



# **Handbook of Virtual Environments: Design, Implementation, and Applications, Second Edition (Human Factors and Ergonomics)**

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# Handbook of Virtual Environments: Design, Implementation, and Applications, Second Edition (Human Factors and Ergonomics)

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**A Complete Toolbox of Theories and Techniques**

The second edition of a bestseller, **Handbook of Virtual Environments: Design, Implementation, and Applications** presents systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles that address the principles required to define system requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given areas of expertise to provide extensive scope and detail on VE technology and its applications.

What's New in the Second Edition:

- Updated glossary of terms to promote common language throughout the community
- New chapters on olfactory perception, avatar control, motion sickness, and display design, as well as a whole host of new application areas
- Updated information to reflect the tremendous progress made over the last decade in applying VE technology to a growing number of domains

This second edition includes nine new, as well as forty-one updated chapters that reflect the progress made in basic and applied research related to the creation, application, and evaluation of virtual environments. Contributions from leading researchers and practitioners from multidisciplinary domains provide a wealth of theoretical and practical information, resulting in a complete toolbox of theories and techniques that you can rely on to develop more captivating and effective virtual worlds. The handbook supplies a valuable resource for advancing VE applications as you take them from the laboratory to the real-world lives of people everywhere.

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