

Intuitive VR Control Interface of Heavy Machinery

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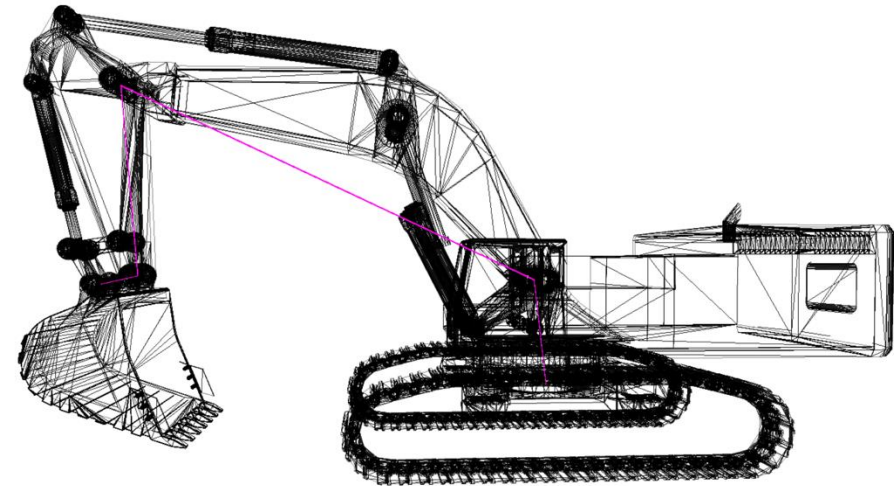


Assignment and Goals

- Design an intuitive **VR control system** for heavy machinery
- Create a virtual space with an interactive and **realistic machine model**
- Visualize machine inertia and positional differences
- **Simplify** complex machinery controls using VR
- Conduct a user study to compare the designed **VR system with traditional controls**

Motivation

- Explore the **Potential** of VR
- Real-World **Impact** and **Relevance**
 - Enhancing Current Systems
 - Making Remote Control More Natural
- **Innovation** in Interaction



