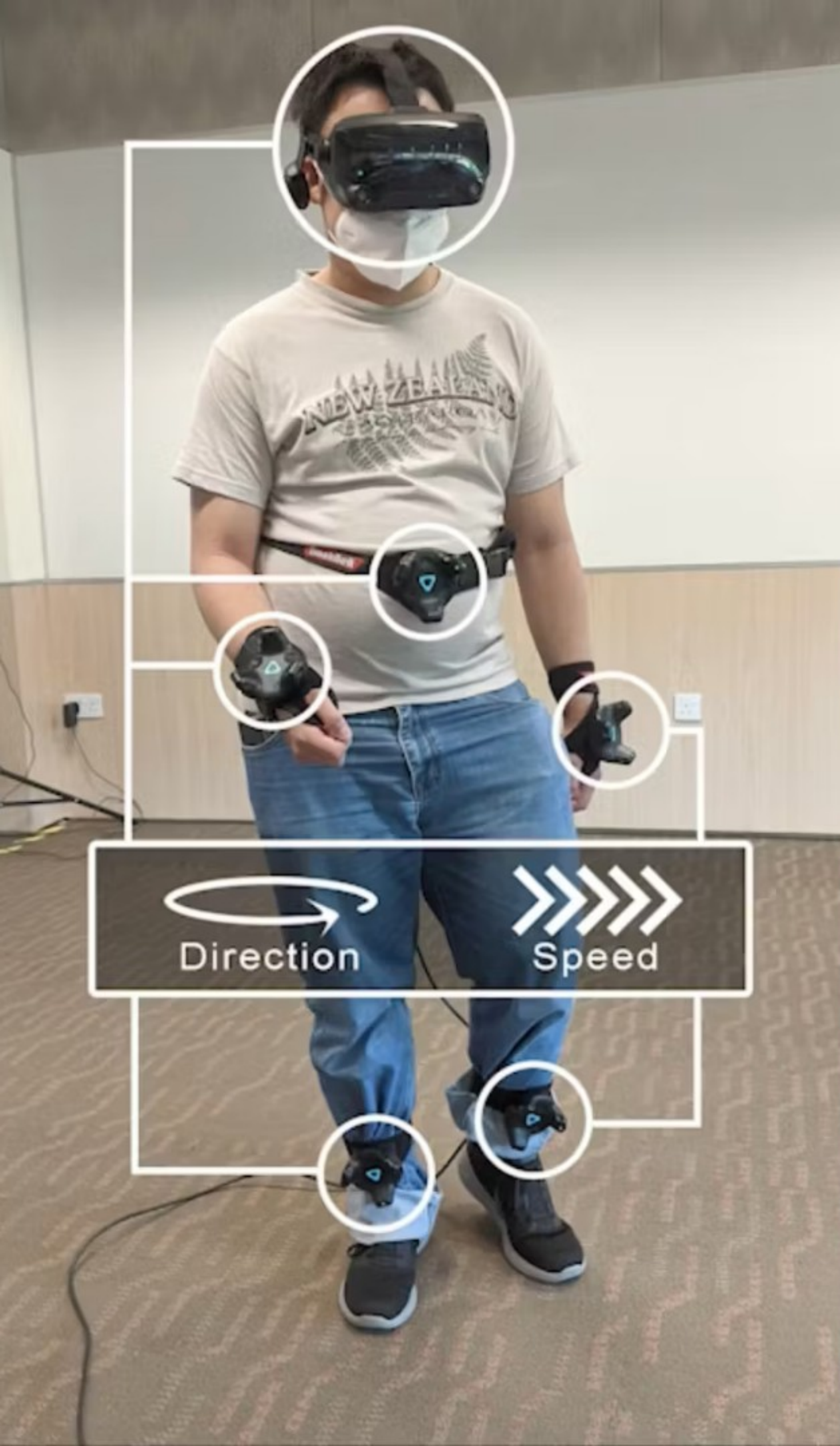


Interaction

Interaction

- interaction mechanics
- interaction authenticity



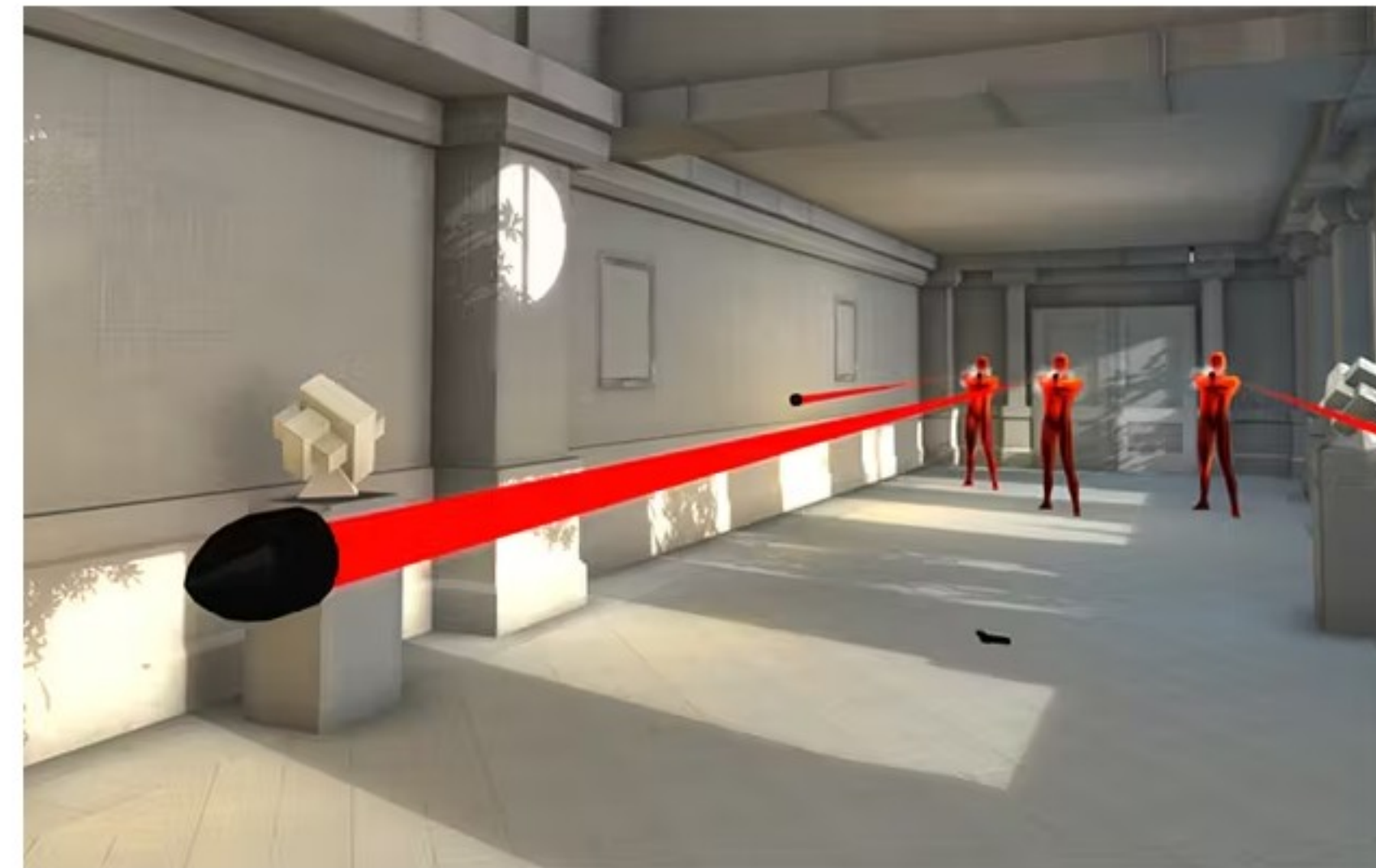


Interaction Mechanics

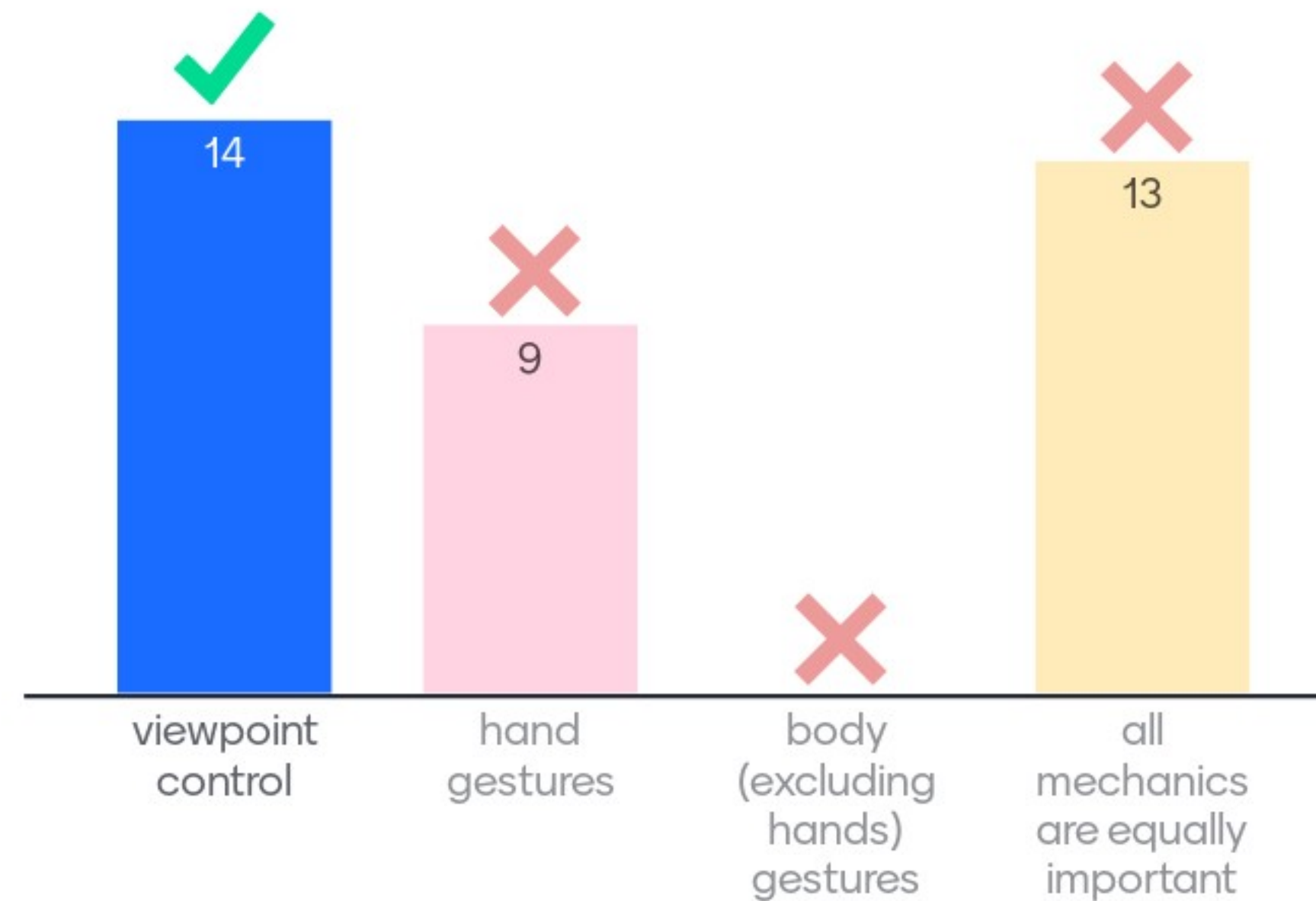
- viewpoint control
- hand gestures
- body gestures

