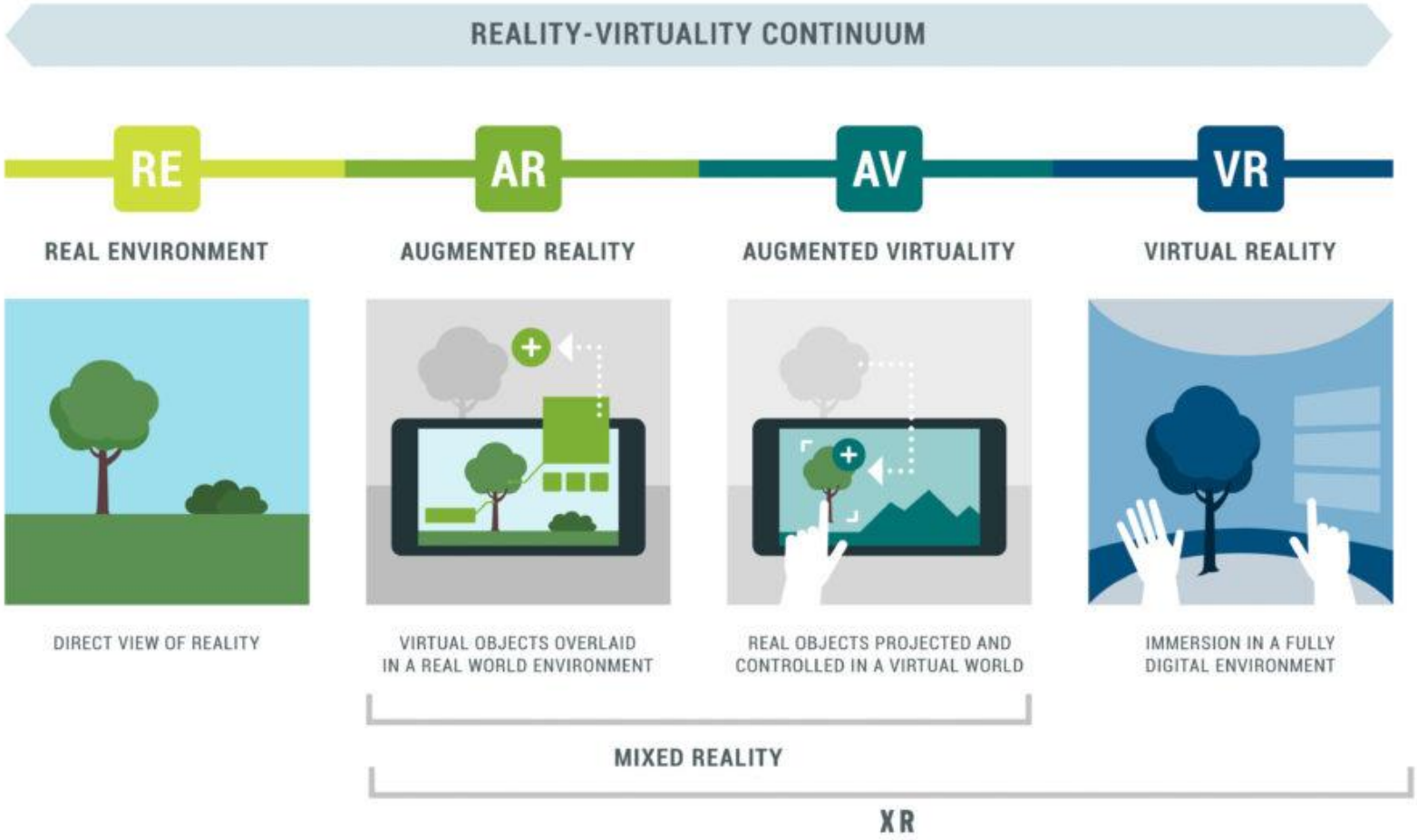
Human Computer Interaction

Discussion Session 11: Virtual Reality

Prof. Dr. Björn Eskofier
Machine Learning & Data Analytics (MaD) Lab
Summer term 2024

