

Handbook on 3D3C Platforms: Applications and Tools for Three Dimensional Systems for Community, Creation and Commerce (Progress in IS)



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This book presents 3D3C platforms – three-dimensional systems for community, creation and commerce. It discusses tools including bots in social networks, team creativity, privacy, and virtual currencies & micropayments as well as their applications in areas like healthcare, energy, collaboration, and art. More than 20 authors from 10 countries share their experiences, research fi ndings and perspectives, off ering a comprehensive resource on the emerging fi eld of 3D3C worlds. The book is designed for both the novice and the expert as a way to unleash the emerging opportunities in 3D3C worlds.

This Handbook maps with breadth and insight the exciting frontier of building virtual worlds with digital technologies.

David Perkins, Research Professor, Harvard Graduate School of Education

This book is from one of the most adventurous and energetic persons I have ever met. Yesha takes us into new undiscovered spaces and provides insight into phenomena of social interaction and immersive experiences that transform our lives.

Cees de Bont, Dean of School of Design & Chair Professor of Design, School of Design of the Hong Kong Polytechnic University

When you read 3D3C Platforms you realize what a domain like ours -- 3D printing -- can and should do for the world. Clearly we are just starting. Inspiring.

David Reis, CEO, Stratasys Ltd

This book provides a stunning overview regarding how virtual worlds are reshaping possibilities for identity and community. The range of topics addressed by the authors? from privacy and taxation to fashion and health care?provide a powerful roadmap for addressing the emerging potential of these online environments.

Tom Boellstorff, Professor, Department of Anthropology, University of California, Irvine

Handbook on 3D3C Platforms amassed a unique collection of multidisciplinary academic thinking. A primer on innovations that will touch every aspect of the human community in the 21st century.

Eli Talmor, Professor, London Business School

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David Cain:

Precisely why? Because this Handbook on 3D3C Platforms: Applications and Tools for Three Dimensional Systems for Community, Creation and Commerce (Progress in IS) is an unordinary book that the inside of the publication waiting for you to snap it but latter it will jolt you with the secret that inside. Reading this book close to it was fantastic author who write the book in such wonderful way makes the content within easier to understand, entertaining way but still convey the meaning entirely. So, it is good for you for not hesitating having this ever again or you going to regret it. This phenomenal book will give you a lot of gains than the other book get such as help improving your talent and your critical thinking approach. So, still want to hold off having that book? If I have been you I will go to the book store hurriedly.

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William Brown:

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