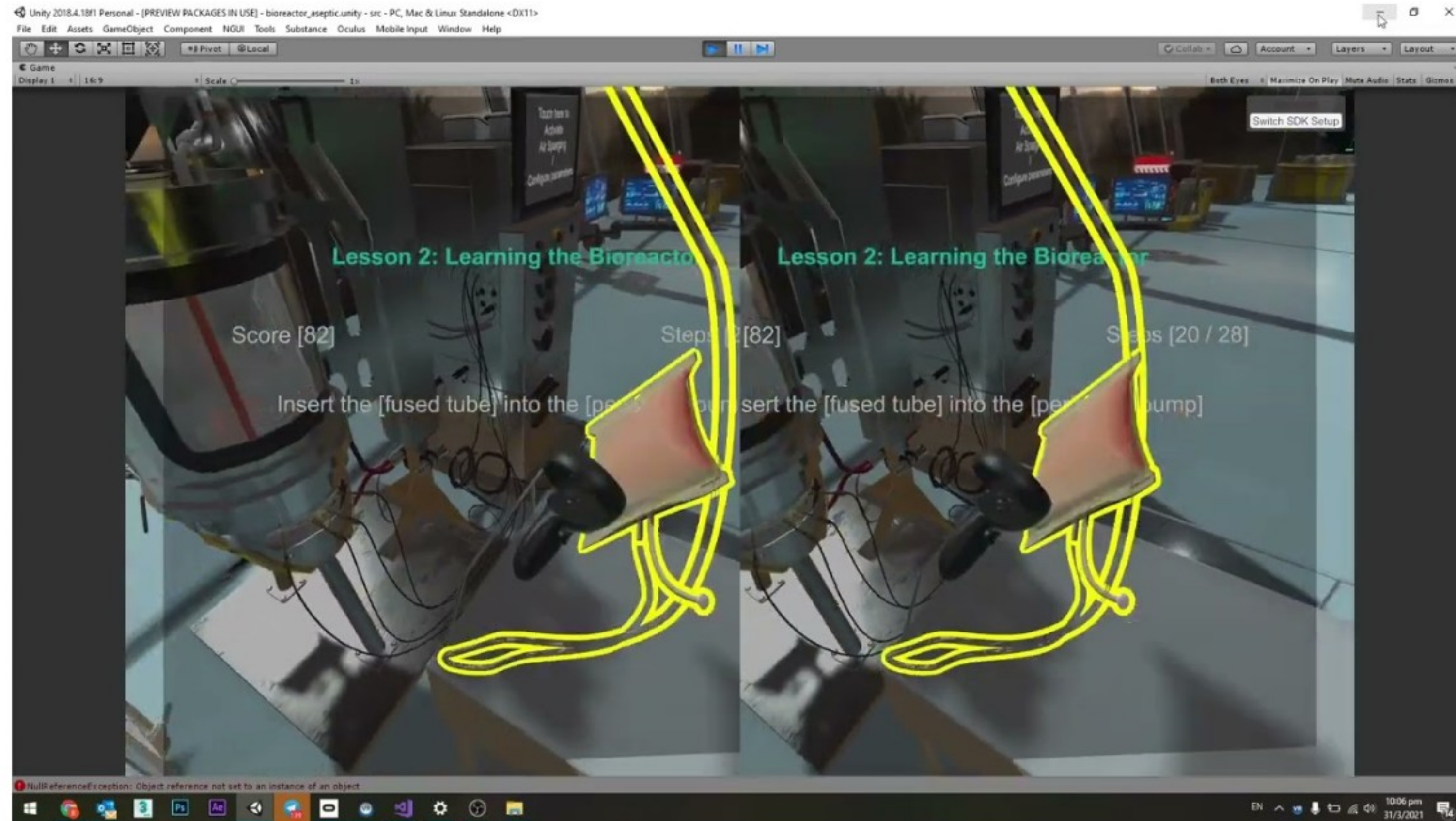
Interaction Authenticity

- natural interactions
- artificial magical interactions
- artificial augmented natural interactions
- <https://www.engadget.com/2014-05-14-superhot-kickstarter.html>



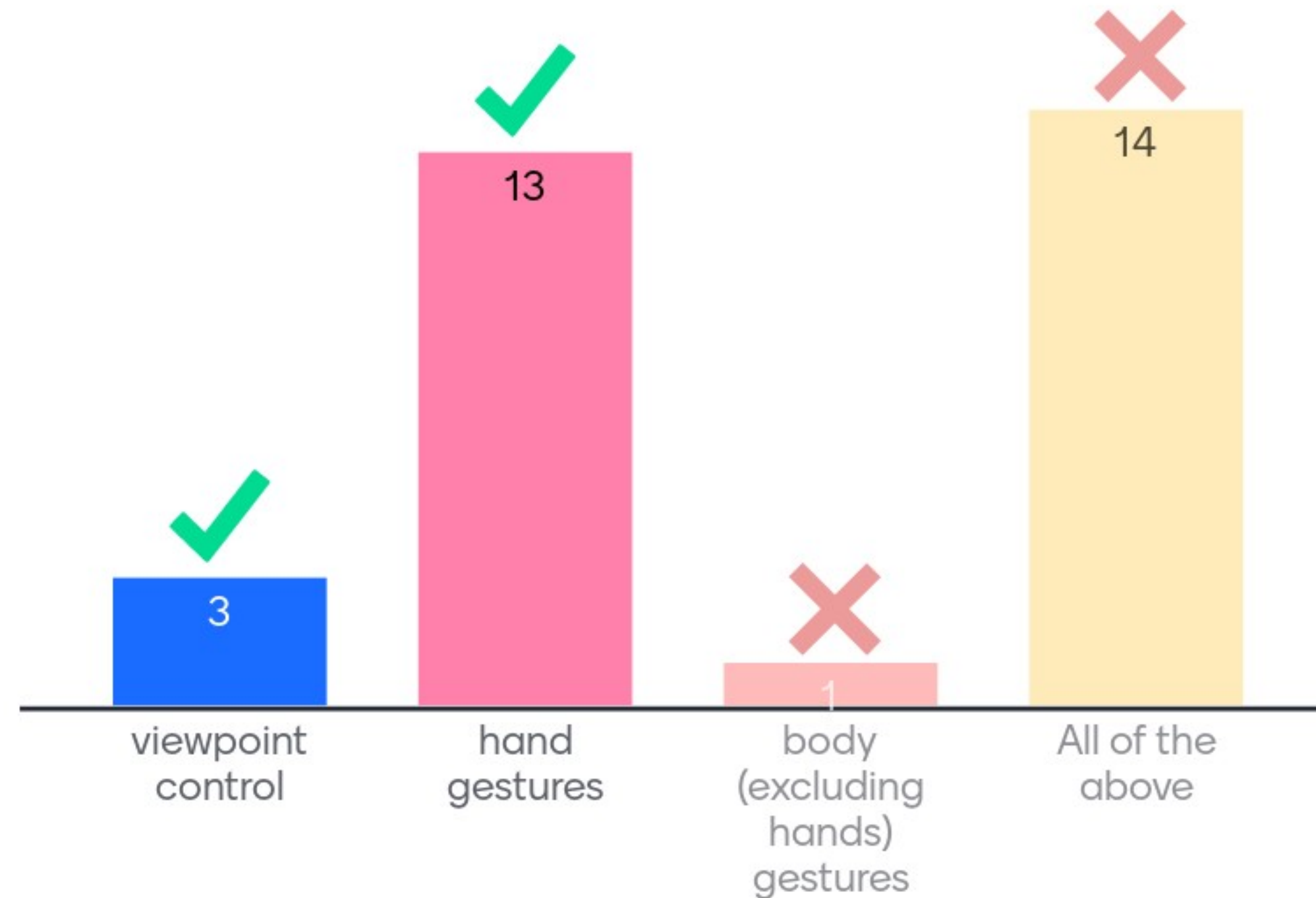
Which interaction mechanic is commonly deemed to be the most important in immersive AR, VR and MR experiences?