Virtual Reality

Continuum

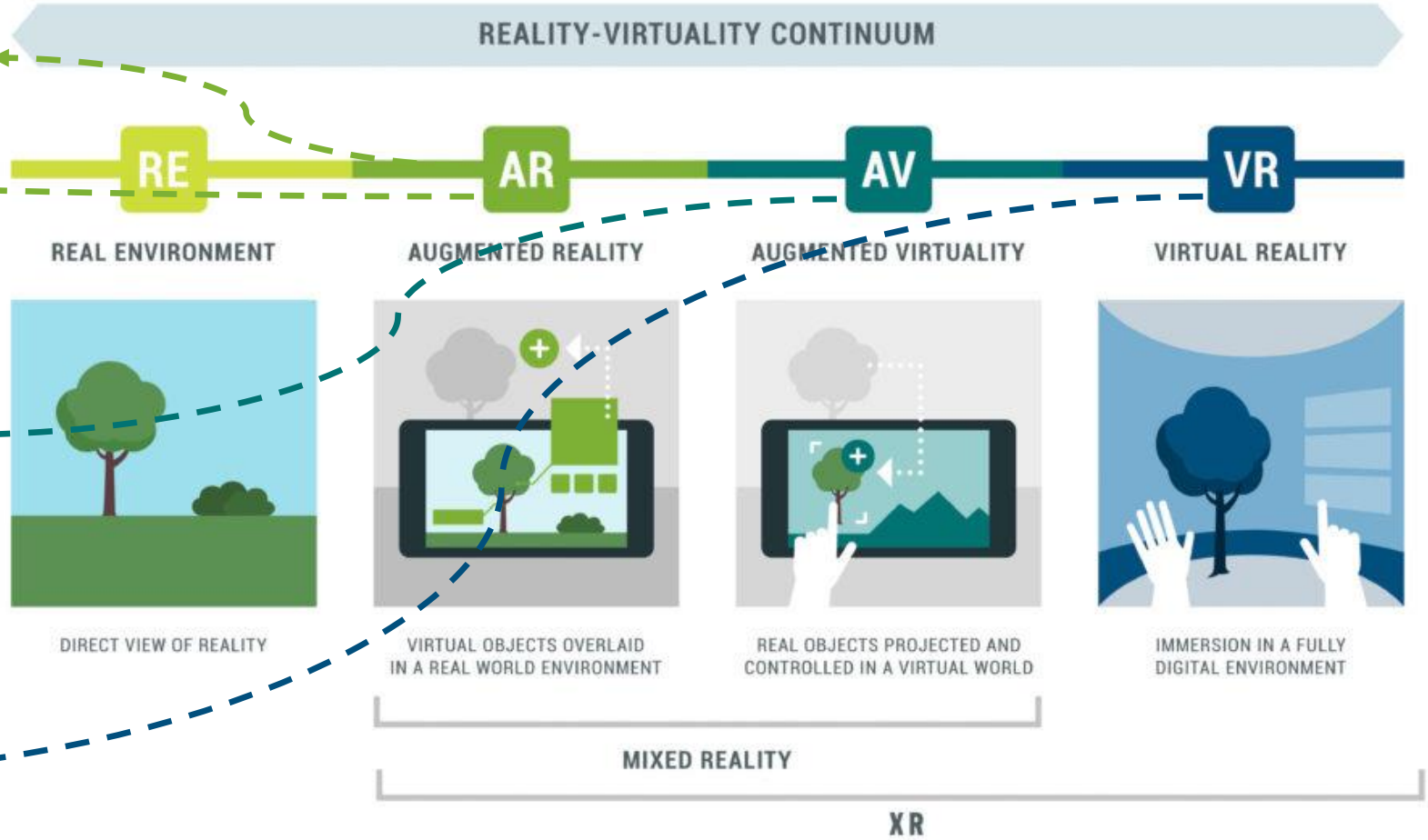


Virtual Reality

Continuum

HoloLens

Pokemon go



