components of future proof business strategy

Augmented and Virtual Reality in the Metaverse Vladimir Geroimenko, 2024-05-11

This is the first research monograph to explore augmented and virtual reality in the context of the emerging metaverse and their impact on the future of education culture art society heritage healthcare and other areas It reveals how the two metaverse enabling technologies are changing the world we live

in by changing the educational experience by influencing art culture and society and by engaging artificial intelligence and other advanced technologies Dealing with a wide range of topics it includes possible metaverses for education designing simulations and effective learning environments in the educational metaverse immersive collaborative learning storytelling and cinematic virtual reality in metaverses immersion and sensory enrichment in the metaverse archaeology of perception in metaverse environments integrating AI and Large Language Models with immersive technologies AR enabled X ray vision in immersive environments metaverse based approaches in urban planning and many others Written by a team of 46 researchers practitioners and artists from 11 countries world wide Australia China Estonia Germany Greece Italy Norway Romania Serbia Spain and USA it offers readers an international perspective Intended as a starting point for exploring augmented and virtual reality in the metaverse context this book will be essential reading not only for researchers practitioners technology developers and artists but also for students graduates and undergraduates and for anyone interested in the emerging fields of metaverse augmented reality and metaverse virtual reality

Proceedings of the ... International Conference on Collaborative Virtual Environments ,2002 I3D ... ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games ,2003 **Visualization and Data Analysis** ,2003 **Stereoscopic Displays and Virtual Reality Systems** ,2001 *Progress in Artificial Intelligence* ,1997 **Advances in Multimedia Information Processing-PCM ...** ,2005 Eighth IEEE International Symposium on Distributed Simulation and Real-Time Applications Stephen J. Turner,2004 *Digital Libraries* ,1998 Digital Libraries 98 Association for Computing Machinery,1998

Multimedia '99 N. Correia,T. Chambel,G. Davenport,2000 Multimedia 99 covers technological and scientific areas of media production processing and delivery 24 contributions from research laboratories and universities worldwide give a broad perspective on multimedia research with a special focus on media convergence The topics treated in this volume image and sound content analysis and processing paradigms and metaphors for multimedia authoring and display applications such as education or entertainment and multimedia content authentication and security *Proceedings, ACM Multimedia ...* ,2000 *High-Performance Computing and Networking* Bob Hertzberger,Peter Sloot,1997-04-18 Proceedings Parallel Computing

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