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- <http://vehand.engr.ucf.edu/revised2.htm>
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- <http://www.vrclassroom.org/>

Presence related

- <http://www.cs.ucl.ac.uk/staff/M.Slater/Papers/Chess/index.html>
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- <http://www.presence-research.org/>
- <http://www.andrewpatrick.ca/virtual-presence/presence-ideas.html>

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翁千惠，出生於 1976 年。1998 年成功大學工業設計學系畢業；2000 年交大應用藝術研究所碩士。興趣之研究領域為設計思考與媒材之認知研究，碩士論文之研究方向為運用電腦媒材於早期設計階段。目前研究方向包括網際空間之本質，虛擬實境技術與人類對空間之存在感知等。學術發表之著作如下：

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