



### Springer books available as

 Printed book

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

 eBook

Available from your library or

► [springer.com/shop](http://springer.com/shop)

 MyCopy

Printed eBook for just

► € | \$ 24.99

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

## Springer Series on Cultural Computing

Series Ed.: C. Vear

Cultural Computing is an exciting, emerging field of Human Computer Interaction, which covers the cultural impact of computing and the technological influences and requirements for the support of cultural innovation. Using support technologies such as location-based systems, augmented reality, cloud computing and ambient interaction researchers can explore the differences across a variety of cultures and provide the knowledge and skills necessary to overcome cultural issues and expand human creativity.

This series presents the current research and knowledge of a broad range of topics including creativity support systems, digital communities, the interactive arts, cultural heritage, digital museums and intercultural collaboration.

### Recently published:

R. Earnshaw, S. Liggett, P. Excell, D. Thalmann (Eds.)

**Technology, Design and the Arts - Opportunities and Challenges**

V. Geroimenko (Ed.)

**Augmented Reality in Education**

A New Technology for Teaching and Learning

F. Liarakapis, A. Voulodimos, N. Doulamis, A. Doulamis (Eds.)

**Visual Computing for Cultural Heritage**

### Upcoming Volumes:

F. Franco

**The Algorithmic Dimension**

Five Artists in Conversation



**Submission information at the [series homepage](http://series.homepage) and [springer.com/authors](http://springer.com/authors)**

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