Virtual Technologies: Concepts, Methodologies, Tools, and Applications

Jerzy Kisielnicki *Warsaw University, Poland*



Acquisitions Editor: Kristin Klinger Development Editor: Kristin Roth Senior Managing Editor: Jennifer Neidig Managing Editor: Jamie Snavely

Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Sara Reed, Sean Woznicki Typesetter:

Cover Design: Lisa Tosheff Printed 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: 717-533-8661 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.

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.

15 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: www.igi-global.com/chapter/building-virtual-communities-through-marginalized/30935

Related Content

An Empirical Investigation of the Impact of an Embodied Conversational Agent on the User's Perception and Performance with a Route-Finding Application

Ioannis Doumanisand Serengul Smith (2019). *International Journal of Virtual and Augmented Reality (pp. 68-87).*

www.irma-international.org/article/an-empirical-investigation-of-the-impact-of-an-embodied-conversational-agent-on-the-users-perception-and-performance-with-a-route-finding-application/239899

Augmented Reality in Informal Learning Settings: Leveraging Technology for the Love of History

Eric G. Poitras, Jason M. Harley, Timothy Compeau, Kevin Keeand Susanne P. Lajoie (2018). *Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications (pp. 804-825).*www.irma-international.org/chapter/augmented-reality-in-informal-learning-settings/199717

Ontologies for Collaborative Networked Organizations

Joël Plisson, Peter Ljubic, Igor Mozeticand Nada Lavrac (2008). *Encyclopedia of Networked and Virtual Organizations (pp. 1128-1135)*.

www.irma-international.org/chapter/ontologies-collaborative-networked-organizations/17734

The Role of Mechanics in Gamification: An Interdisciplinary Perspective

Miralem Helmefalk, Siw Lundqvistand Leif Marcusson (2019). *International Journal of Virtual and Augmented Reality (pp. 18-41).*

www.irma-international.org/article/the-role-of-mechanics-in-gamification/228944

Augmented Reality Applications and Usage Examples in the Metaverse Age

Hakan Altinpullukand Yusuf Yldrm (2023). *Handbook of Research on Al-Based Technologies and Applications in the Era of the Metaverse (pp. 144-164).*

 $\underline{www.irma-international.org/chapter/augmented-reality-applications-and-usage-examples-in-the-metaverse-age/326028}$