

▼ Chapter 1

Review of the Literature

Definitions, models, measurement methods, and overview of works on cognitive and affective states in VR.

▼ Chapter 2

A feasibility study to analyse the impact of IVEs on users' mental workload.

▼ Chapter 3

A methodological approach to introduce mental workload assessment in VR Training scenarios.

▼ Chapter 4

A technological all-in-one solution to recognize users' mental workload in real-time in IVEs.

▼ Chapter 5

Conclusion

Contributions, limitations, and future work
