

# Spatial VR: Navigating large data sets in virtual reality

You could also focus on a single interaction technique, e. g. for scrolling, zooming, rearranging, ...

## **ABSTRACT**

### **What is the state of the world?**

We need to navigate large data sets every day. Text, node-link diagrams, images, ...

### **What is the problem?**

Linear scrolling is the typical solution. Can be time-consuming and cumbersome.

### **What are current solutions?**

Mid-air full-body gestures (e. g. work by Underkoffler), not good for productive work (Gorilla arm syndrome). Others? What about ZUIs?

### **Why are they not sufficient for solving the problem?**

Data is always presented on a 2D surface (i. e. display). Not very efficient for data with more dimensions.

### **What is your solution?**

VR?

### **Some more detailed description of the solution.**

How does it work?

### **Why is this solution better? How do you show this?**

Evaluation?

## **Contributions**

What are the main contributions from this work?

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## **NOTES & IDEAS**

- Some references [?, ?, ?]

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