



1st ed. 2019, XVI, 306 p. 128 illus., 110 illus. in color.

### Printed book

Hardcover

119,99 € | £109.99 | \$149.99

<sup>[1]</sup>128,39 € (D) | 131,99 € (A) | CHF 141,50

### eBook

71,39 € | £59.99 | \$84.99

<sup>[2]</sup>71,39 € (D) | 71,39 € (A) | CHF 80,00

Available from your library or [springer.com/shop](http://springer.com/shop)

### MyCopy <sup>[3]</sup>

Printed eBook for just

€ | \$ 24.99

[springer.com/mycopy](http://springer.com/mycopy)

Vladimir Geroimenko (Ed.)

# Augmented Reality Games II

The Gamification of Education, Medicine and Art

- The second volume of a pioneering two-part monograph written by a team of 70 researchers from 20 countries
- Explores the practical use of augmented reality games as a novel type of serious games in the field of education, medicine, healthcare, and digital art
- Analyses augmented reality games in education, considers their use for improving people's well-being and for health promotion, explores the gamification of augmented reality art

This is the second of two comprehensive volumes that provide a thorough and multi-faceted research into the emerging field of augmented reality games and consider a wide range of its major issues. These first ever research monographs on augmented reality games have been written by a team of 70 leading researchers, practitioners and artists from 20 countries. Volume II explores the most important and challenging issues that have been raised by the use of the Augmented Reality approach and technology in the gamification of education, healthcare, medicine and art. The volume deals with a systematic analysis of educational augmented reality games, their use for health promotion in old age and for improving people's well-being, the gamification of augmented reality art and immersive reading experiences, among other topics. Augmented Reality Games II is essential reading not only for researchers, practitioners, game developers and artists, but also for students (graduates and undergraduates) and all those interested in the rapidly developing area of augmented reality games.

Order online at [springer.com](http://springer.com) / or for the Americas call (toll free) 1-800-SPRINGER / or email us at: [customerservice@springernature.com](mailto:customerservice@springernature.com). / For outside the Americas call +49 (0) 6221-345-4301 / or email us at: [customerservice@springernature.com](mailto:customerservice@springernature.com).

The first € price and the £ and \$ price are net prices, subject to local VAT. Prices indicated with [1] include VAT for books; the €(D) includes 7% for Germany, the €(A) includes 10% for Austria. Prices indicated with [2] include VAT for electronic products; 19% for Germany, 20% for Austria. All prices exclusive of carriage charges. Prices and other details are subject to change without notice. All errors and omissions excepted. [3] No discount for MyCopy.

