Visualizing Information Panel for Virtual Environment



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Introduction

Motivation

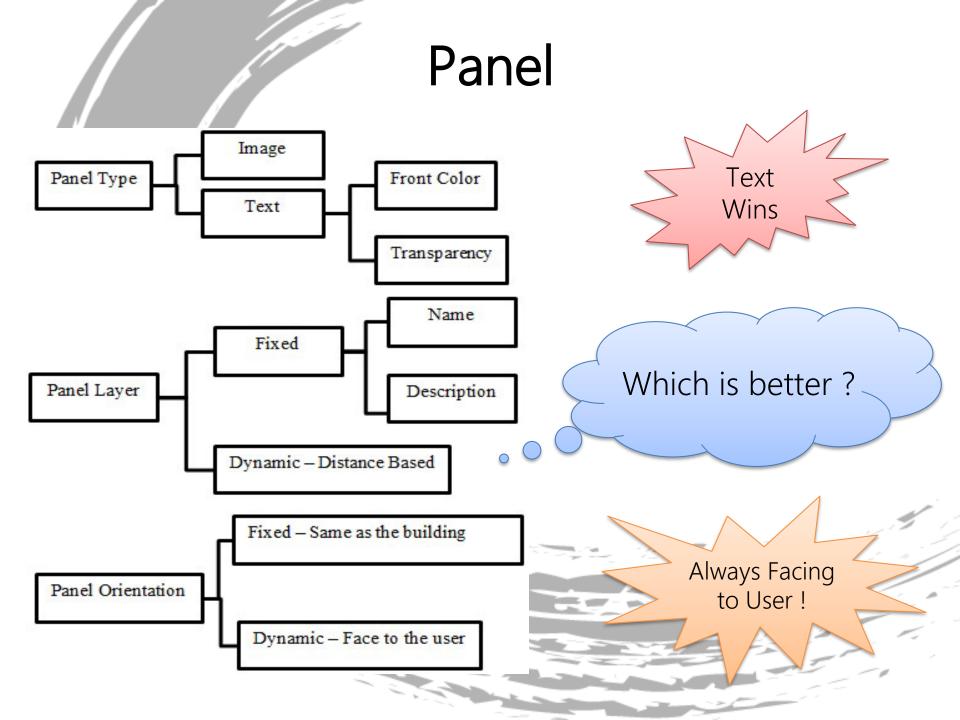
- The rise of VR
- Information everywhere

Design

- Two panels: Hierarchical vs. All-In-One
- Two tasks: Name -> Info, Info -> Name

Hypotheses

- Hierarchical panel better than All-In-One panel
- Demographic factors affect user's experience





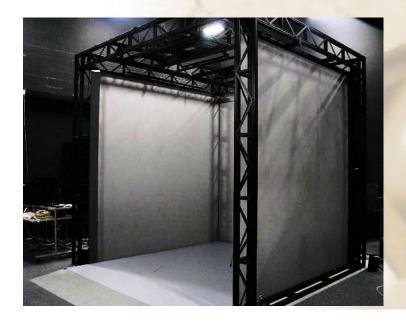
- All-in-One Panel
 only one panel contains both name and description
- Hierarchical Panel far - name panel; near – information panel

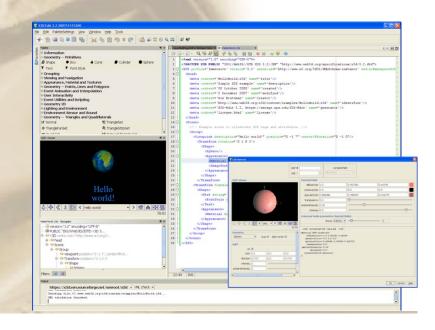
Implementation

Hardware: VisCube (including hand controller)

Software: X3D-Edit, Vivaty Studio

X3D: <Text>, <LOD>, <Billboard>





User Study - Procedure

Pre-study Questionnaire

- Demographic
- Background

Training Task

- Preview Interface
- Learn to use hand controller

Tasks (2*2)

- Completion Time
- Accuracy

Post Questionnaire

- Subjective Evaluation
- Preference

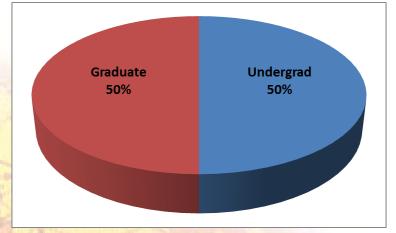
User Study – Task Set

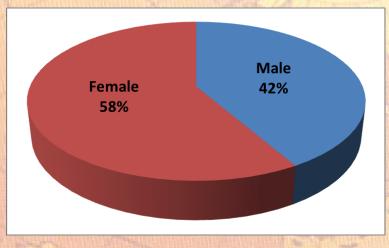
- Task Type 1, Hierarchical panel
- Task Type 2, Hierarchical panel
- Task Type 1, All-in-One panel
- Task Type 2, All-in-One panel

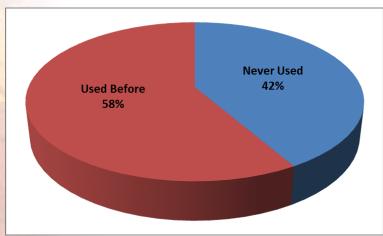
Type	Task
1	Given some information of a building name,
	find some specific information.
2	Given some information of a building,
	find such buildings.

User Study - Participants

12 participants thanks for SONA system & mailing list & etc...