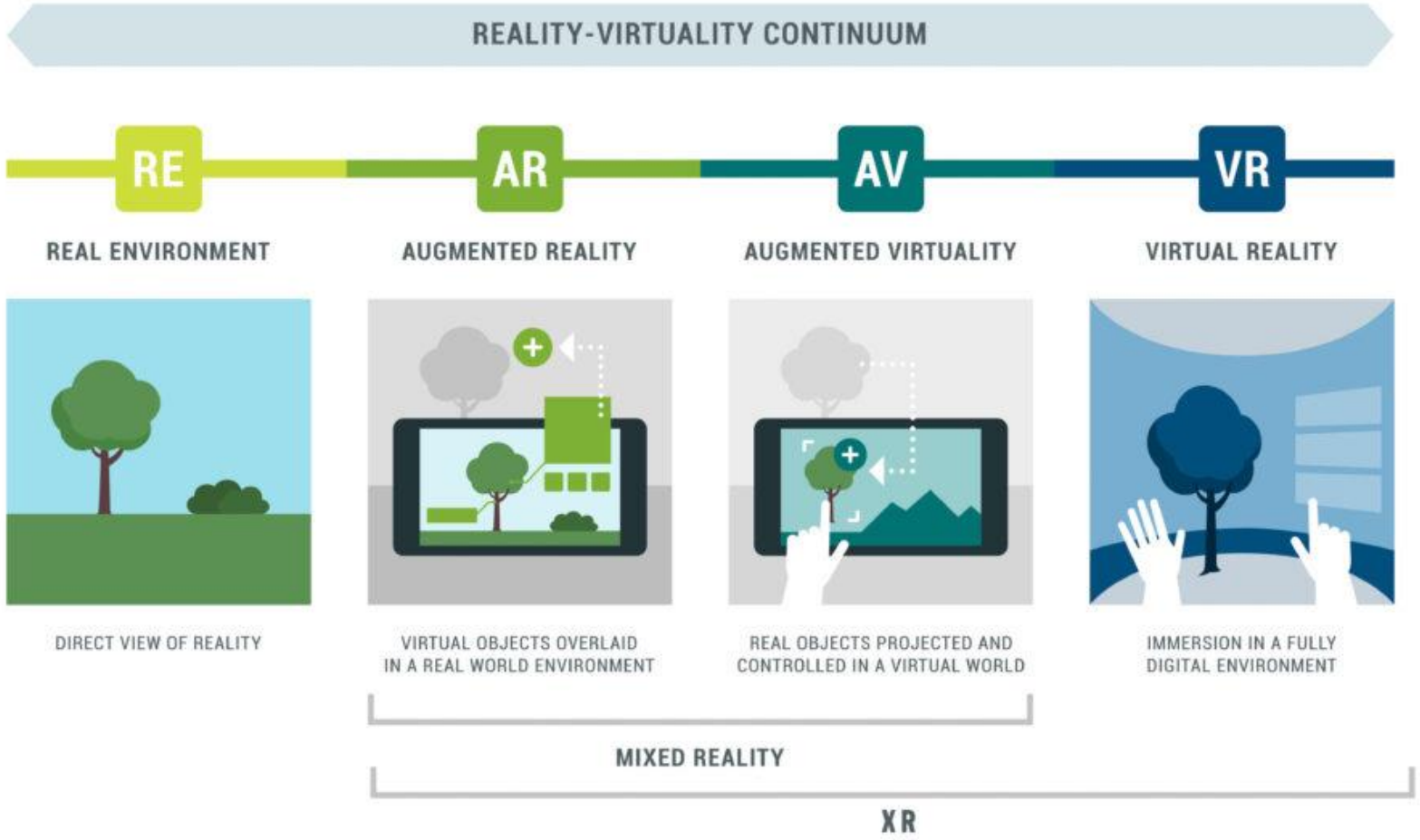
Mikrosoft flight simulator with real weather and flight traffic update.

