

Trends, Experiences, and Perspectives in Immersive Multimedia and Augmented Reality

Part of the Advances in Multimedia and Interactive Technologies Book Series

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Description:

The concept of immersive multimedia, which is closely related to concepts of augmented reality, brings opportunities in art, education, entertainment, and technology. As such, it is vital to explore the connections between consumers of media content and information parts that come from multimedia platforms.

Trends, Experiences, and Perspectives in Immersive Multimedia and Augmented Reality is a critical scholarly resource that offers solutions to the problems that appear in both theoretical and practical dimensions of immersive multimedia experiences on an interdisciplinary platform. Featuring coverage on a broad range of topics such as cyber behavior, human-computer interaction, and transmedia, this book is geared towards digital artists, media professionals, developers, academicians, researchers, and upper-level graduate students seeking current research on the exploration of immersive multimedia through the perspectives of technology, communications, and art.



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Topics Covered:

- Computer Aesthetics
- Cyber Behavior
- Digital Media Art
- Digital Storytelling
- Human-Computer Interaction
- Media Aesthetics
- Social Networks
- Transmedia
- Virtual Reality

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