Overall Result

ANOVA

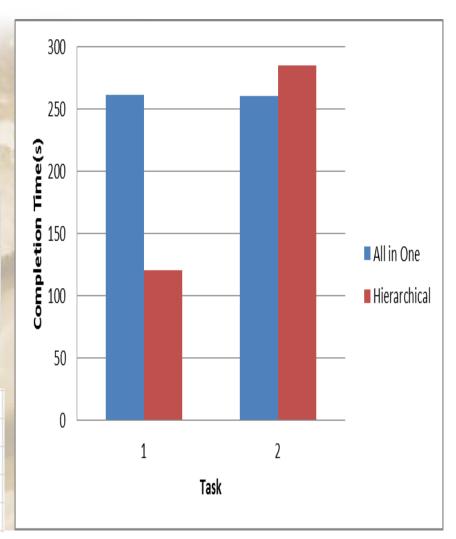
	F	p
Task 1	61.05	8.72e - 08
Task 2	0.61	0.44

Completion Time

	T1-H	T1-A	T2-H	T2-A
mean	120.17	260.83	284.3	260
std	32.92	52.97	78.07	77.72
max	186	380	485	400
min	80	190	197	153

Accuracy

	T1-H	T1-A	T2-H	T2-A	
mean	0.945	0.93	0.792	0.875	
std	0.128	0.112	0.257	0.199	
max	1	1	1	1	
min	0.67	0.67	0.25	0.5	



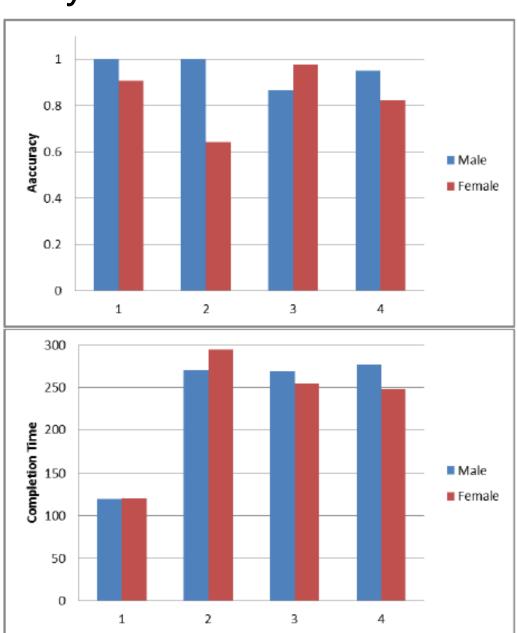
Analysis - Boys vs. Girls

Male

- Higher Average Accuracy
- Shorter Completion Time with Hierarchical

Female

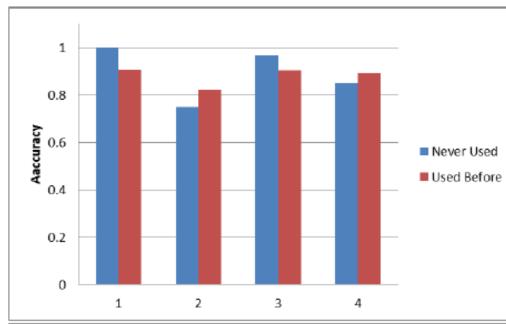
- Two Preferred All-in-One
- Shorter Completion Time with All-in-One

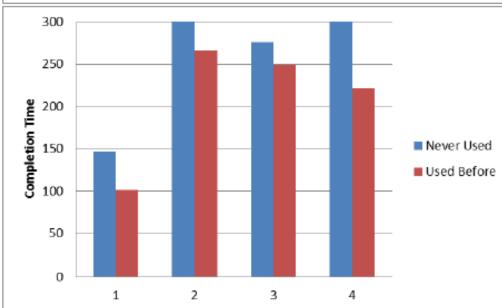


Analysis – Played VR Before?

Novice Take More Time

- Hand controller
- 3D scene

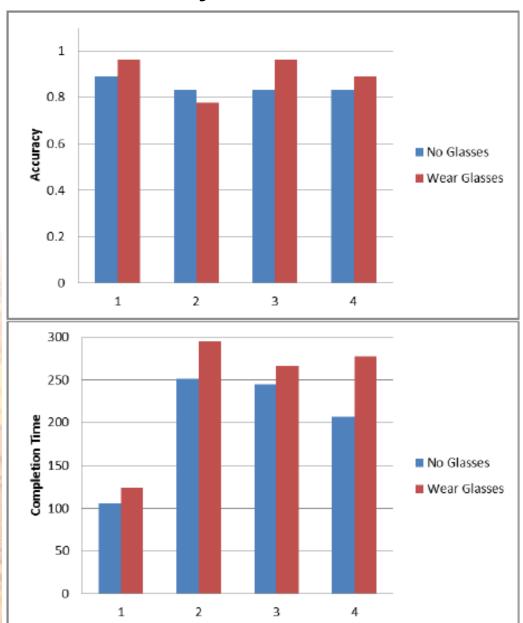




Analysis – Glasses Really Matter

Myope Take More Time

- VisCube
- 3D scene



Subjective Feedback

User Interface

Readable and user-friendly (All)

Rendering

Smooth and neutral (Most)



Control

Satisfied with hand controller (Most)
A little difficult to go up/down (Novice)

Conclusion

What We Done

- Design Hierarchical Panel
- Implement Two 3D UIs
- Perform User Experiment
- Analysis & Discussion

What We Found

- Hierarchical is Better
- Demographic Factors' Effect

