























15. Zarrakonandia, T., Francese, R., Passero, I., Aedo, I. Tortora, G., Díaz, P.: Seminars in Second Life: Teacher and Student Views, In Proceedings: of the 17th International Conference on Distributed Multimedia Systems, pp. 210-215, August 2011
16. Microsoft, Introducing Kinect for Xbox 360, <http://www.xbox.com/en-gb/kinect>
17. Soo-Mi, C., Yong-Guk, K., Jianhua, T., Tieniu, T., Rosaling, P.: An Affective User Interface Based on Facial Expression Recognition and Eye-Gaze Tracking, Affective Computing and Intelligent Interaction, Springer Berlin / Heidelberg, vol. 3784, pp 907-914, 2005
18. Microsoft, From the Lab to Your Living Room: Avatar Kinect to Project Your Expressions Into a Virtual World, <http://www.microsoft.com/presspass/features/2011/may11/05-16avatarkinect.msp>
19. Prince, S., Cheok, A.D., Farbiz, F., Williamson, T., Johnson, N., Billinghamurst, M., Kato, H.: 3D Live: Real Time Captured Content for Mixed Reality, Proc. of the IEEE/ACM International Symposium on Mixed and Augmented Reality, ISMAR'02, IEEE/ACM, pp. 7-13, 2002
20. Kantonen, T.; Woodward, C.; Katz, N.; Mixed reality in virtual world teleconferencing, Virtual Reality Conference (VR), 2010 IEEE, pp.179-182, 20-24 March 2010
21. Brusilovsky, P.: Adaptive and Intelligent Technologies for Web-based Education. In C. Rollinger & C. Peylo (Eds.) Künstliche Intelligenz 4, Special Issue on Intelligent Systems and Teleteaching, pp. 19-25, 1999
22. NyARToolkit, <http://nyatla.jp/nyartoolkit/wiki/index.php?FrontPage.en>