



Collaborative Virtual Environments

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Condition: New. Publisher/Verlag: Springer, Berlin | Digital Places and Spaces for Interaction | A Collaborative Virtual Environment (CVE) is a distributed, virtual reality designed to support collaborative activities. It is a topic of increasing interest to large global corporations, where work teams are often distributed over a large geographic area. Aimed at anyone involved in researching the design of tools for supporting distributed teams of workers, it helps the reader understand the latest technology, state-of-the-art research, and good working practice. Among the topics covered are: systems aspects of CVEs; user centered aspects of environment design; and methodologies for iterative evaluation and design. | 1 Collaborative Virtual Environments (CVEs): Histories, Perspectives and Issues.- 1 Collaborative Virtual Environments: Digital Spaces and Places for CSCW: An Introduction.- 1.1 Introduction.- 1.2 Collaborative Virtual Environments: Some Considerations.- 1.3 Themes Covered in the Book.- 1.4 Summary.- 2 Technical Issues and System Challenges.- 2 Extending the Limits of Collaborative Virtual Environments.- 2.1 Introduction.- 2.2 Support for Awareness of Other People.- 2.3 Support for Multiple Media.- 2.4 Support for Scalability.- 2.5 Summary and Conclusion.- 3 System Challenges for Collaborative Virtual Environments.- 3.1 Introduction.- 3.2 Collaborative Virtual Environments.- 3.3 Structures for Modelling VEs.- 3.4 Conclusion.- 4 Understanding the Network...



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