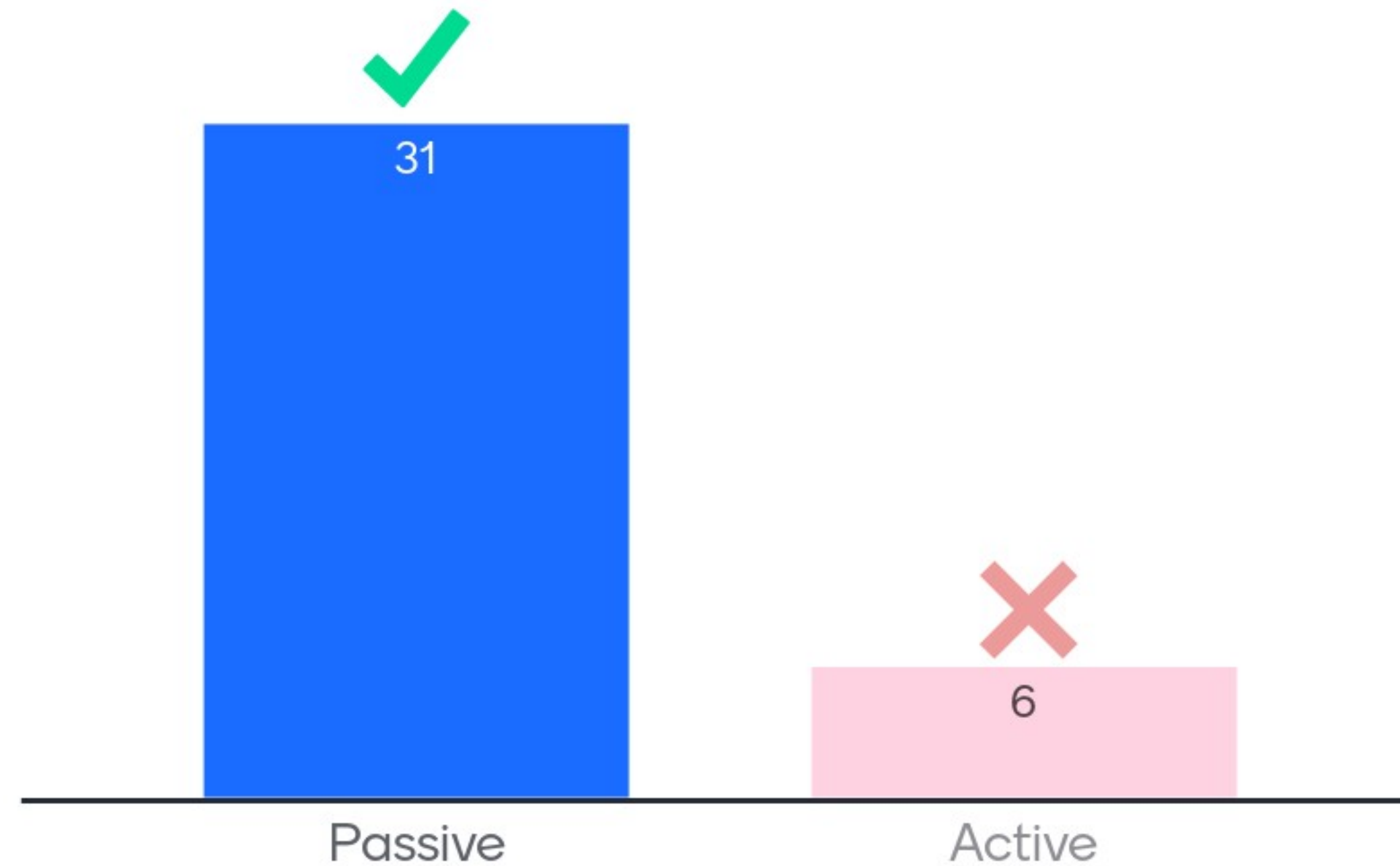


VR Bioreactor Training

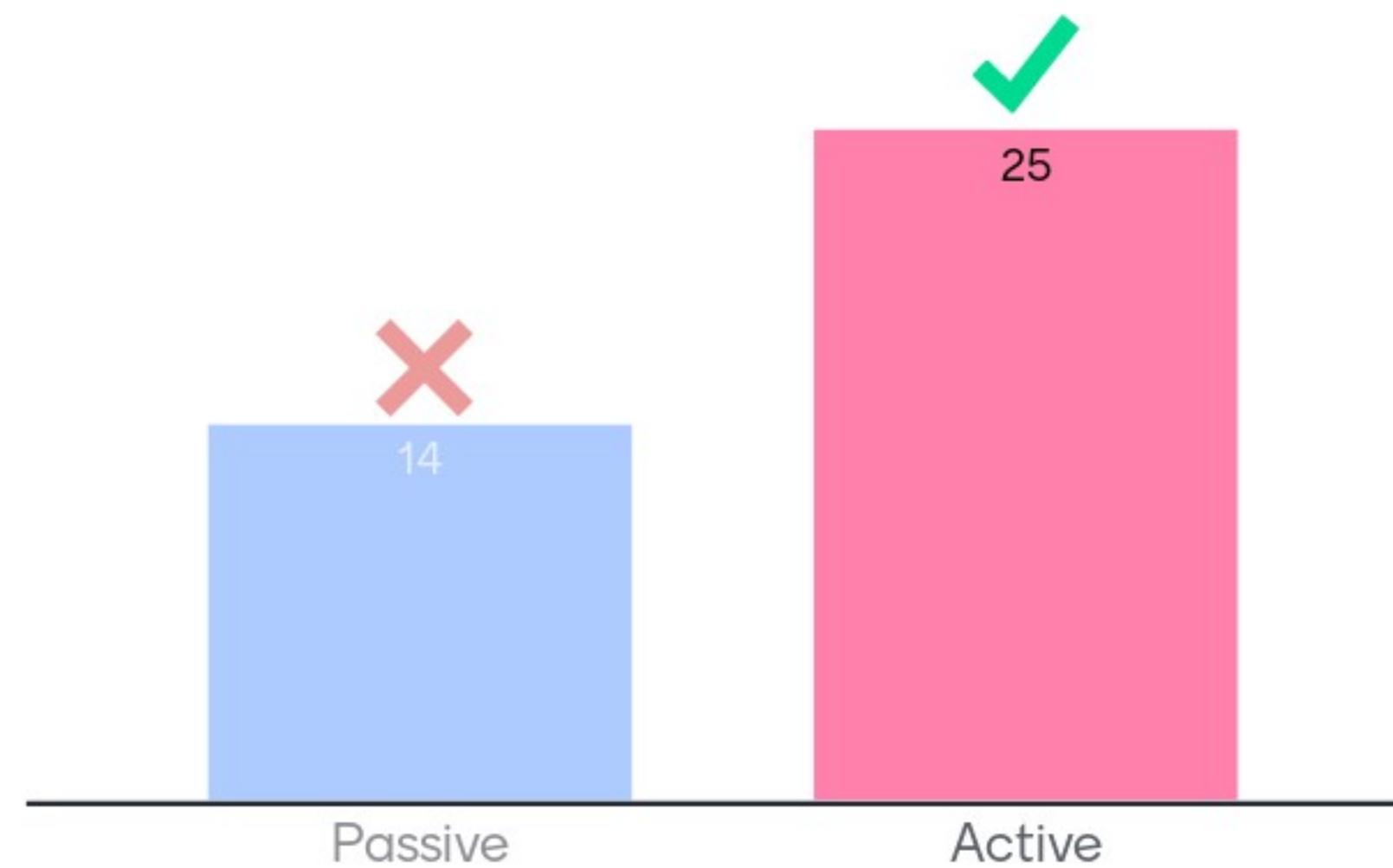
In the VR Bioreactor Training system, what interaction mechanics were implemented?



In the VR Bioreactor Training system, is viewpoint control a passive or active interaction mechanic?



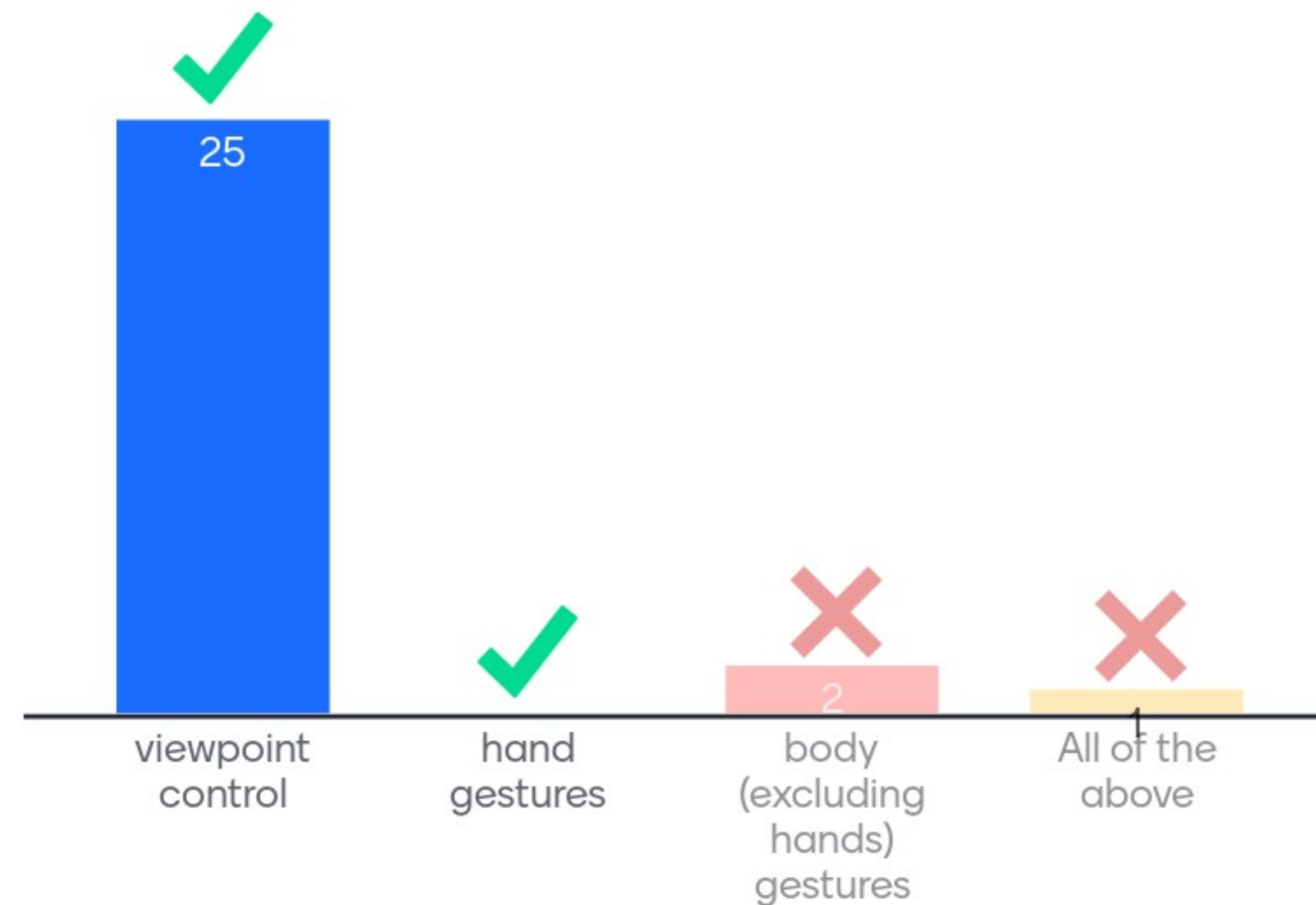
In the VR Bioreactor Training system, are hand gestures a passive or active interaction mechanic?



