

Whole Body Interaction: The Human-Computer Interaction Series

By [Author Name]

Whole body interaction (WBI) is a new and rapidly growing field of human-computer interaction (HCI). WBI systems allow users to interact with computers using their entire bodies, rather than just their hands or fingers. This opens up a wide range of new possibilities for interaction, including:

- **Natural user interfaces:** WBI systems can be used to create natural user interfaces (NUIs) that are more intuitive and easier to use than traditional GUIs.
- **Motion capture:** WBI systems can be used to capture and track human movement, which can be used for a variety of applications, such as animation, gaming, and rehabilitation.
- **Gesture recognition:** WBI systems can be used to recognize gestures, which can be used for a variety of applications, such as controlling devices, interacting with virtual environments, and communicating with others.
- **Augmented reality:** WBI systems can be used to create augmented reality (AR) experiences, which overlay digital information onto the real world.
- **Virtual reality:** WBI systems can be used to create virtual reality (VR) experiences, which immerse users in a computer-generated world.

Whole Body Interaction: The Human-Computer Interaction Series is a comprehensive guide to this exciting new field. This cutting-edge book explores the latest research and applications in WBI, providing a wealth of information for researchers, practitioners, and students alike.



Whole Body Interaction (Human-Computer Interaction Series) by David England

★★★★★ 5 out of 5

Language : English
File size : 3539 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 227 pages



The book is divided into three parts:

1. **Part I: Foundations of WBI**
2. **Part II: Applications of WBI**
3. **Part III: Future Directions of WBI**

Part I provides a foundation for understanding WBI, including a history of the field, an overview of the different types of WBI systems, and a discussion of the human factors involved in WBI.

Part II explores the applications of WBI in a variety of domains, including gaming, healthcare, education, and manufacturing.

Part III looks at the future directions of WBI, including new research directions and emerging technologies.

Whole Body Interaction: The Human-Computer Interaction Series is an essential resource for anyone interested in this exciting new field. This comprehensive book provides a wealth of information for researchers, practitioners, and students alike.

Free Download your copy today!



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