

Table of Contents – Part II

Part I: VR in Education, Training and Health

Serious Games for Psychological Health Education	3
<i>Anya Andrews</i>	
Mixed Reality as a Means to Strengthen Post-stroke Rehabilitation	11
<i>Ines Di Loreto, Liesjet Van Dokkum, Abdelkader Gouaich, and Isabelle Laffont</i>	
A Virtual Experiment Platform for Mechanism Motion Cognitive Learning	20
<i>Xiumin Fan, Xi Zhang, Huangchong Cheng, Yanjun Ma, and Qichang He</i>	
Mechatronic Prototype for Rigid Endoscopy Simulation	30
<i>Byron Pérez-Gutiérrez, Camilo Ariza-Zambrano, and Juan Camilo Hernández</i>	
Patterns of Gaming Preferences and Serious Game Effectiveness	37
<i>Katelyn Procci, James Bohnsack, and Clint Bowers</i>	
Serious Games for the Therapy of the Posttraumatic Stress Disorder of Children and Adolescents	44
<i>Rafael Radkowski, Wilfried Huck, Gitta Domik, and Martin Holtmann</i>	
Virtual Reality as Knowledge Enhancement Tool for Musculoskeletal Pathology	54
<i>Sophia Sakellariou, Vassilis Charissis, Stephen Grant, Janice Turner, Dianne Kelly, and Chistodoulos Christomanos</i>	
Study of Optimal Behavior in Complex Virtual Training Systems	64
<i>Jose San Martin</i>	
Farming Education: A Case for Social Games in Learning	73
<i>Peter Smith and Alicia Sanchez</i>	
Sample Size Estimation for Statistical Comparative Test of Training by Using Augmented Reality via Theoretical Formula and OCC Graphs: Aeronautical Case of a Component Assemblage	80
<i>Fernando Suárez-Warden, Yocelin Cervantes-Gloria, and Eduardo González-Mendivil</i>	

Enhancing English Learning Website Content and User Interface Functions Using Integrated Quality Assessment	90
<i>Dylan Sung</i>	
The Influence of Virtual World Interactions toward Driving Real World Behaviors	100
<i>Hari Thiruvengada, Paul Derby, Wendy Foslien, John Beane, and Anand Tharanathan</i>	
Interactive Performance: Dramatic Improvisation in a Mixed Reality Environment for Learning	110
<i>Jeff Wirth, Anne E. Norris, Dan Mapes, Kenneth E. Ingraham, and J. Michael Moshell</i>	
Emotions and Telerehabilitation: Pilot Clinical Trials for Virtual Telerehabilitation Application Using Haptic Device and Its Impact on Post Stroke Patients' Mood and Motivation	119
<i>Shih-Ching Yeh, Margaret McLaughlin, Yujung Nam, Scott Sanders, Chienyen Chang, Bonnie Kennedy, Sheryl Flynn, Belinda Lange, Lei Li, Shu-ya Chen, Maureen Whitford, Carolee Winstein, Younbo Jung, and Albert Rizzo</i>	
An Interactive Multimedia System for Parkinson's Patient Rehabilitation	129
<i>Wenhui Yu, Catherine Vuong, and Todd Ingalls</i>	
Part II: VR for Culture and Entertainment	
VClav 2.0 – System for Playing 3D Virtual Copy of a Historical Clavichord	141
<i>Krzysztof Gardo and Ewa Lukasik</i>	
A System for Creating the Content for a Multi-sensory Theater	151
<i>Koichi Hirota, Seichiro Ebisawa, Tomohiro Amemiya, and Yasushi Ikei</i>	
Wearable Display System for Handing Down Intangible Cultural Heritage	158
<i>Atsushi Hiyama, Yusuke Doyama, Mariko Miyashita, Eikan Ebuchi, Masazumi Seki, and Michitaka Hirose</i>	
Stroke-Based Semi-automatic Region of Interest Detection Algorithm for In-Situ Painting Recognition	167
<i>Youngkyoon Jang and Woontack Woo</i>	
Personalized Voice Assignment Techniques for Synchronized Scenario Speech Output in Entertainment Systems	177
<i>Shin-ichi Kawamoto, Tatsuo Yotsukura, Satoshi Nakamura, and Shigeo Morishima</i>	

Instant Movie Casting with Personality: Dive Into the Movie System . . .	187
<i>Shigeo Morishima, Yasushi Yagi, and Satoshi Nakamura</i>	
A Realtime and Direct-Touch Interaction System for the 3D Cultural Artifact Exhibition	197
<i>Wataru Wakita, Katsuhito Akahane, Masaharu Isshiki, and Hiromi T. Tanaka</i>	
Digital Display Case: A Study on the Realization of a Virtual Transportation System for a Museum Collection	206
<i>Takafumi Watanabe, Kenji Inose, Makoto Ando, Takashi Kajinami, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose</i>	

