

Contents

Introduction to Toy Computing	1
Laura Rafferty and Patrick C. K. Hung	
Toy Computing Background.....	9
Laura Rafferty, Brad Kroese and Patrick C. K. Hung	
Mobile Computing Toys: Marketing Challenges and Implications	39
Tirtha Dhar and Terry Wu	
Toys and Mobile Applications: Current Trends and Related Privacy Issues	51
Gary Ng, Michael Chow and André de Lima Salgado	
Emerging Human-Toy Interaction Techniques with Augmented and Mixed Reality	77
Jeff K. T. Tang and Jordan Tewell	
Advanced Sound Integration for Toy-Based Computing	107
Bill Kapralos, Kamen Kanev and Michael Jenkin	
Augmented Reality for Mobile Service of Film-Induced Tourism App	129
Wei-Feng Tung	
Privacy Requirements in Toy Computing.....	141
Laura Rafferty, Marcelo Fantinato and Patrick C. K. Hung	
Case Study: Approaching the Learning of Kanji Through Augmented Toys in Japan	175
Kamen Kanev, Itaru Oido, Patrick C. K. Hung, Bill Kapralos and Michael Jenkin	

<http://www.springer.com/978-3-319-21322-4>

Mobile Services for Toy Computing

Hung, P.C.K. (Ed.)

2015, VIII, 192 p. 110 illus., 105 illus. in color.,

Hardcover

ISBN: 978-3-319-21322-4