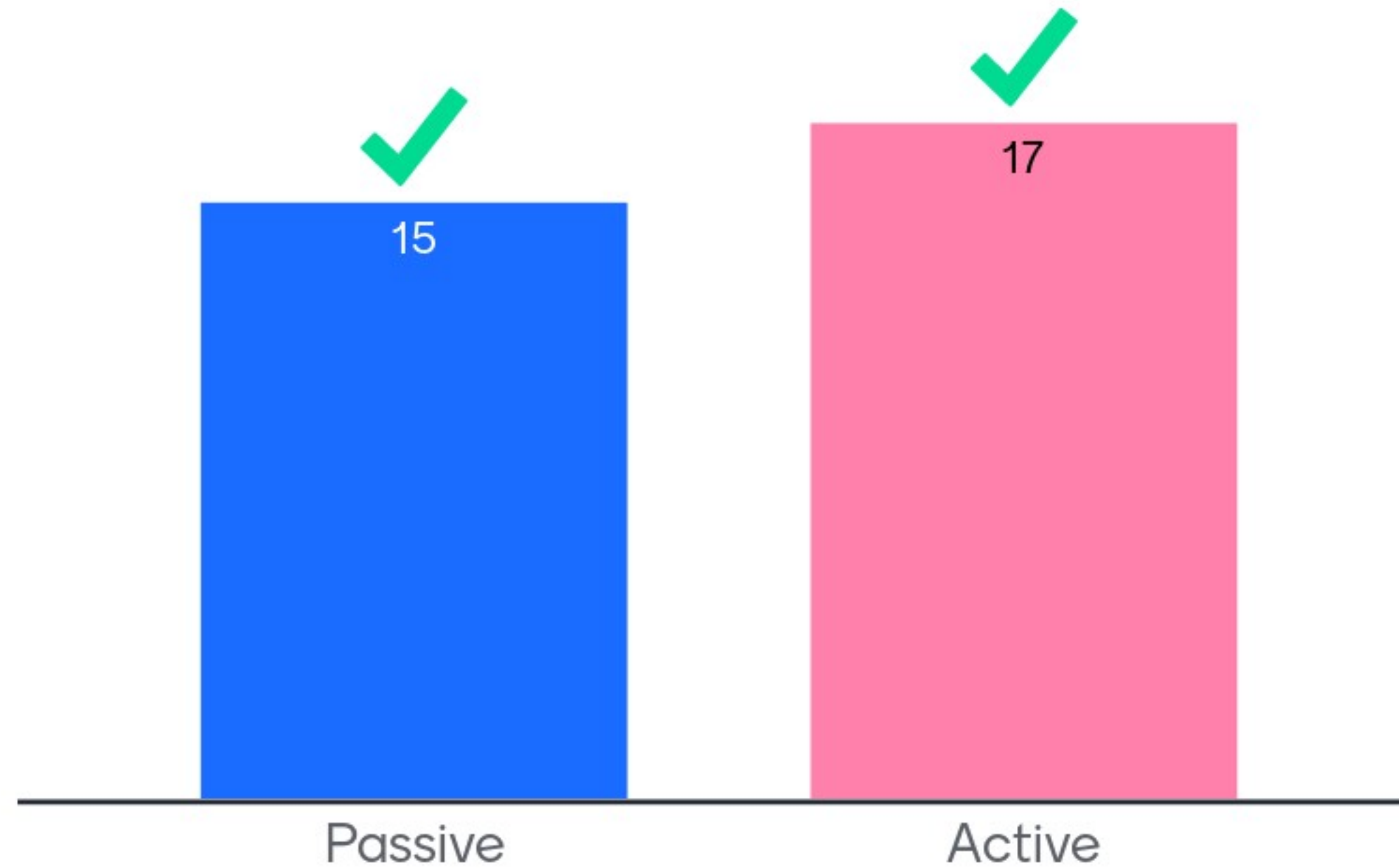


360 Video Lecture

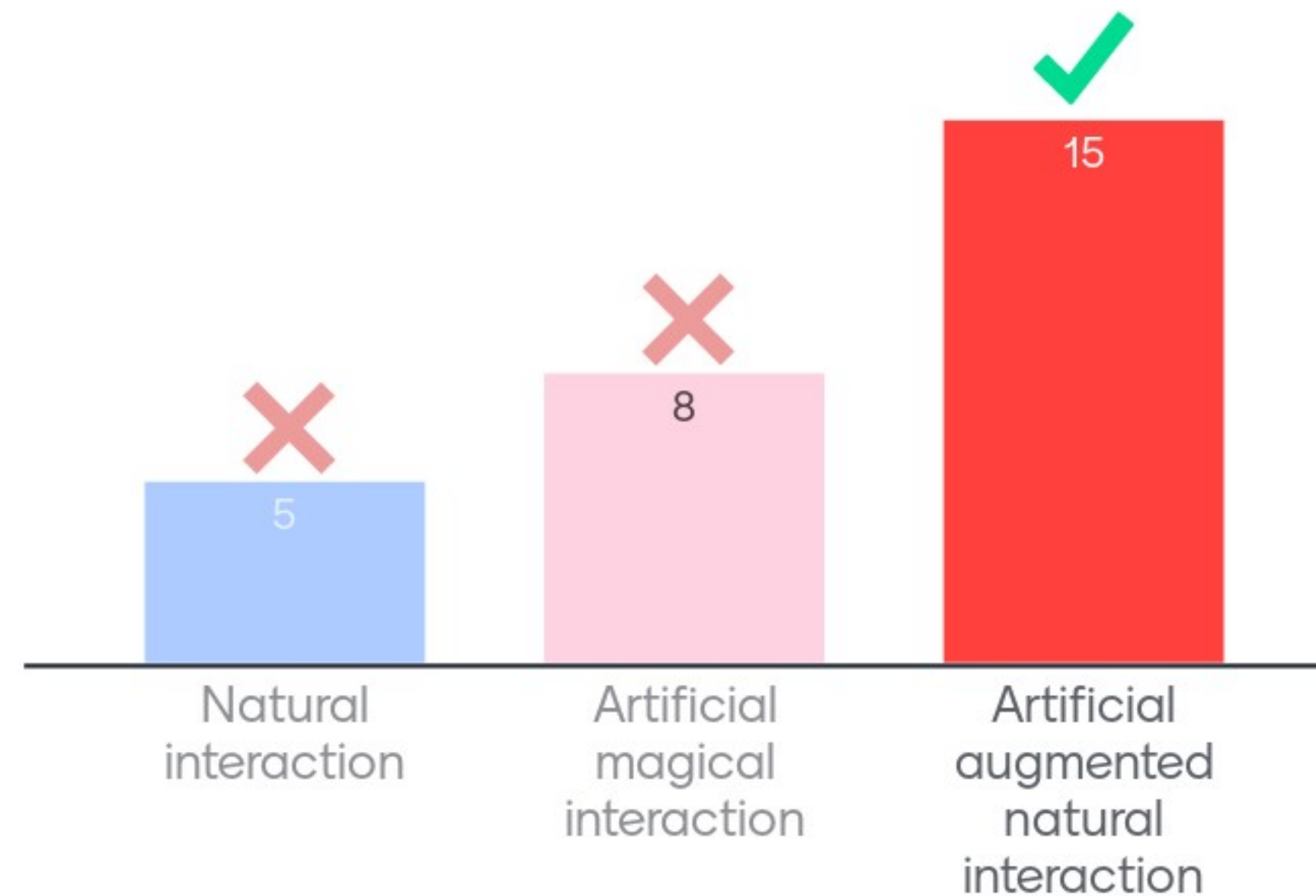
In the 360 Video Lecture, what interaction mechanics were implemented?



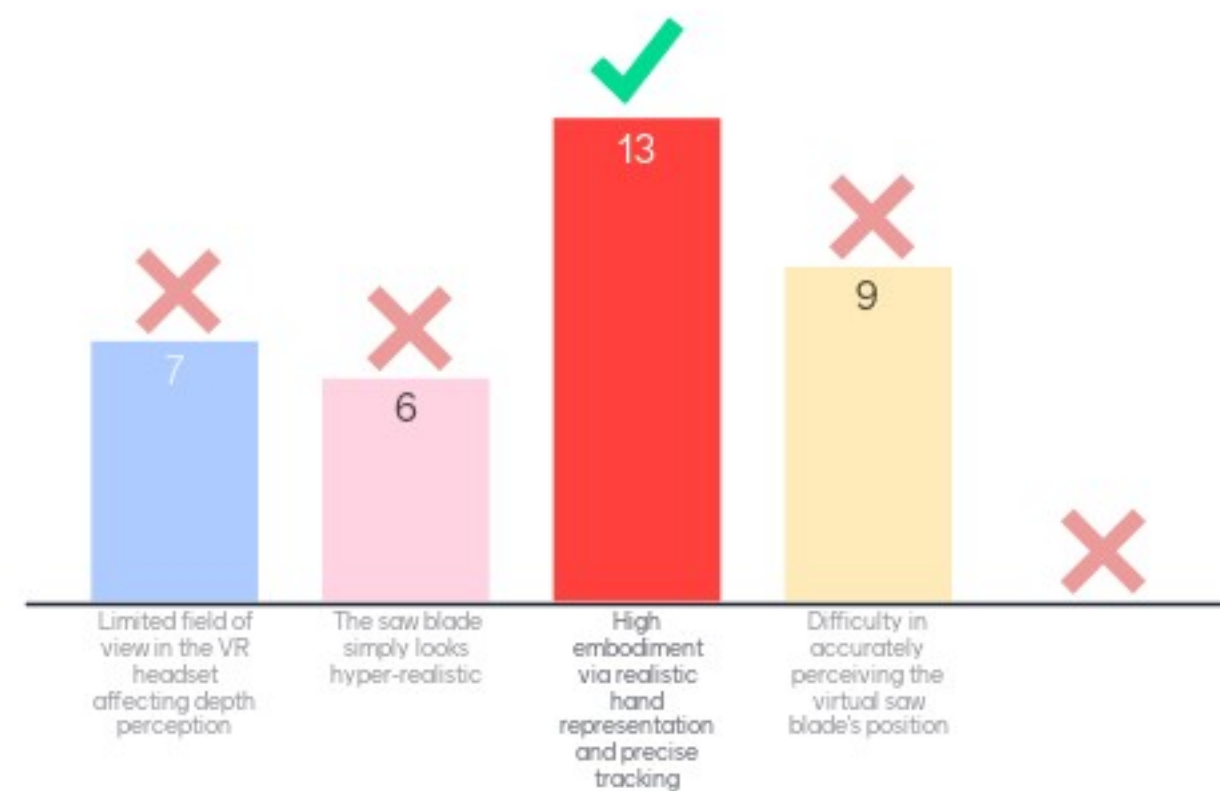
In the 360 Video Lecture, is viewpoint control a passive or active interaction mechanic?