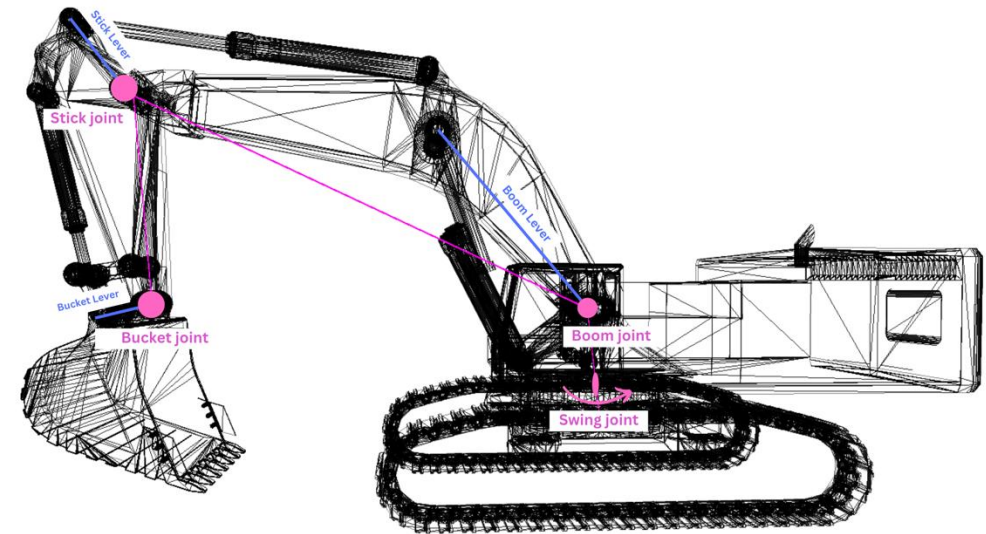
Technologies



Meta Quest 2

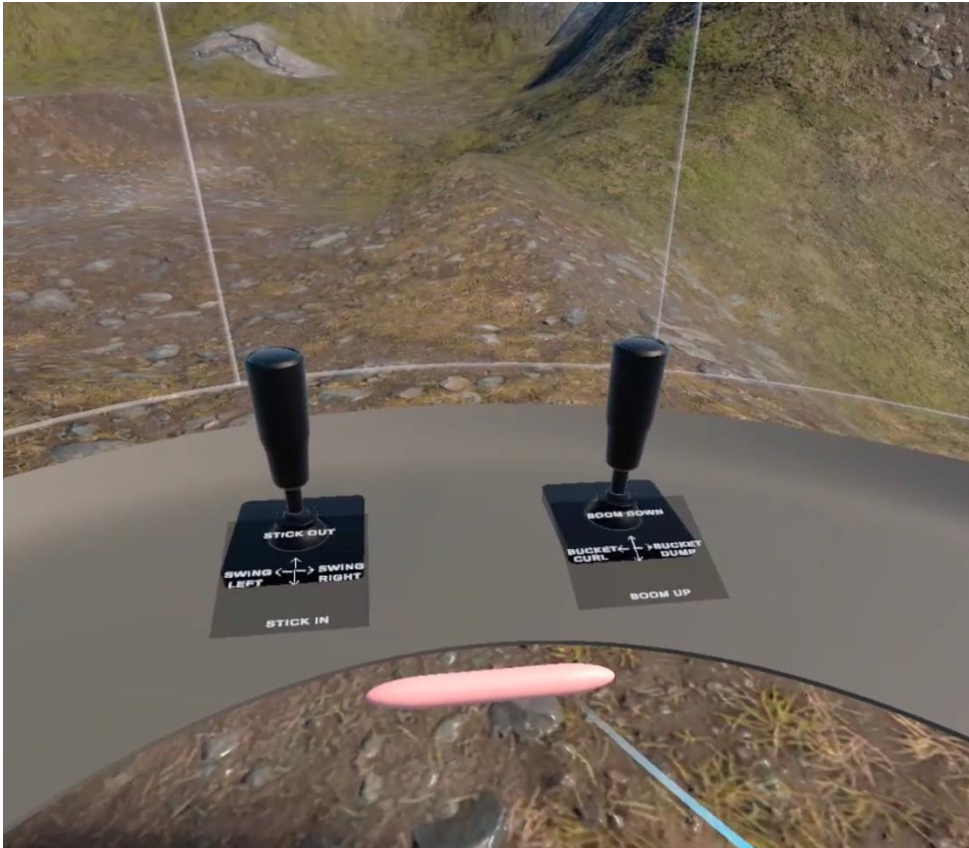
Design

Realistic excavator



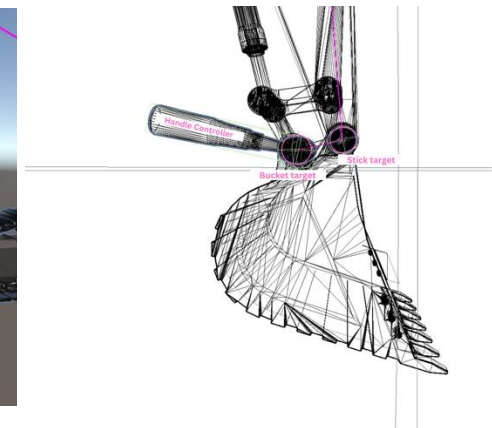
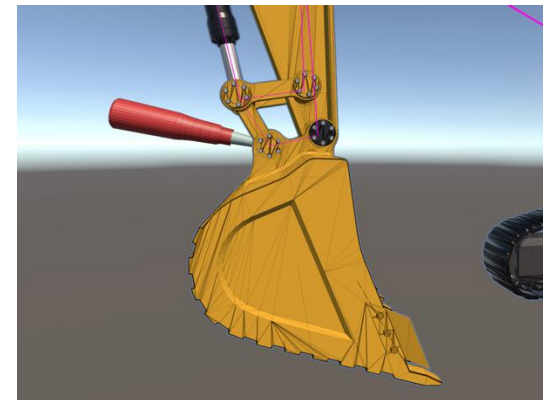
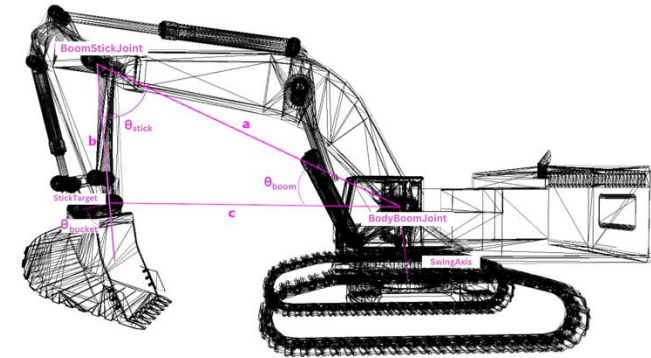
Design

