

A Feasability Study for Virtual Time Windows

CJ Davies

School of Computer Science
University of St Andrews
Email: cjd44@st-andrews.ac.uk

Alan Miller

School of Computer Science
University of St Andrews
Email: alan@cs.st-andrews.ac.uk

Colin Allison

School of Computer Science
University of St Andrews
Email: ca@st-andrews.ac.uk

Abstract—The abstract goes here.

I. INTRODUCTION

- What is the subject of this paper.
- Why is this subject important.
- What are the contributions of this work,
- What is the structure of the paper.

II. CONCISE BACKGROUND

- definition of cross reality
- scales and reloations
- use case: digital tourism

III. DESIGN

IV. IMPLEMENTATION

V. EVALUATION AND REFLECTION

VI. RELATED WORK

VII. CONCLUSION

The conclusion goes here.

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