

Immersed in Unfolding Complex Systems

Takeaway and my view:

This paper mostly explained the Alobrain which is a VRE, a big sphere with a bridge in the middle of it, footages inside of the sphere and placing the user on the bridge and make them see the footages of data and let them feel that they are exploring the data in the middle of the environment of it. It sounds really interesting that they actually made a real unity environment which instead of wearing the headset and taking the user's point of view to the center of the sphere in the unity software, they place the user in that spot without using the headset. Which is useful in some aspects such as not all the bespectacled users can use the VR headset. But from another point of view, it seems more expensive to have such this VRE in some places, because if we want to have it only in specific places all users might not have access to it.