Control systems



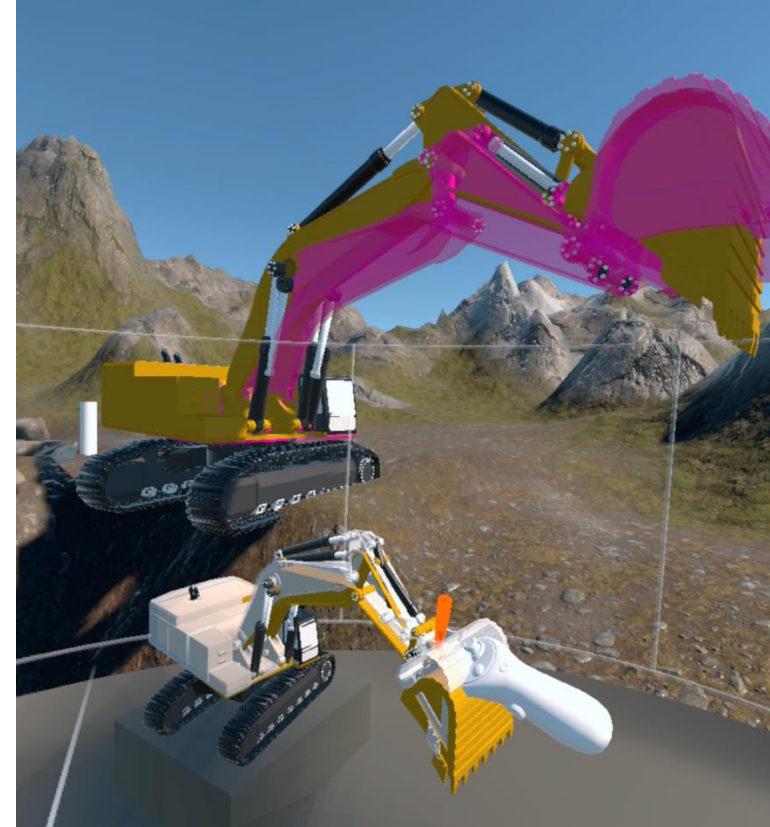
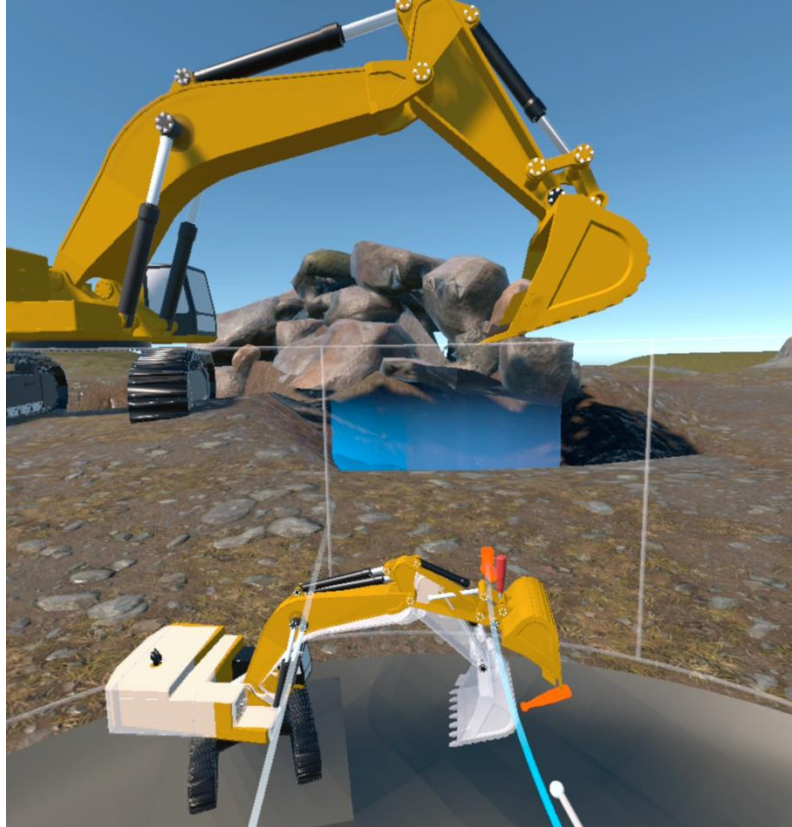
Design