Oculus Rift VR

Virtual Reality

Continuum

- **Immersion**
- **Presence**



Virtual Reality

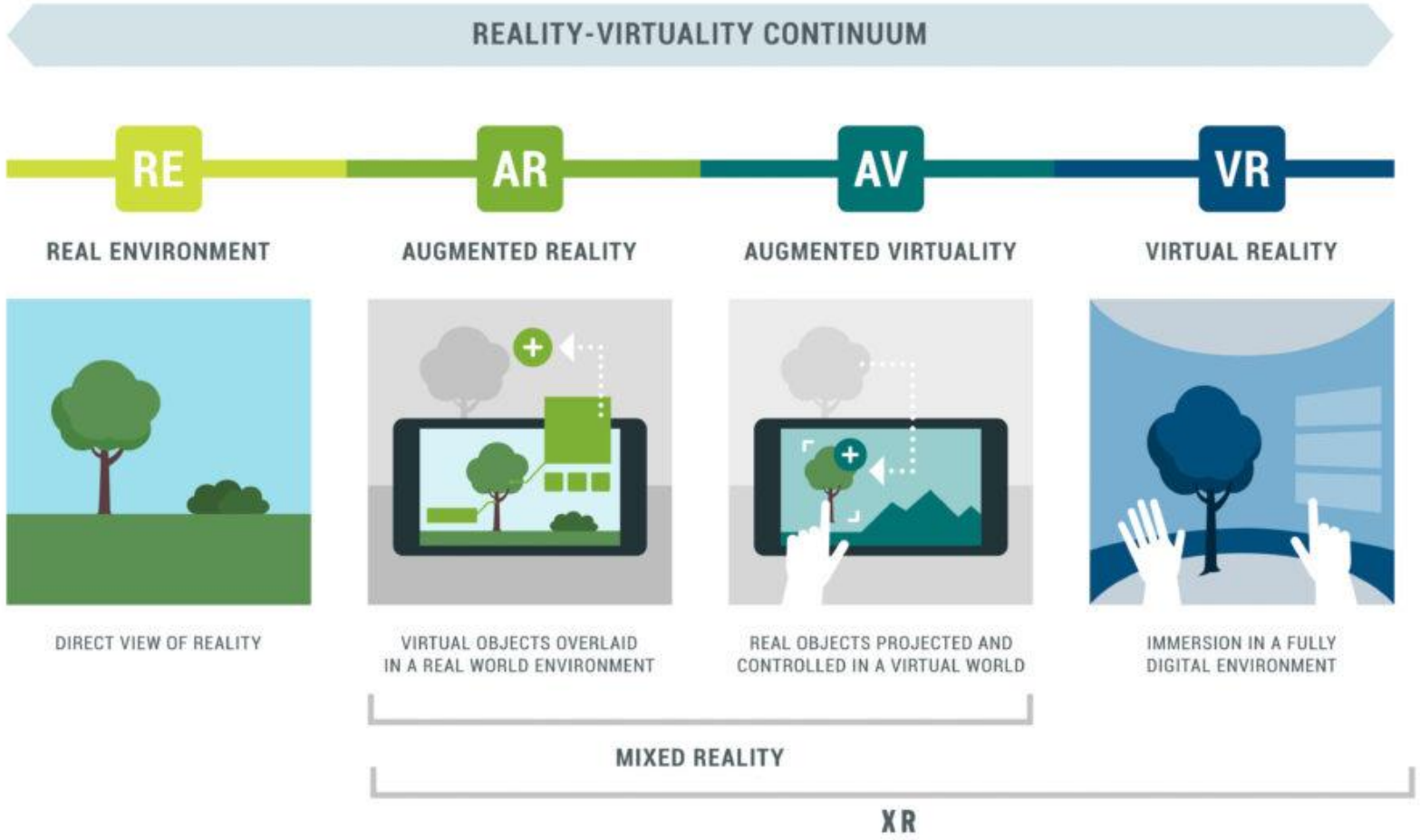
Continuum

- **Immersion:**

The object quality and sensory richness of the VR environment.

