# HUMAN MOTION PERCEPTION IN VIRTUAL REALITY AND THE REAL-WORLD

COMPARING HUMAN MOTION PERCEPTION IN VIRTUAL REALITY AND REAL-WORLD SIMULTANEOUS MOTION

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## **Abstract**

PLACEHOLDER!!

#### Introduction

- 2.1 Overview of VR Motion Perception Experiments
- 2.2 Significance of Studying Motion Perception in VR
- 2.3 My Role as a Research Assistant

# **Background**

- 3.1 Historical Context of VR in Motion Experiments
- 3.2 Previous Studies on Motion Perception in VR

#### **Theoretical Framework**

- 4.1 Existing Information on Motion Perception in VR
- 4.2 Relevence of Simultaneous Motion Studies
- 4.3 Human Perception in VR Environements

# Methodology

- 5.1 Instruments and Equipment Used
- 5.2 Variables and Controls
- 5.3 Detailed Steps of the Experiment

#### **Discussion**

- 6.1 Implications for VR Design and Development
- **6.2** Interpretation of Comparative Results
- 6.3 Integration with Exisiting Technology

### Conclusion

- 7.1 Limitations of the Study
- 7.2 Summary of Key Findings

# **Appendix**

- 8.1 Supplementary Materials
- 8.2 References