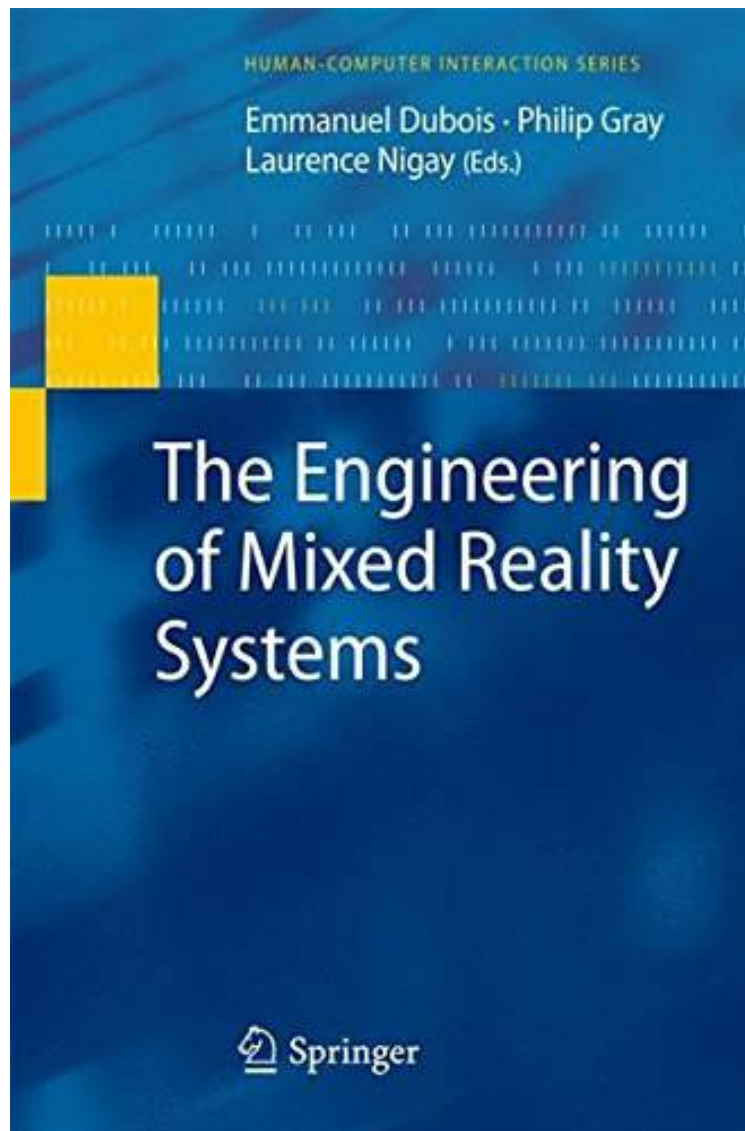


The Engineering of Mixed Reality Systems (Human–Computer Interaction Series)

# The Engineering of Mixed Reality Systems (Human–Computer Interaction Series)

*From Brand: Springer*



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discuss the design of tangible interaction techniques for mixed the engineering of mixed reality systems systems human computer interaction series human computer interaction series and this diverse work makes up the field of human computer interaction the engineering of mixed reality systems 123 The Engineering of Mixed Reality Systems (Human–Computer Interaction Series):

An increasing number of systems are exploiting mixed reality but to date there are no systematic methods techniques or guidelines for the development of such systems In bringing together contributions on a broad range of mixed reality development issues this book provides a sound theoretical foundation for a disciplined approach to mixed reality engineering Divided into three parts interaction design software design and implementation the first section co From the Back Cover Mixed reality computer systems aim to fuse digital and physical information and features either as an augmentation of real world environments or as a means of providing physically based interaction with computer based systems So ndash fo

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