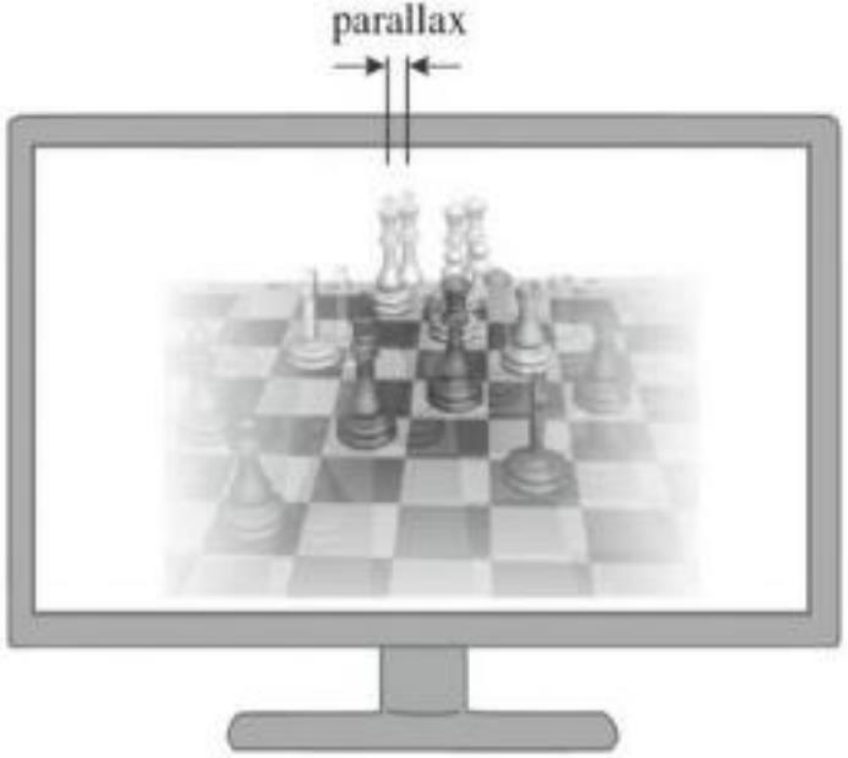
- **Presence:**

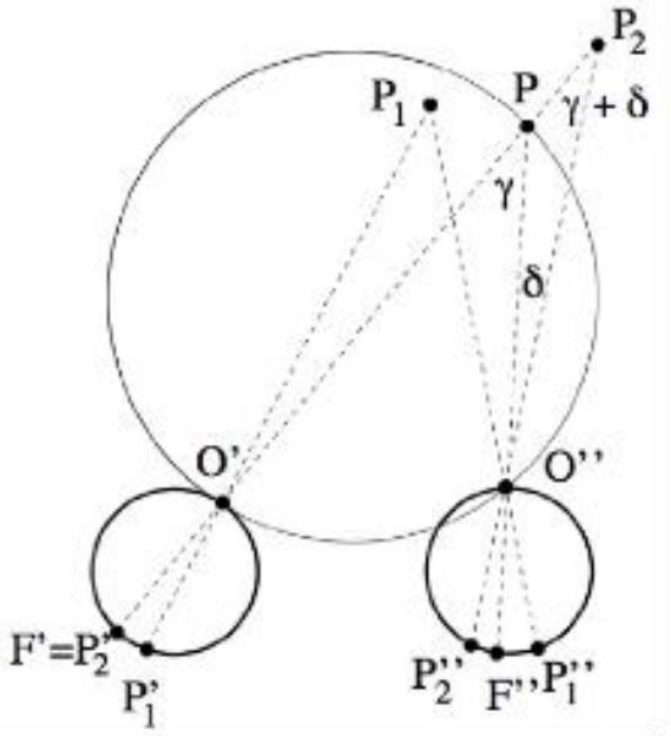
The subjective feeling of being in the virtual environment.