Part III: Virtual Humans and Avatars

Integrating Multi-agents in a 3D Serious Game Aimed at Cognitive Stimulation	217
<i>Priscilla F. de Abreu, Luis Alfredo V. de Carvalho, Vera Maria B. Werneck, and Rosa Maria E. Moreira da Costa</i>	
Automatic 3-D Facial Fitting Technique for a Second Life Avatar	227
<i>Hiroshi Dohi and Mitsuru Ishizuka</i>	
Reflected in a Liquid Crystal Display: Personalization and the Use of Avatars in Serious Games	237
<i>Shan Lakhmani and Clint Bowers</i>	
Leveraging Unencumbered Full Body Control of Animated Virtual Characters for Game-Based Rehabilitation	243
<i>Belinda Lange, Evan A. Suma, Brad Newman, Thai Phan, Chien-Yen Chang, Albert Rizzo, and Mark Bolas</i>	
Interactive Exhibition with Ambience Using Video Avatar and Animation on Huge Screen	253
<i>Hasup Lee, Yoshisuke Tateyama, Tetsuro Ogi, Teiichi Nishioka, Takuro Kayahara, and Kenichi Shinoda</i>	
Realistic Facial Animation by Automatic Individual Head Modeling and Facial Muscle Adjustment	260
<i>Akinobu Maejima, Hiroyuki Kubo, and Shigeo Morishima</i>	
Geppetto: An Environment for the Efficient Control And Transmission of Digital Puppetry	270
<i>Daniel P. Mapes, Peter Tonner, and Charles E. Hughes</i>	

Body Buddies: Social Signaling through Puppeteering	279
<i>Magy Seif El-Nasr, Katherine Isbister, Jeffery Ventrella,</i> <i>Bardia Aghabeigi, Chelsea Hash, Mona Erfani,</i> <i>Jacquelyn Morie, and Leslie Bishko</i>	

Why Can't a Virtual Character Be More Like a Human: A Mixed-Initiative Approach to Believable Agents.....	289
<i>Jichen Zhu, J. Michael Moshell, Santiago Ontañón,</i> <i>Elena Erbeceanu, and Charles E. Hughes</i>	

Part IV: Developing Virtual and Mixed Environments

Collaborative Mixed-Reality Platform for the Design Assessment of Cars Interior	299
<i>Giandomenico Caruso, Samuele Polistina, Monica Bordegoni, and</i> <i>Marcello Aliverti</i>	

Active Location Tracking for Projected Reality Using Wiimotes.....	309
<i>Siam Charoenseang and Nemin Suksen</i>	

Fast Prototyping of Virtual Replica of Real Products	318
<i>Francesco Ferrise and Monica Bordegoni</i>	

Effectiveness of a Tactile Display for Providing Orientation Information of 3d-patterned Surfaces	327
<i>Nadia Garcia-Hernandez, Ioannis Sarakoglou,</i> <i>Nikos Tsagarakis, and Darwin Caldwell</i>	

ClearSpace: Mixed Reality Virtual Teamrooms	333
<i>Alex Hill, Matthew Bonner, and Blair MacIntyre</i>	

Mesh Deformations in X3D via CUDA with Freeform Deformation Lattices.....	343
<i>Yvonne Jung, Holger Graf, Johannes Behr, and Arjan Kuijper</i>	

Visualization and Management of u-Contents for Ubiquitous VR	352
<i>Kiyoung Kim, Jonghyun Han, Changgu Kang, and Woontack Woo</i>	

Semi Autonomous Camera Control in Dynamic Virtual Environments	362
<i>Marcel Klomann and Jan-Torsten Milde</i>	

Panoramic Image-Based Navigation for Smart-Phone in Indoor Environment	370
<i>Van Vinh Nguyen, Jin Guk Kim, and Jong Weon Lee</i>	

Foundation of a New Digital Ecosystem for u-Content: Needs, Definition, and Design	377
<i>Yoosoo Oh, Sébastien Duval, Sehwan Kim, Hyoseok Yoon, Taejin Ha, and Woontack Woo</i>	
Semantic Web-Techniques and Software Agents for the Automatic Integration of Virtual Prototypes	387
<i>Rafael Radkowski and Florian Weidemann</i>	
Virtual Factory Manager	397
<i>Marco Sacco, Giovanni Dal Maso, Ferdinando Milella, Paolo Pedrazzoli, Diego Rovere, and Walter Terkaj</i>	
FiveStar: Ultra-Realistic Space Experience System	407
<i>Masahiro Urano, Yasushi Ikei, Koichi Hirota, and Tomohiro Amemiya</i>	
Synchronous vs. Asynchronous Control for Large Robot Teams	415
<i>Huadong Wang, Andreas Kolling, Nathan Brooks, Michael Lewis, and Katia Sycara</i>	
Acceleration of Massive Particle Data Visualization Based on GPU	425
<i>Hyun-Rok Yang, Kyung-Kyu Kang, and Dongho Kim</i>	
Author Index	433