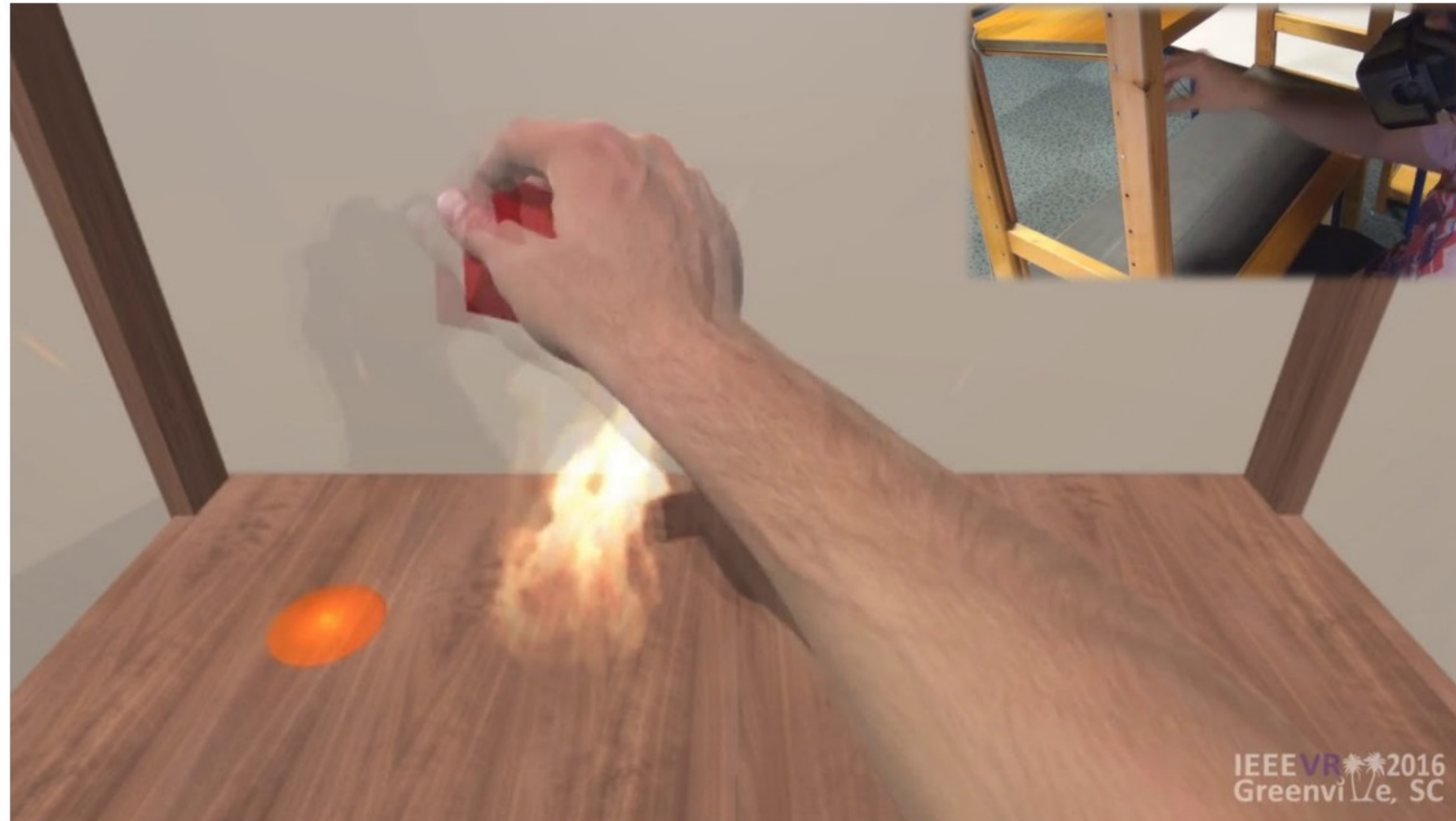


In the 360 Video Lecture, what form of interaction authenticity is the eye-gaze point-and-click mechanic?



Many users tend to route their hands behind the virtual saw blade when asked to place their hands in the target position. Why is the primary reason?





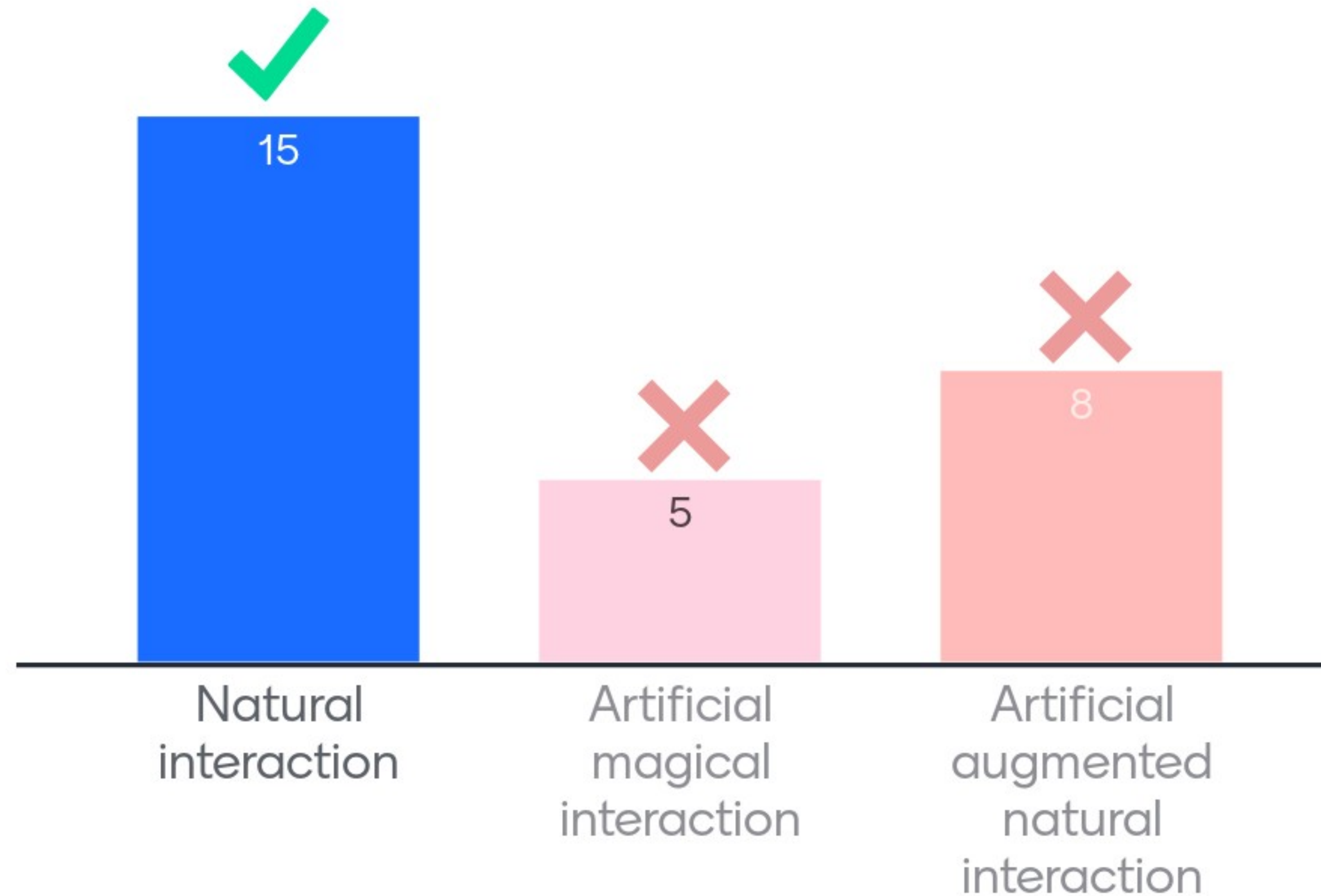
Virtual Embodiment: Effects of the Virtual Hand Representation (Argelaguet et. al.)



