

Project in Informatics

Project 5

Exploring Interactions Methods for
Large Displays & Virtual Environments



THEIA

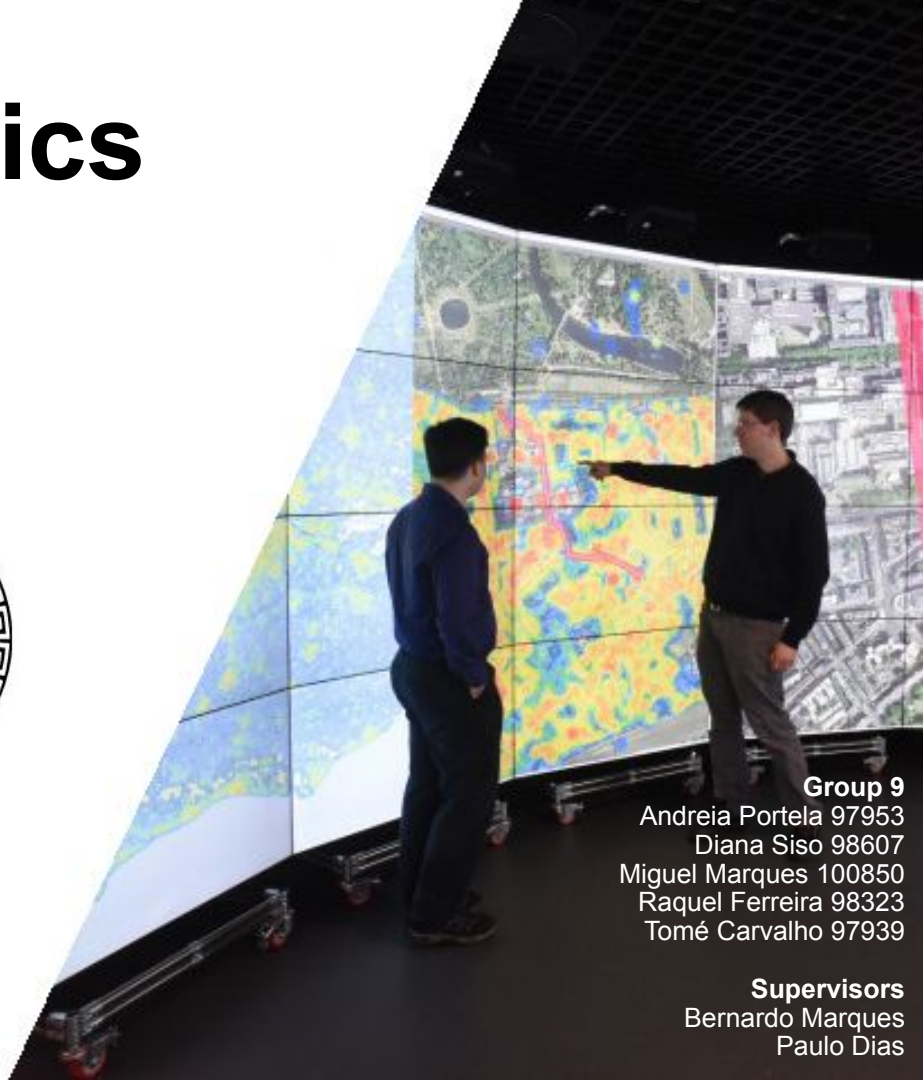
Milestone 1:
Lifecycle Objectives
and Project Calendar



universidade
de aveiro



ieeta



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Context

The University of Aveiro has recently been assigned an Advanced Visualisation Centre (CVA.UA), including:

- Video-wall
- Oculus Quest 2 VR Headsets
- Graphic Workstation

It provides advanced visualisation services to the university community through state-of-the-art visualisation hardware.

We aim to explore new data visualisations and virtual environments, as well as interaction methods.



Problem

How can we make the process more didactic and dynamic?



BOSCH

dgeo
departamento de geociências



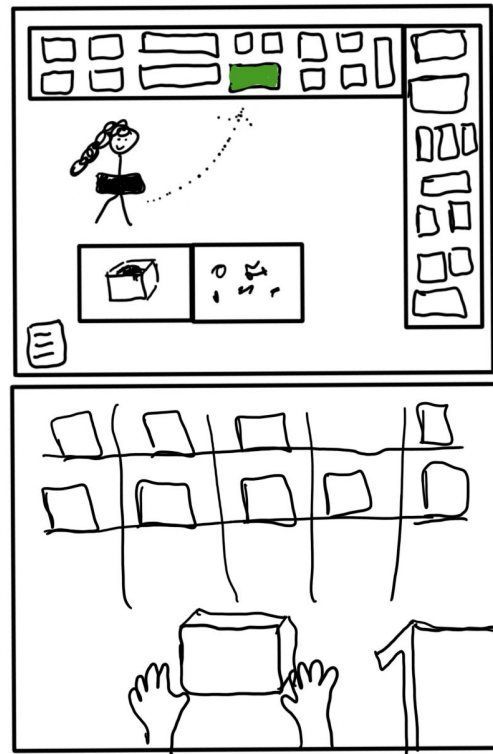
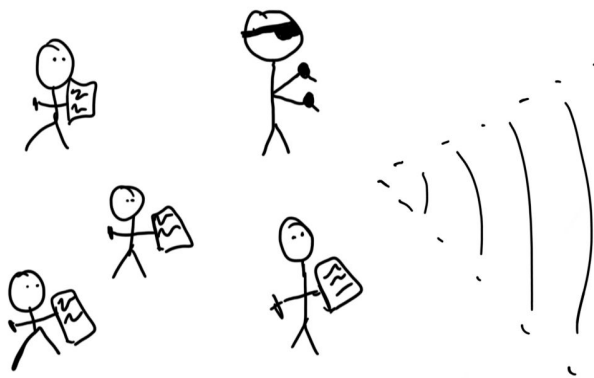
Collaborative VR for training



