Playing with the Past (Human–Computer Interaction Series)

By Erik Champion

Playing with the Past (Human–Computer Interaction Series) By Erik Champion

This book examines the issues involved in creating virtual environments that promote and disseminate historical learning and heritage. It achieves this through a close study of the interactive design principles at work behind both real and virtual places.

Playing with the Past (Human–Computer Interaction Series)

By Erik Champion

Playing with the Past (Human–Computer Interaction Series) By Erik Champion

This book examines the issues involved in creating virtual environments that promote and disseminate historical learning and heritage. It achieves this through a close study of the interactive design principles at work behind both real and virtual places.

Playing with the Past (Human–Computer Interaction Series) By Erik Champion Bibliography

- Brand: Brand: Springer
- Published on: 2012-12-01
- Released on: 2012-12-01
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .54" w x 6.10" l, .75 pounds
- Binding: Paperback
- 214 pages

Editorial Review

From the Back Cover

How can we increase awareness and understanding of other cultures using interactive digital visualizations of past civilizations? In order to answer the above question, this book first examines the needs and requirements of virtual travelers and virtual tourists. Is there a market for virtual travel? Erik Champion examines the overall success of current virtual environments, especially the phenomenon of computer gaming. Why are computer games and simulations so much more successful than other types of virtual environments? Arguments that virtual environments are impeded by technological constraints or by a paucity of evaluation studies can only be partially correct, for computer games and simulations are also virtual environments. Many of the underlying issues are caused by a lack of engagement with the philosophical underpinnings of culture, presence and inhabitation, and there are few exemplars that engage the public with history and heritage using interactive media in a meaningful and relevant manner. The intention of Playing With the Past is to help designers and critics understand the issues involved in creating virtual environments that promote and disseminate historical learning and cultural heritage through a close study of the interactive design principles at work behind both real and virtual places. Topics discussed include the design of virtual environments, and especially virtual heritage environments, virtual place-making, cultural presence, the pros and cons of game-style interaction, augmented reality projects, and appropriate evaluation methods. Virtual heritage environments discussed in the book include projects from Antarctica, Australia, Mexico, Malta, Egypt, Babylon, the Netherlands, Cambodia, and India.

About the Author

Erik is Associate Professor at Auckland School of Design, Massey University, and a member of IGDA (International Game Developers Association), DiGRA, and ICIP (ICOMOS International Committee on Interpretation and Presentation of Cultural Heritage Sites). He graduated in architecture, philosophy, and engineering (Geomatics). His doctoral thesis 'Evaluating Cultural Learning in Virtual Environments' (sponsored by an Australian Research Council industry grant) involved the design and evaluation of online virtual environments; the industry partner was Lonely Planet. Since his PhD he has supervised or collaborated on various games and virtual environment projects, mostly based on cultural learning, spatial projection, or physical computing. He has taught game design, interaction design, user experience design, architectural design, digital media and CAD. He is now the Associate Professor, Research and Postgraduate Director, School of Design, College of Creative Arts, Massey University, New Zealand. His research areas include: game design, virtual heritage (digital and online interpretations of culture), architectural visualization, serious gaming (using game engines to teach archaeology), innovative peripherals and physical computing (tangible computing, biofeedback, surround displays), interactive narrative, and evaluation techniques for the user experience of interactive spatial media.

Users Review

From reader reviews:

Norman Williams:

Book is to be different for every grade. Book for children until eventually adult are different content. We all know that that book is very important for all of us. The book Playing with the Past (Human–Computer Interaction Series) ended up being making you to know about other understanding and of course you can

take more information. It is very advantages for you. The publication Playing with the Past (Human–Computer Interaction Series) is not only giving you far more new information but also being your friend when you experience bored. You can spend your own personal spend time to read your reserve. Try to make relationship using the book Playing with the Past (Human–Computer Interaction Series). You never really feel lose out for everything should you read some books.

Carroll Torres:

The book Playing with the Past (Human–Computer Interaction Series) has a lot associated with on it. So when you make sure to read this book you can get a lot of gain. The book was compiled by the very famous author. The writer makes some research before write this book. This specific book very easy to read you can obtain the point easily after looking over this book.

Leif Gibbs:

Exactly why? Because this Playing with the Past (Human–Computer Interaction Series) is an unordinary book that the inside of the book waiting for you to snap that but latter it will distress you with the secret this inside. Reading this book beside it was fantastic author who have write the book in such remarkable way makes the content inside of easier to understand, entertaining approach but still convey the meaning entirely. So , it is good for you for not hesitating having this any more or you going to regret it. This amazing book will give you a lot of gains than the other book get such as help improving your ability and your critical thinking means. So , still want to delay having that book? If I were being you I will go to the reserve store hurriedly.

Marie Brenneman:

On this era which is the greater man or who has ability to do something more are more treasured than other. Do you want to become among it? It is just simple way to have that. What you need to do is just spending your time not very much but quite enough to have a look at some books. One of the books in the top listing in your reading list will be Playing with the Past (Human–Computer Interaction Series). This book which can be qualified as The Hungry Mountains can get you closer in turning out to be precious person. By looking upwards and review this guide you can get many advantages.

Download and Read Online Playing with the Past (Human–Computer Interaction Series) By Erik Champion #AS1WNFE9OL0

Read Playing with the Past (Human–Computer Interaction Series) By Erik Champion for online ebook

Playing with the Past (Human–Computer Interaction Series) By Erik Champion Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Playing with the Past (Human–Computer Interaction Series) By Erik Champion books to read online.

Online Playing with the Past (Human–Computer Interaction Series) By Erik Champion ebook PDF download

Playing with the Past (Human–Computer Interaction Series) By Erik Champion Doc

Playing with the Past (Human–Computer Interaction Series) By Erik Champion Mobipocket

Playing with the Past (Human–Computer Interaction Series) By Erik Champion EPub

AS1WNFE9OL0: Playing with the Past (Human–Computer Interaction Series) By Erik Champion