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Understanding Virtual Reality: Interface, Application, and Design, Second Edition arrives at a time when the technologies behind virtual reality have advanced dramatically. The book helps users take advantage of the ways they can identify and prepare for the applications of VR in their field.

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Understanding Virtual Reality—Interface, Application, and Design William R. Sherman and Alan B. Craig Morgan Kaufman. ISBN 1-55860-353-0. US\$ 69.95 Reviewed by: Nigel W. John. Email: n.w.john@man.ac.uk My first introductory textbook to the field of virtual reality (VR) was Kalawsky 's The Science of Virtual Reality (1993).

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Understanding Virtual Reality: Interface, Application, and Design. Sherman, William R. and Alan B. Craig ... and interface, the way in which the user uses the application must be addressed. The user should feel that the application has a purpose. Applications may be designed to entertain, educate, enlighten, visualize information, and so on ...

William R. Sherman and Alan B. Craig ... - Virtual Reality
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