Virtual Technologies: Concepts, Methodologies, Tools, and Applications

Jerzy Kisielnicki *Warsaw University, Poland*



INFORMATION SCIENCE REFERENCE

Hershey • New York

Acquisitions Editor:Kristin KlingerDevelopment Editor:Kristin RothSenior Managing Editor:Jennifer NeidigManaging Editor:Jamie SnavelyTypesetter:Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Sara Reed, Sean WoznickiCover Design:Lisa TosheffPrinted at:Yurchak Printing Inc.

Published in the United States of America by Information Science Reference (an imprint of IGI Global) 701 E. Chocolate Avenue, Suite 200 Hershey PA 17033 Tel: 717-533-8845 Fax: 717-533-88661 E-mail: cust@igi-global.com Web site: http://www.igi-global.com/reference

and in the United Kingdom by

Information Science Reference (an imprint of IGI Global) 3 Henrietta Street Covent Garden London WC2E 8LU Tel: 44 20 7240 0856 Fax: 44 20 7379 0609 Web site: http://www.eurospanbookstore.com

Copyright © 2008 by IGI Global. All rights reserved. No part of this publication may be reproduced, stored or distributed in any form or by any means, electronic or mechanical, including photocopying, without written permission from the publisher.

Product or company names used in this set are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark.

Library of Congress Cataloging-in-Publication Data

Virtual technologies : concepts, methodologies, tools and applications / Jerzy Kisielnicki, editor.
p. cm.
Summary: "This publication presents incompassing research of the concepts and realities involved in the field of virtual communities and technologies"--Provided by publisher.
Includes bibliographical references and index.

ISBN 978-1-59904-955-7 (hardcover) -- ISBN 978-1-59904-956-4 (ebook)

1. Information technology--Social aspects. 2. Information technology--Technological innovations. 3. Technology--Social aspects. 4. Virtual computer systems. I. Kisielnicki, Jerzy.

HM851.V583 2008 302.23'101--dc22

2008007839

British Cataloguing in Publication Data A Cataloguing in Publication record for this book is available from the British Library.

If a library purchased a print copy of this publication, please go to http://www.igi-global.com/agreement for information on activating the library's complimentary electronic access to this publication.

9 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: <u>www.igi-</u> global.com/chapter/context-based-approach-applying-virtual/30955

Related Content

Sensing of Type 2 Diabetes Patients Based on Internet of Things Solutions: An Extensive Survey Maad M. Mijwil, Indu Bala, Ali Guma, Mohammad Aljanabi, Mostafa Abotaleb, Ruchi Doshi, Kamal Kant Hiranand El-Sayed M. El-Kenawy (2024). *Modern Technology in Healthcare and Medical Education: Blockchain, IoT, AR, and VR (pp. 34-46).*

www.irma-international.org/chapter/sensing-of-type-2-diabetes-patients-based-on-internet-of-things-solutions/345881

Visual Culture Versus Virtual Culture: When the Visual Culture is All Made by Virtual World Users Hsiao-Cheng (Sandrine) Han (2017). *International Journal of Virtual and Augmented Reality (pp. 60-71).* www.irma-international.org/article/visual-culture-versus-virtual-culture/169935

Evaluating Computer Games for the Professional Development of Teachers: The Case of Atlantis Remixed

Hakan Tüzün, Tansel Tepe, Tülay Dargut Güler, Fatih Özerand Volkan Uluçnar (2017). International Journal of Virtual and Augmented Reality (pp. 60-74).

www.irma-international.org/article/evaluating-computer-games-for-the-professional-development-of-teachers/188481

Toward an Infrastructural Approach to Understanding Participation in Virtual Communities Ben Li (2012). *Virtual Community Participation and Motivation: Cross-Disciplinary Theories (pp. 103-123).*

www.irma-international.org/chapter/toward-infrastructural-approach-understanding-participation/66898

Educating Future Product Developers in Virtual Collaboration: Five Years of the E-GPR Course

Roman Žavbi, Jože Tavcarand Jouke Verlinden (2007). *Higher Creativity for Virtual Teams: Developing Platforms for Co-Creation (pp. 48-74).*

www.irma-international.org/chapter/educating-future-product-developers-virtual/22163