Sense of place does not equal presence but is a factor that influences it.

Sense of place discussed, also in compination with VR and presence and how to übertragen this feeling into a virtual reality. Its not just presence, it consist of mutlible things like this and this and gets categorized by a lot of different things while still being highly subjective.

It s an important factor and gets taken into consideration by architects when doing urban planning ands stuff and build city. Although how to quantify and use that knowledge in praxis.

In vr urban planning has been researched, like this and that, but mostly taking into consideration environmental display of places. (jetzt gibts auch ne quelle dazu) This study will do another take on the sense of place and will address the economic, cultural and social aspect and figure out how to bring that closer to the user to let them acquire a better understanding of the environment. (also wirklich darauf beschrenken, klar definieren)

Um das zu erreichen werden goits emploid and the neighbourhhods component into those three categoriez unterteilt. Hypthesis einfügen.

Places are characterized by their unique and different economic, cultural, social, and emotional qualities and relationships. They are aggregates of social communication, community, and numerous values, which become essential for its genius loci.

Places are characterised by different relationships that are of economic, cultural, psychological, social

The concept, on the one hand, is rooted in the \*\*subjective experiences\*\*

Places – wie sie zusammengesetzt sind. Wie wichtig dieses Konzept für architects and urban planning ist. Sense of place in VR - Capturing it – previous studies – aber eher mehr environmental. Nicht den aspect von economic, cultural and social. Darauf wird in dieser Arbeit eingegangen.

In VR testen weil das am nähesten zur realität ran kommt.

Problem: wie man einen platz gut rüber bringen kann, spirit of place, für eventuelle design decisions und urban planning wichtig

– mit focus auf die social, economical und cultural characteristics of the place, was schon erfoscht wurde und auf was sich die arbeit bezieht (schlüsselbegriffe vom titel)

Integrating game inspired orientation tools like **markers** and **compasses**, when communicating information about the given space, will, **compared to map-based systems**, significantly **enhance** the user's **understanding of the place**, regarding available amenities.

Benutzen GOIT um das zu adressieren und comparen sie zu map, die dann doch schon sehr conventionell ist.

Ziel ist herauszufinden, welche der verschiedenen GOITS am besten dazu in der Lage ist, die available amenities klar zu presentieren und somit einen guten überblick des ortes zu liefern

Gemacht wird es mit diesen und jenen Fragebogen.

Aufbau schaut so und so aus.

Immersive virtual environments allow for more accurate perception of spatial properties [1] and a significantly better understanding of potential architectural designs [2]. However, the information that makes up the spirit of place, the genius loci, involves more then physical and environmental aspects of an environment [3]. It is a concept that also involves psychological, social, economical and historical characteristics which play an important role when designing for urban planning [4].

So in order for the user to truly understand the given space and to discern its needs, more information might be necessary.

The goal of this research is to find a design solution so the user is able to gain understanding of a place.

[1] Lukacevic, F., Skec, S., Perisic, M. M., Horvat, N., & Storga, M. (2020). Spatial Perception of 3D CAD Model Dimensions and Affordances in Virtual Environments. In IEEE Access (Vol. 8, pp. 174587–174604). Institute of Electrical and Electronics Engineers (IEEE). https://doi.org/10.1109/access.2020.3025634

[2] Usman, M., Haworth, B., Berseth, G., Kapadia, M., & Faloutsos, P. (2017). Perceptual evaluation of space in virtual environments. In Proceedings of the Tenth International Conference on Motion in Games. MiG ’17: Motion in Games. ACM. https://doi.org/10.1145/3136457.3136458

[3] Farshadi, A. (2017, May 23). \_Exploring the potential of applying genius loci as a concept in landscape architecture\_. DSpace. https://dspace.emu.ee//handle/10492/3583

[4] Torsi, Silvia & Ardito, Carmelo. (2020). Genius Loci and Cultural Heritage: An Interactive Narrative for the Ruins of Egnatia. https://www.researchgate.net/publication/345165831\_Genius\_Loci\_and\_Cultural\_Heritage\_An\_Interactive\_Narrative\_for\_the\_Ruins\_of\_Egnatia