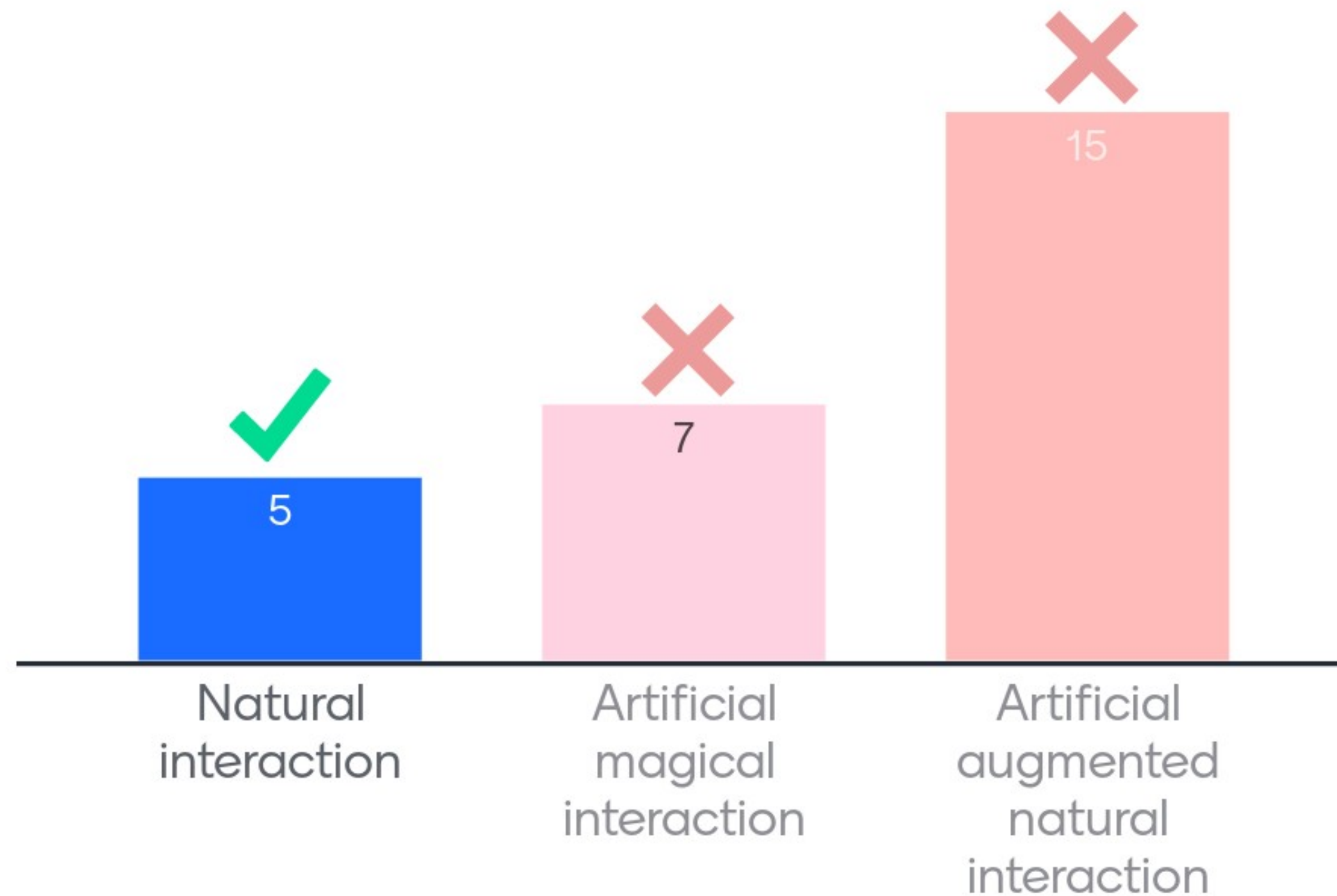
Embodiment

- perception that a virtual body is one's own, often correlated to Presence
- improve tracking fidelity
- implement multimodal sensory feedback: visual, auditory, haptic, etc.
- implement personalization: e.g., Meta's mirror

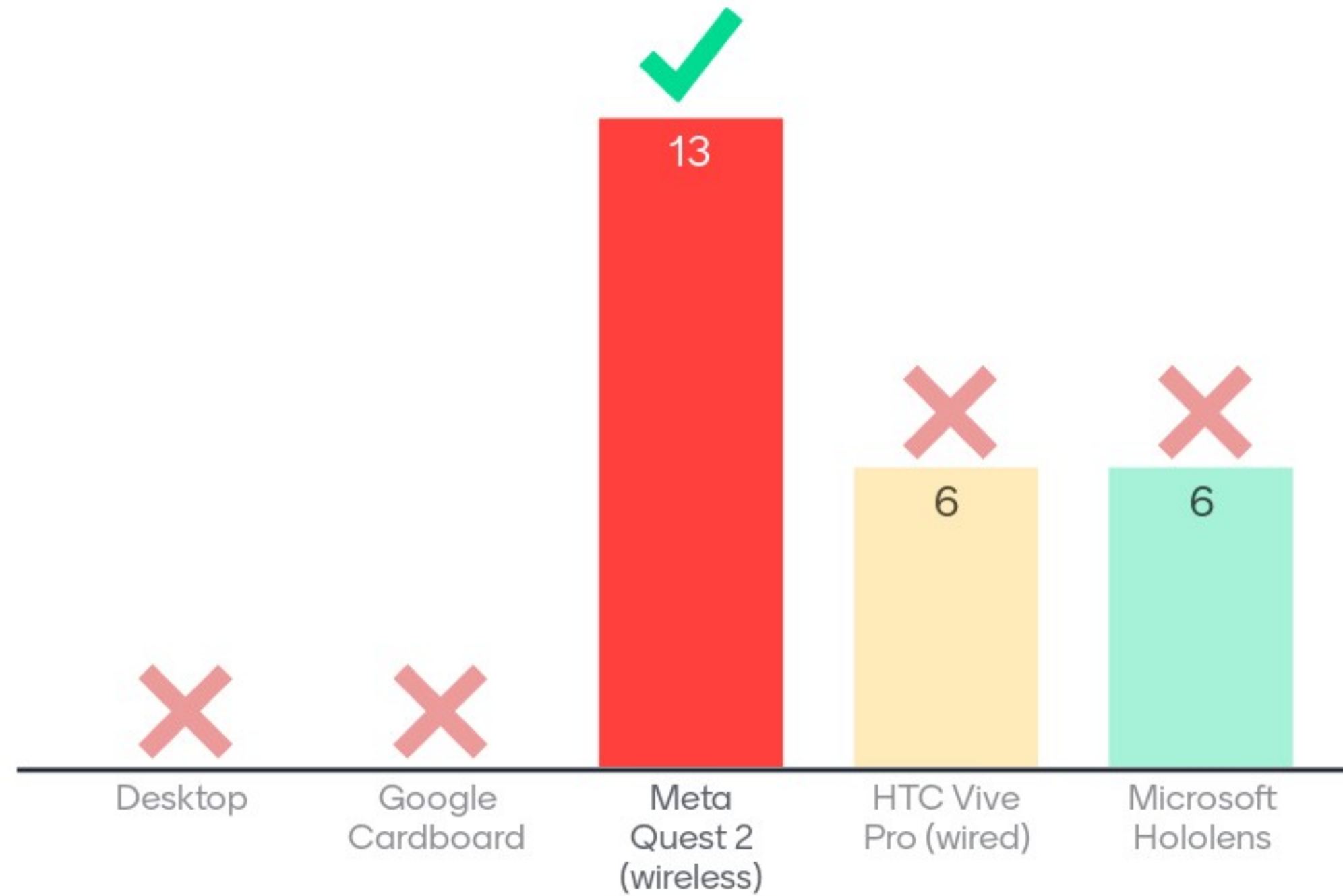
What interaction authenticity is optimal?



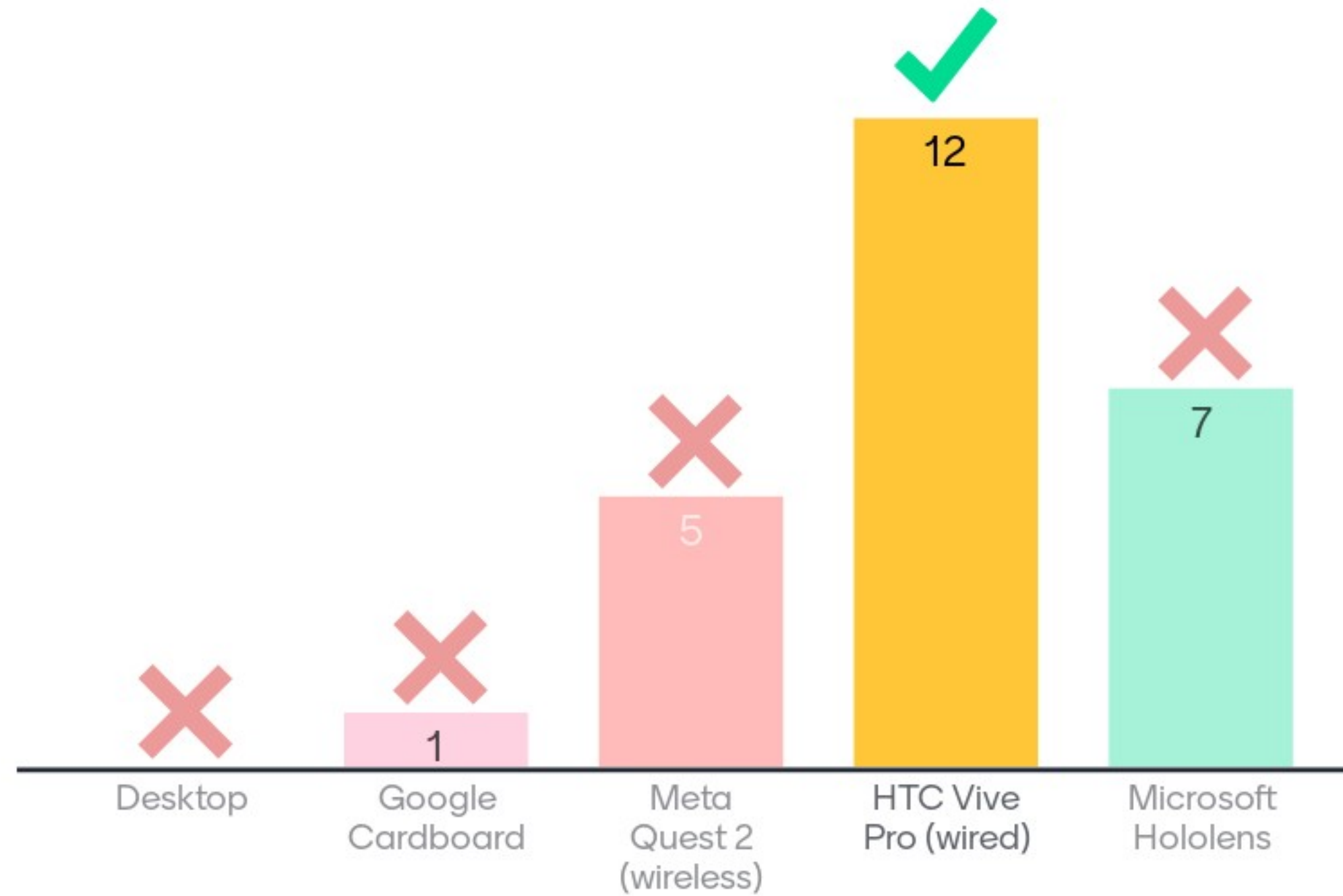
What interaction authenticity is optimal?

