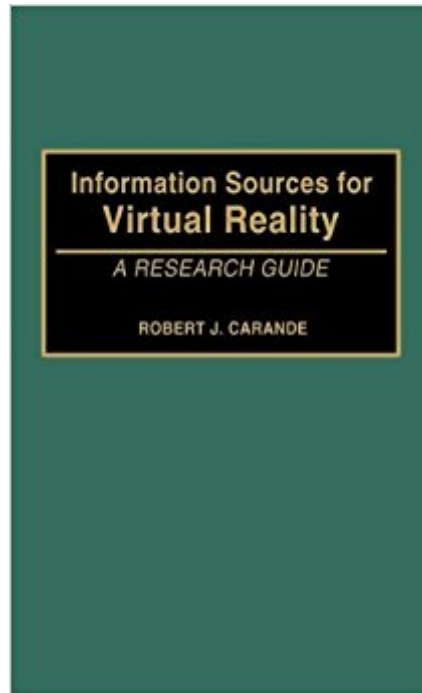




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# Information Sources For Virtual Reality: A Research Guide



## Synopsis

This reference identifies information resources concerning virtual reality and provides detailed instruction on how to use these resources in an effective research strategy. Most of the chapters overview particular types of information sources, such as periodical and citation indexes, conference proceedings, technical reports, dissertations, and monographs. The chapters explain how to use these tools to gather information about virtual reality, and discussions of key resources are always placed in the larger context of information-gathering strategies specific to the field. Most of the resources are available in large public and academic libraries. The volume does not presuppose sophisticated technical knowledge of libraries, and it is written for the student and general researcher. The volume concludes with a set of algorithms that can be used to locate resources in the most typical searches, and a list of producers and publishers of related material.

## Book Information

Hardcover: 184 pages

Publisher: Greenwood; 1st Edition. edition (June 21, 1993)

Language: English

ISBN-10: 0313288046

ISBN-13: 978-0313288043

Product Dimensions: 5.5 x 0.4 x 8.5 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

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ROBERT J. CARANDE is Head of the Science Division at San Diego State University Library. An authority on artificial intelligence and information technology resources, his previous publications include *Automation in Library Reference Services* (Greenwood, 1992).

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