The Miniature Controller



Design

Visual Feedback



Hypotheses

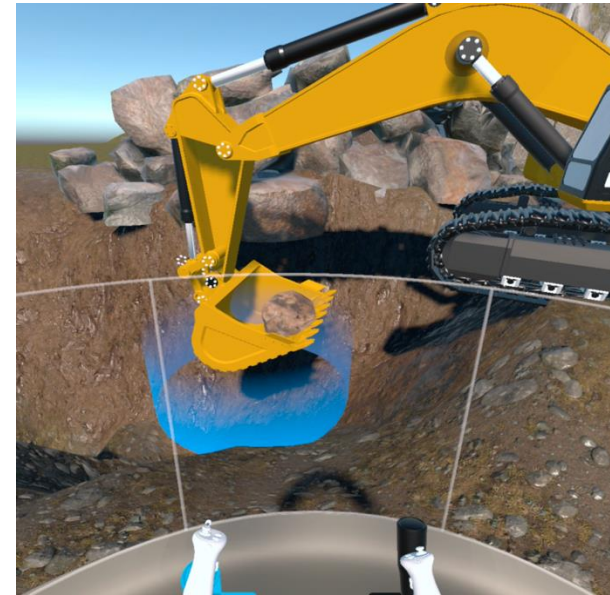
1. **Speed**
2. **Accuracy**
3. **Precision**
4. **Cognition**

User study

- **9 diverse users** with varied familiarity with VR.
- **Ghost Task** (positioning) and **Bucket Task** (loading/unloading).
- Speed, accuracy, error rates, cognitive workload, usability.



Ghost task



Bucket task

Hypotheses Results

- **H1 (Speed)** - *Confirmed*
 - The Miniature controller **enabled faster task completion** in both tasks.
- **H2 (Accuracy)** - *Partially confirmed*
 - Miniature controller was **more accurate in some aspects**, but **not consistently across all metrics**.
- **H3 (Error Rate)** – *Rejected*
 - Users made more errors with the Miniature controller.
- **H4 (Cognitive Workload)** – *Confirmed*
 - Miniature controller required significantly less mental effort.

Results

- **Speed vs. Accuracy Trade-off:**
 - Miniature controller → Faster but higher error rate due to sensitivity.
 - Joystick → Slower but more precise.
- User Preference:
 - Miniature controller was **easier** to learn, more **intuitive**, and **preferred**.
- Future Improvements:
 - Adding **haptic feedback** and **movement isolation** for better control of the Miniature interface.
 - Testing with more diverse participants and tasks.

Thank you