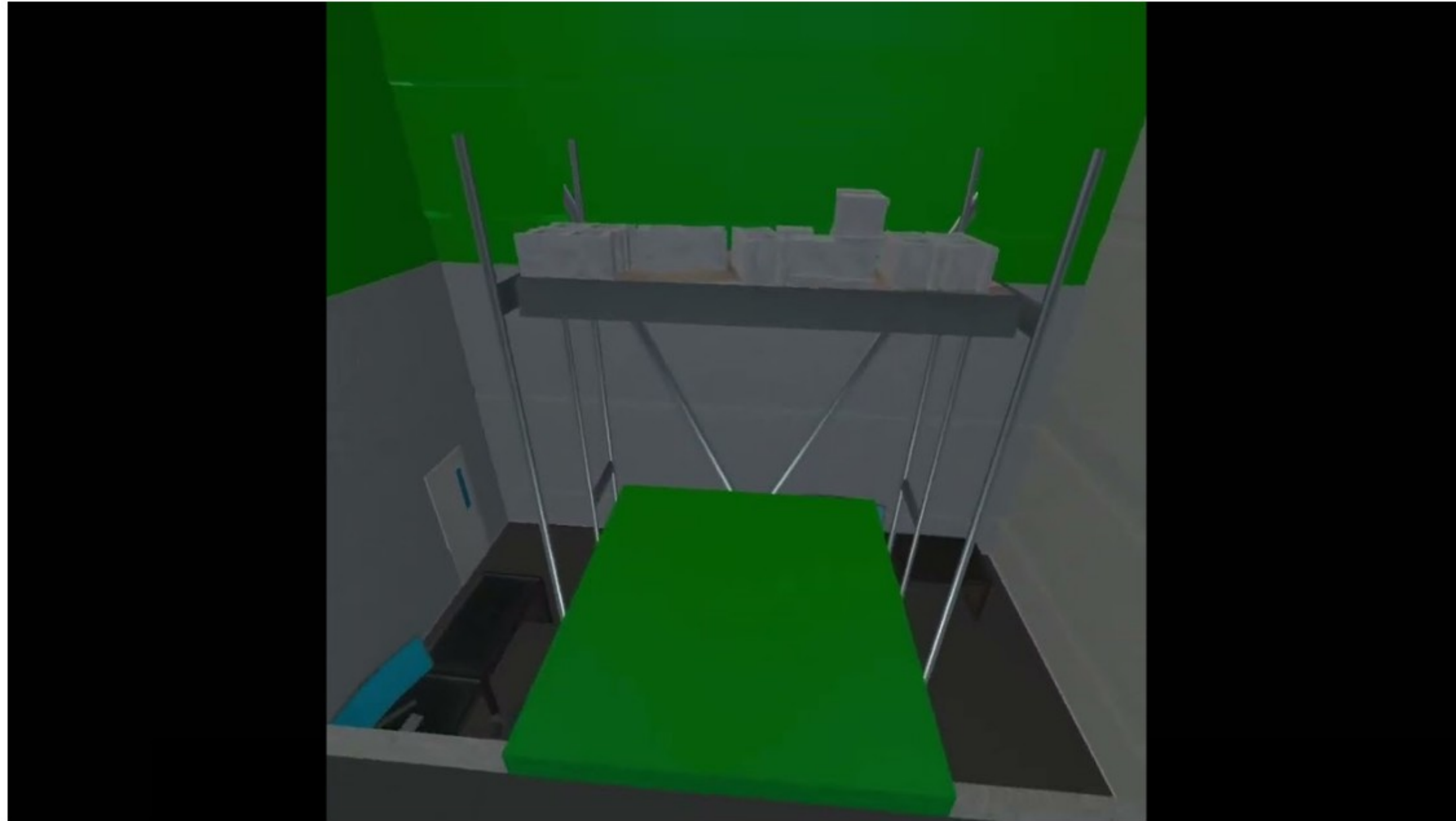


Which device platform is the most appropriate here?



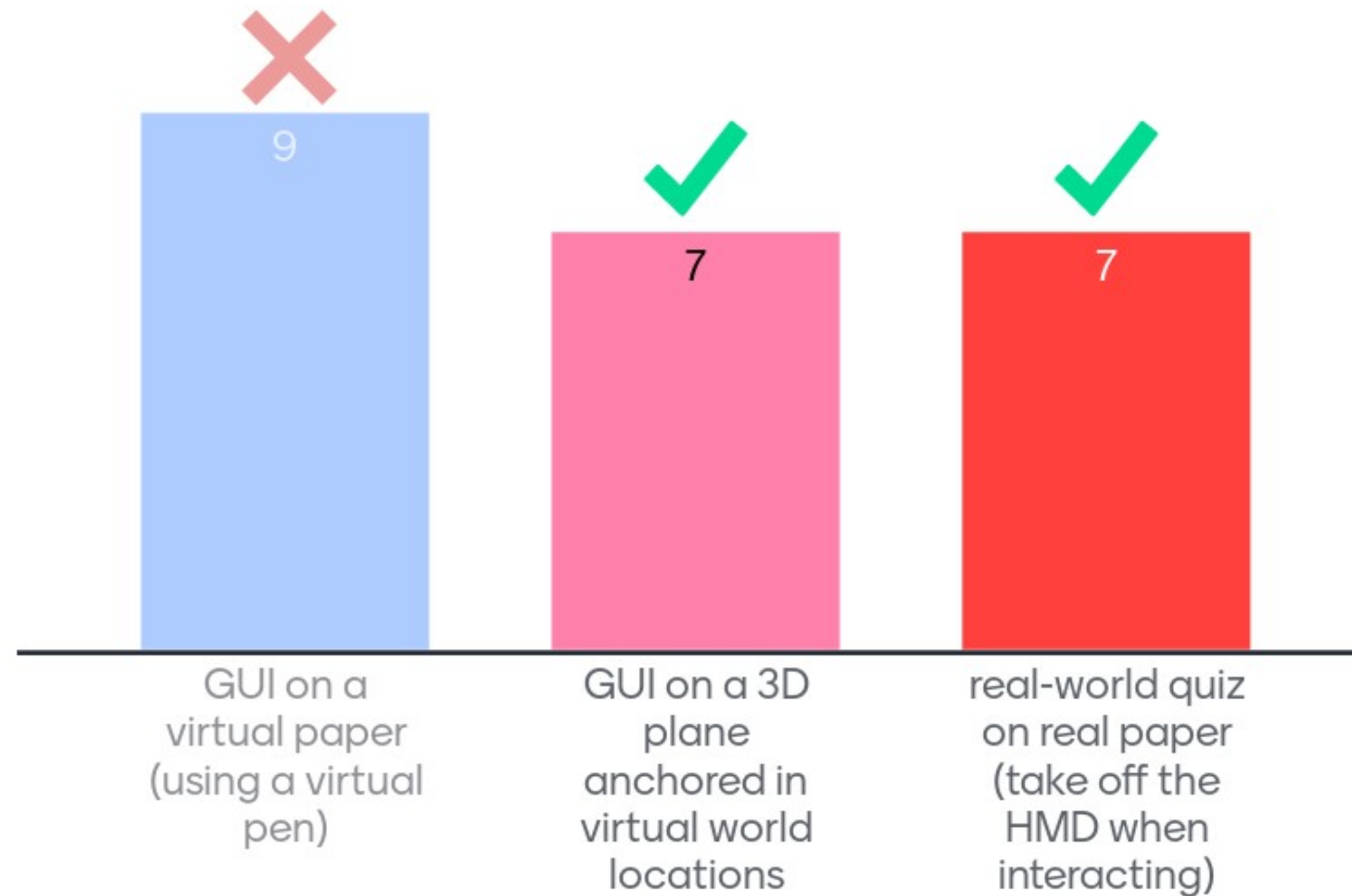
Which device platform is the most appropriate here?



