

# Sensorisches Zusammenspiel des visuellen und vestibulären Systems in Virtual Reality

Nils Henrik Seitz\*  
Universität Rostock

## ZUSAMMENFASSUNG

Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

**Index Terms:** K.6.1 [Management of Computing and Information Systems]: Project and People Management—Life Cycle; K.7.m [The Computing Profession]: Miscellaneous—Ethics

## 1 INTRODUCTION

This template is for papers of VGTC-sponsored conferences which are *not* published in a special issue of TVCG.

## 2 USING THE STYLE TEMPLATE

## 3 CONCLUSION

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum.

## ACKNOWLEDGMENTS

Der Autor möchte Amon Ties Uerckwitz für eine effiziente, effektive und gelungene Zusammenarbeit im Themenkomplex Human Factors danken.

## LITERATUR

- [1] A. Byagowi, D. Mohaddes, and Z. Moussavi. Design and application of a novel virtual reality navigational technology (vrnchair). *Journal of Experimental Neuroscience*, 8:JEN.S13448, Jan 2014. doi: 10.4137/jen.s13448

- [2] M. Gallagher, R. Dowsett, and E. R. Ferrè. Vection in virtual reality modulates vestibularevoked myogenic potentials. *European Journal of Neuroscience*, 50(10):3557–3565, Jul 2019. doi: 10.1111/ejn.14499
- [3] S. Weech, S. Kenny, and M. Barnett-Cowan. Presence and cybersickness in virtual reality are negatively related: A review. *Frontiers in Psychology*, 10, Feb 2019. doi: 10.3389/fpsyg.2019.00158

---

\*e-mail: ns464@uni-rostock.de