Virtual Reality

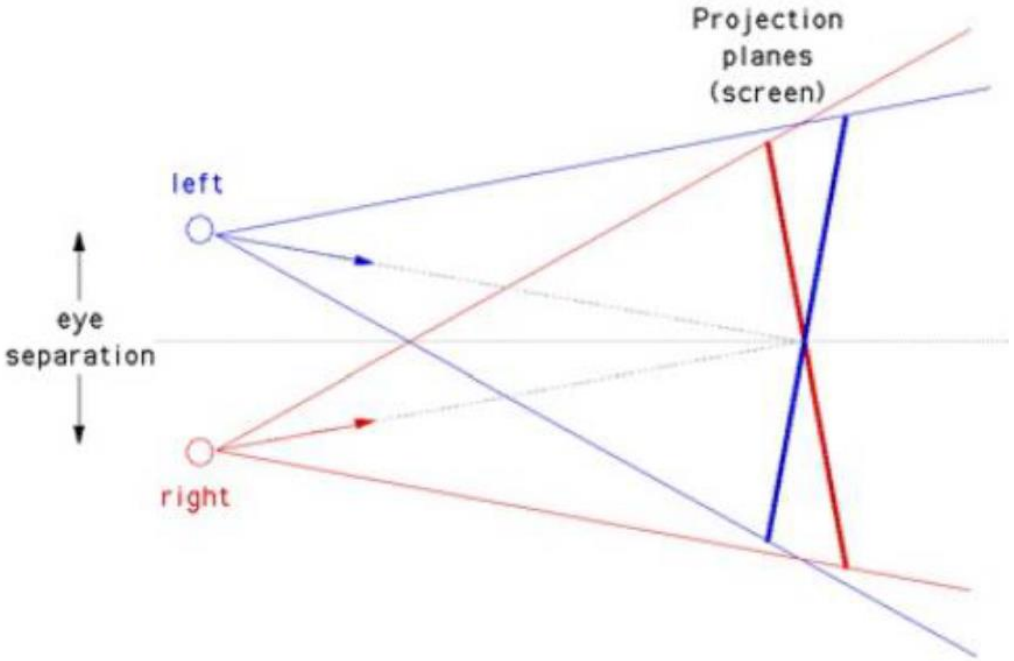
Principal



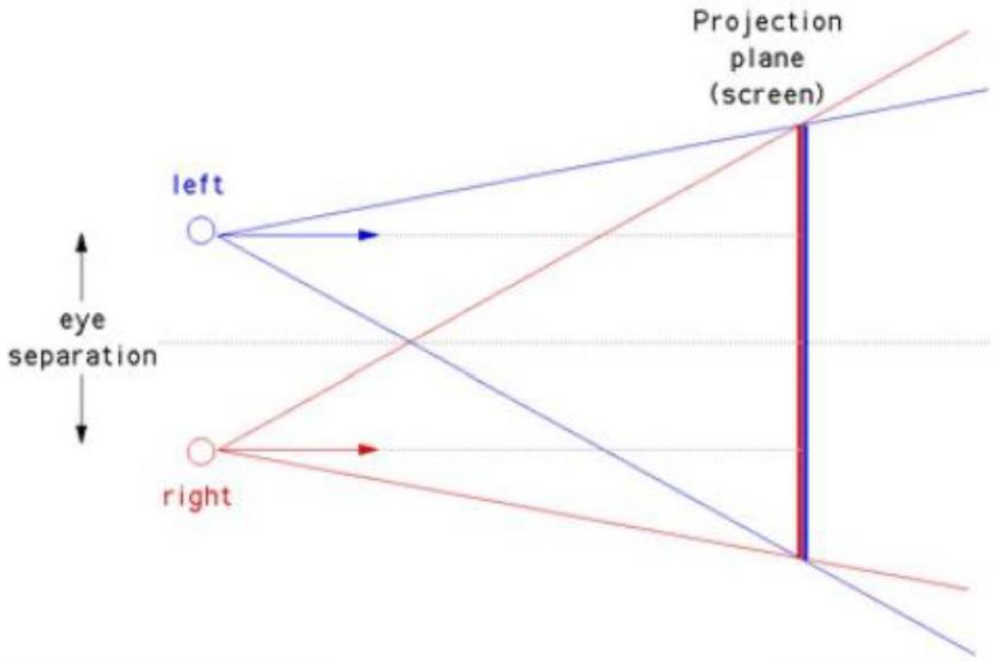


Virtual Reality

Toe-in vs Off-axis method



Paulbourke.net



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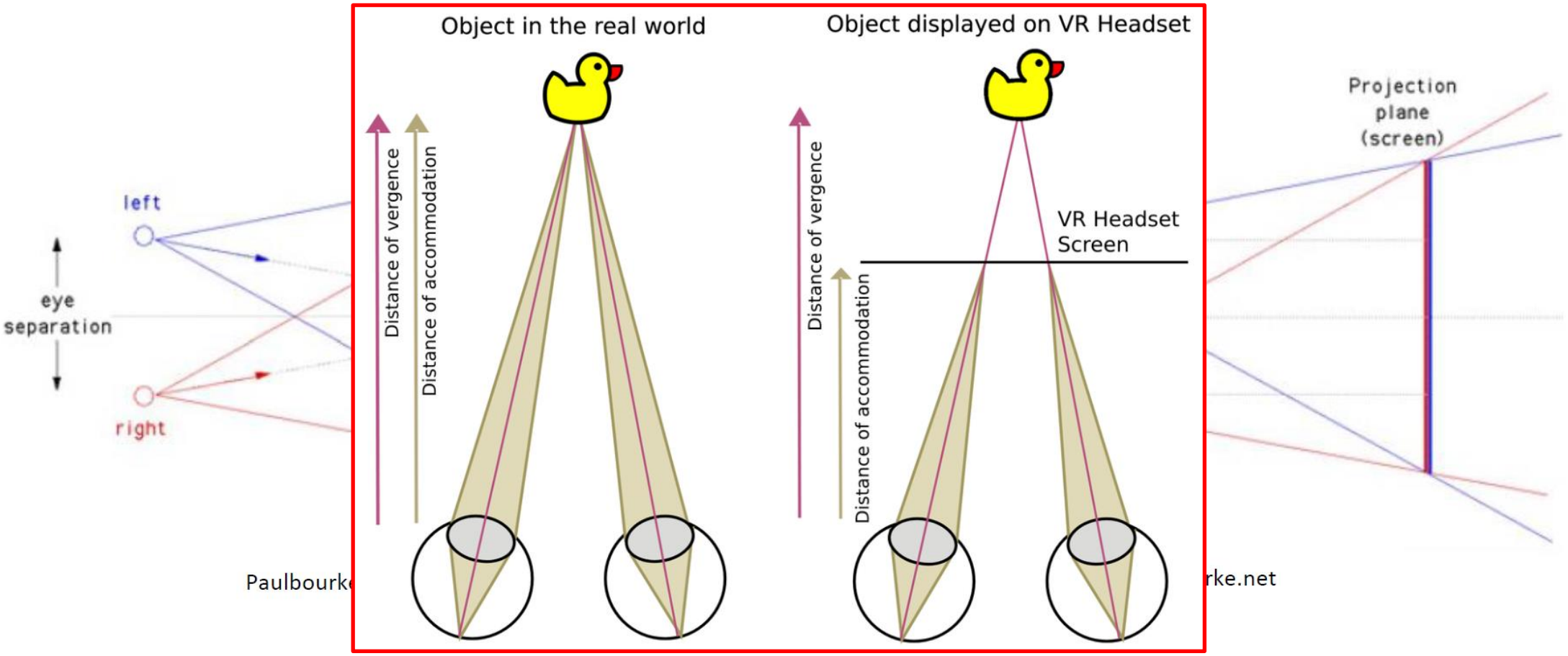
Virtual Reality

Toe-in vs Off-axis method



Accomodation Vergence Problem

Applications of XR

Think of one specific application for VR in the respective area:

Healthcare

Sports

Work Environment

Education

Art and Design

Virtual Reality in Research

scientific reports

Check for updates

OPEN

Virtual reality for assessing stereopsis performance and eye characteristics in Post-COVID

Wolfgang Mehringer[1]✉, Maike Stoeve[1], Daniel Krauss[1], Matthias Ring[1], Fritz Steussloff[2], Moritz Güttes[2], Julia Zott[2], Bettina Hohberger[2,4], Georg Michelson[2,3,4] & Bjoern Eskofier[1,4]

Exam Q&A

- **E-Exam in presence**
- **When**: 13.09.2024
- **Where**: H19,18
- **Subgroups**, assigned time-slot on Campo
- Not written in stone, check your campo prior to exam for time slot changes
- You will need your idm name and password to access the StudOn-Exam platform to take the exam. Make sure you know your password!

Thank you for your attention!

Are there questions