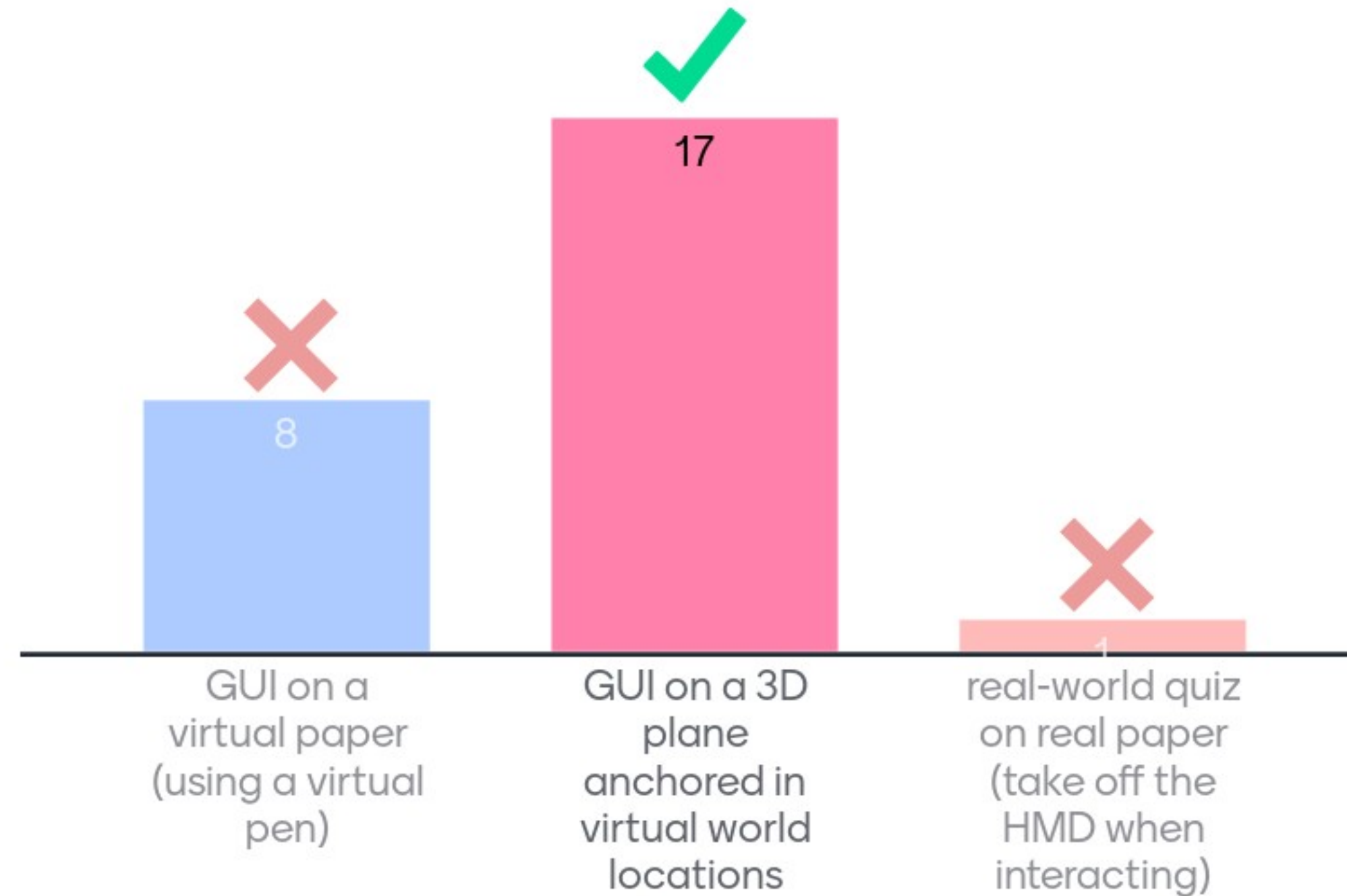


Example of a VR Questionnaire GUI

What form of GUI implementation is best suited for this use case?



What form of GUI implementation is best suited for this use case?

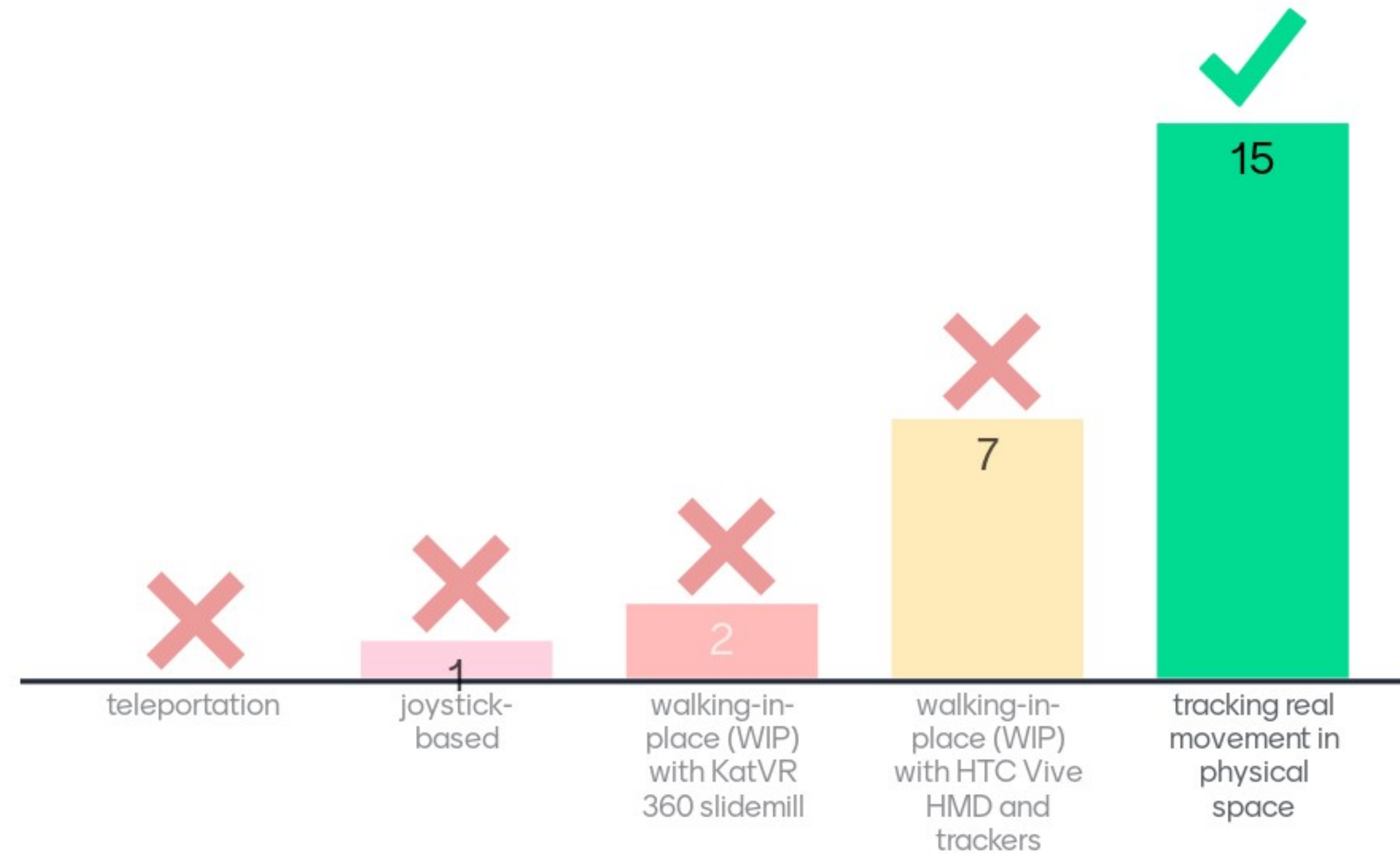




Select Answer



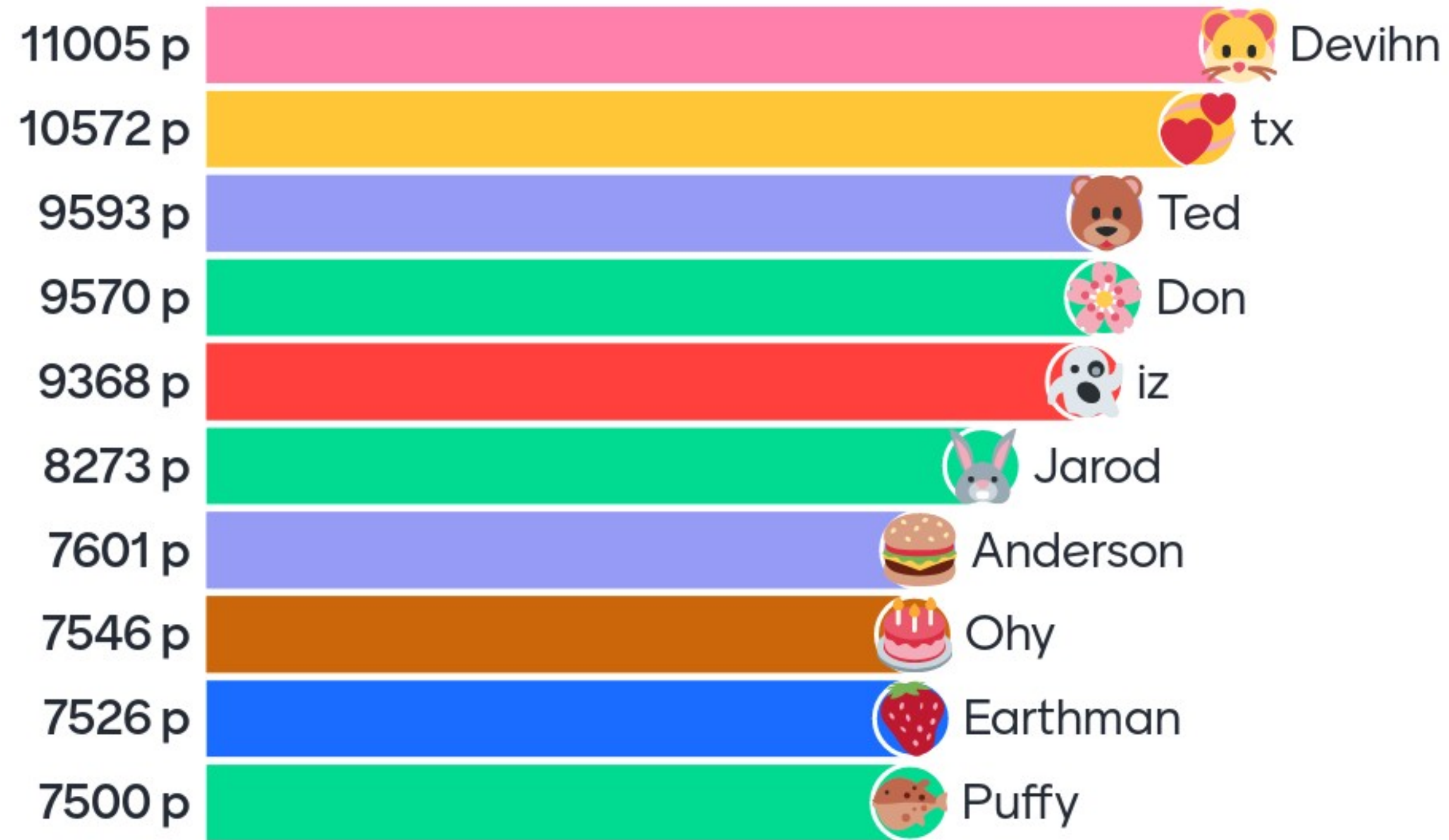
Select Answer



Select Answer



Leaderboard



Ask me anything

8 questions
9 upvotes