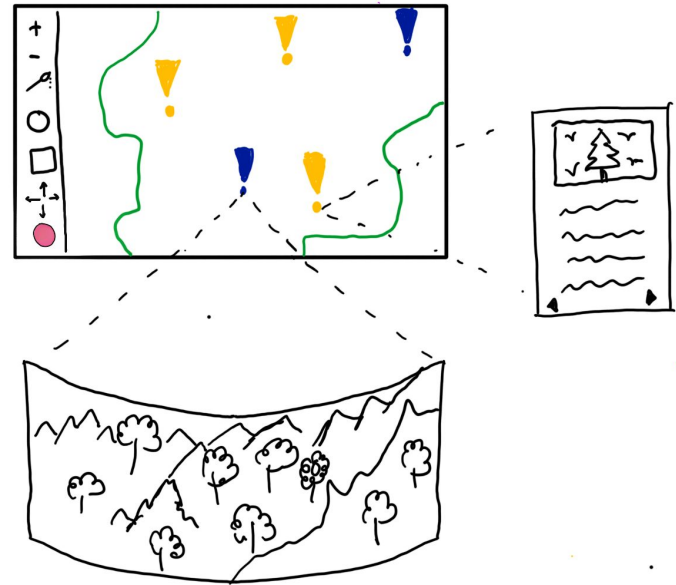
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AUGMANITY
AUGMENTED HUMANITY



Collaborative VR for learning



Goals

Our big goal with our project is to provide a way for people to **use VR in a collaborative way.**



In our two use cases, overall, we hope to help people achieve ways of deliver information in a more interactive way, so that the information that is being transmitted is well understood.

Tasks*

Tasks for both use cases:

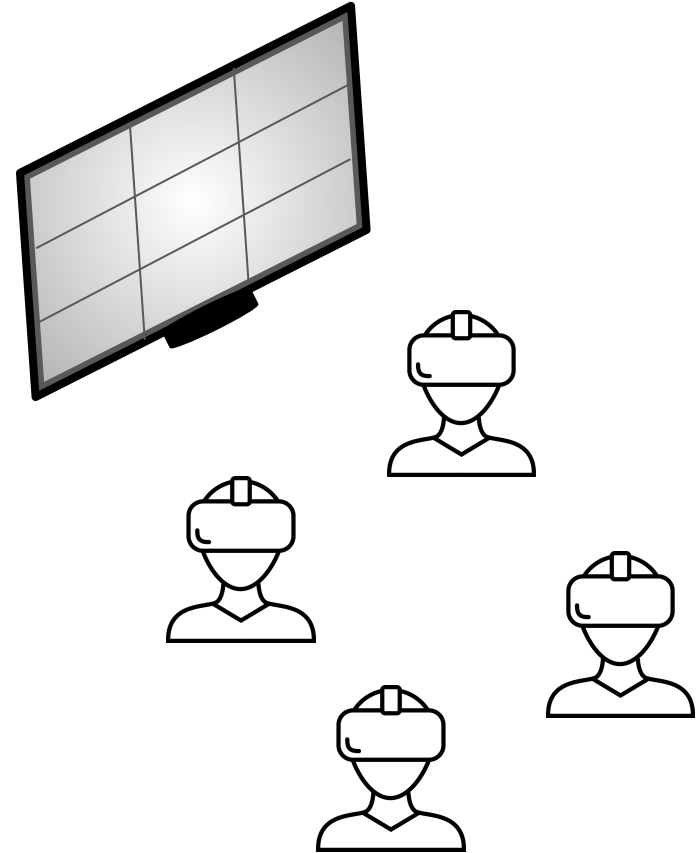
1. Create prototype/mockup
2. Collect assets and create VRE
3. Create resources to support multi-user collaboration
4. Extend the VRE to support collaboration
5. Support different interaction methods
6. Final user testing and feedback
7. Deliverables

*[link to calendar](#)



Expected Results

- Explore some ways of interacting collaboratively with large displays
- Create interfaces that can be useful to different working areas
 - In our study cases, geology and chain work
- Have a better understanding of the work involved in the development of these technologies



Communication and Software



Thank you for listening!

