

Selected Bibliography for:

**PENN LAW INSTITUTE FOR LAW & ECONOMICS
LAW & ENTREPRENEURSHIP LECTURE
IMMERSIVE COMPUTING @ GOOGLE, INC.
JANUARY 17, 2018**

22ND INTERNATIONAL CONFERENCE ON VIRTUAL SYSTEM & MULTIMEDIA (VSMM) (2016), available [here](#) (enter title of conference in search box; Penn login required.)

Carlos Carbonell-Carrera & Jose Luis Saorín, *Geospatial Google Street View with Virtual Reality: A Motivational Approach for Spatial Training Education*, 6 ISPRS INT'L J. GEO-INFORMATION 261 (2017), available [here](#).

Basil Chaballout et al., *Feasibility of Augmented Reality in Clinical Simulations: Using Google Glass with Manikins*, 2 JMIR MED. EDUC. iss. 1 (2016), available [here](#) (Penn login required).

Mihai Chifor & Teodor Stefanut, *Immersive Virtual Reality Application using Google Cardboard and Leap Motion Technologies*, in PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON HUMAN-COMPUTER INTERACTION 115 (2015), available [here](#).

Jason Dalmazzo et al., *Blending Two Virtual Realities: Using Google Glass to Explore a Virtual Reality Model of the Villa of Good Fortune at Olynthus*, in PROCEEDINGS OF THE 22ND INTERNATIONAL CONFERENCE ON VIRTUAL SYSTEMS & MULTIMEDIA (VSMM) (2016), available [here](#) (enter title of article in search box; Penn login required).

Noony de la Peña et al., *Immersive Journalism: Immersive Virtual Reality for the First-Person Experience of News*, 19 PRESENCE: TELEOPERATORS AND VIRTUAL ENVIRONMENTS 291 (2010), available [here](#) (Penn Key required).

Leonardo Ferrer et al., *Using Augmented Reality in Urban Context: Georeferenced System for Business Localization using Google Glass*, in FIRST INTERNATIONAL SMART CITIES CONFERENCE (ISC2) (2015), available [here](#) (enter title of article in search box; Penn login required).

- Raffaella Folgieri & Marco Granato, *Augmented Reality to Improve Users Experience in Art: An Application of Epson Moverio and Google Cardboard Devices*, in ELECTRONIC IMAGING & THE VISUAL ARTS. EVA 2015 FLORENCE, 103 PROCEEDINGS E REPORT 110 (Vito Cappellini ed., 2015), full text of proceedings available [here](#).
- A. D. Hwang & E. Peli, *An Augmented-Reality Edge Enhancement Application for Google Glass*, 91 OPTOM. VIS. SCI. 1021 (2014), available [here](#) (with Penn login).
- Hyungoo Kang et al., *Effect of Application Type on Fatigue and Visual Function in Viewing Virtual Reality (VR) Device of Google Cardboard Type*, 22 J. KOREAN OPHTHALMIC OPT. SOC. 221 (2017), available [here](#).
- Dominik Käser et al., *Bringing Google Earth to Virtual Reality*, in PROCEEDINGS ACM SIGGRAPH 2016, ARTICLE 78, available [here](#) (with Penn login).
- Martin Kesselman, *Current CITE-Ing from the Popular and Trade Computing Literature: Google Cardboard-- Virtual Reality for Everyone*, 33 LIBRARY HI TECH NEWS no. 4, at 15 (2016), available [here](#).
- M. Claudia Leue et al., *Google Glass Augmented Reality: Generic Learning Outcomes for Art Galleries*, in INFORMATION AND COMMUNICATION TECHNOLOGIES IN TOURISM 463 (I. Tussyadiah & A. Inversini eds., 2015), available [here](#).
- Hsin-Hun Liou et al., *The Influences of the 2D Image-Based Augmented Reality and Virtual Reality on Student Learning*, 20 J. EDUC. TECH. & SOC'Y 110 (2017), available [here](#) (with Penn login).
- Luis Fernando Maia et al., *A Real-Time X-Ray Mobile Application using Augmented Reality and Google Street View*, in PROCEEDINGS OF THE 22ND ACM CONFERENCE ON VIRTUAL REALITY SOFTWARE AND TECHNOLOGY 111, available [here](#) (with Penn login).
- Don D. McMahon et al., *Effects of Digital Navigation Aids on Adults with Intellectual Disabilities: Comparison of Paper Map, Google Maps, and Augmented Reality*, 30 J. SPECIAL EDUC. TECH. 157 (2015), available [here](#) (with Penn login).

- Crystal Nwaneri, *Ready Lawyer One: Legal Issues in the Innovation of Virtual Reality*, 30 HARV. J. L. & TECH. 601 (2017), available [here](#).
- Ramakrishna Perla & Ramya Hebbalaguppe, *Google Cardboard Dates Augmented Reality: Issues, Challenges and Future Opportunities*, ARXIV PREPRINT (2017), available [here](#).
- Umair Rehman & Shi Cao, *Augmented Reality-Based Indoor Navigation: A Comparative Analysis of Handheld Devices versus Google Glass*, 47 IEEE TRANSACTIONS ON HUMAN-MACHINE SYSTEMS 140 (2017), available [here](#).
- Umair Rehman & Shi Cao, *Augmented Reality-Based Indoor Navigation using Google Glass as a Wearable Head-Mounted Display*, 2015 IEEE INTERNATIONAL CONFERENCE ON SYSTEMS, MAN, AND CYBERNETICS (2015), available [here](#).
- Ryan McKendrick et al., *Into the Wild: Neuroergonomic Differentiation of Hand-Held and Augmented Reality Wearable Displays during Outdoor Navigation with Functional Near Infrared Spectroscopy*, in TRENDS IN NEUROERGONOMICS: A COMPREHENSIVE OVERVIEW 272 (Klaus Gramann, Thorsten O. Zander, Hasan Ayaz & Stephen Fairclough eds., 2017), available [here](#).
- Eric E. Sabelman & Roger Lam, *The Real-Life Dangers of Augmented Reality*, IEEE SPECTRUM, vol. 52, iss. 7 (July 2015), at 48, available [here](#).
- Peggy Semingson et al., *Exploring Virtual Reality, Synchronous Learning, and Google Apps with Preservice Teachers with an Interactive Technology Workshop and Tutorial*, in PROCEEDINGS OF THE SOCIETY FOR INFORMATION TECHNOLOGY & TEACHER EDUCATION INTERNATIONAL CONFERENCE 1795 (2017), available [here](#) (with Penn login).
- Natasha Singer, *Helping Students Explore the World, with Virtual Reality from Google*, N.Y. TIMES, Sept.28, 2015, at B4; available [here](#).
- Gregorio Soria et al., *Google Tango Outdoors: Augmented Reality for Underground Infrastructures*, in PROCEEDINGS OF THE CEIG—SPANISH COMPUTER GRAPHICS CONFERENCE 31 (2017), available [here](#).

Marinos Theodorakopoulos, *Personalized Augmented Reality Experiences in Museums using Google Cardboards*, in 12TH INTERNATIONAL WORKSHOP ON SEMANTIC AND SOCIAL MEDIA ADAPTATION AND PERSONALIZATION (SMAP) 95 (2017), available [here](#) (enter title of article in search box; Penn Key required).

Hsin-Kai Wu et al., *Current Status, Opportunities and Challenges of Augmented Reality in Education*, 62 COMPUT. EDUC. 41 (2013), available [here](#) (with Penn login).