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CSE-1

1. Write 5 key elements of Virtual Reality Experience.

Ans. The key elements of virtual reality experience are

1. Virtual world
2. Immersion
3. Sensory feedback
4. Interactivity
5. Collaborative environment

**1. Virtual world :**

Virtual world is the content of given medium. It may exists solely in the mind of its originator or be broadcast in such a way that it can be shared with others. A virtual world can exist without being displayed in a virtual reality system. Such system or scripts do in fact describe virtual worlds. It is an imaginary space often manifested through a medium.

**2. Immersion :**

Immersion into an alternate reality or point of view. An alternate world might be representation of an actual space that exists else where or it could be a purely imaginery environment. It is often important to manifest the ideas of our imagination into some medium. There are two types of imersions.

1) physical immersion

2) Mental immersion

### 3. Sensory feedback :

Virtual Reality allows participants to select their vantage point by positioning their body and to affect events in virtual world. Sensory feedback is an ingredient essential to virtual reality. The virtual reality system provides direct sensory feedback to the participants based on their physical position.

### 4. Interactivity :

Another necessary component in full definition of virtual reality is interactivity. Interactivity comes more readily with the addition of computer to the equation. For virtual reality it should respond to user actions be interactive.

### 5. Collaborative environment :

The collaborative environment is an extension of the interactive element and refers to multiple users interacting within the same virtual space or simulation.

2. Define the term Virtual reality , Telepresence , Augmented reality , cyberspace with examples.

Ans. Virtual reality :

Inducing targeted behavior in an organism by using artificial sensory stimulation , while the organism has little or no awareness of the interference

Example : A human having an experience of flying over virtual

san francisco by flapping his own wings.

## Telepresence :

Telepresence is the ability to directly interact with a physically real, remote environment from the first person point of view there are no restrictions on the location of remote environment.

Example :

A doctor might perform an operation using minimally invasive techniques, where the operation can be watched via small video cameras placed inside the body.

## Augmented reality :

It is a type of virtual reality in which synthetic stimuli are registerd with and superimposed on real world objects often used to make information otherwise imperceptible to human senses perceptible.

Example :

contractors who need information about the mechanical systems of a building might display the location of pipe and ductwork on the computer connected goggles they wear as they walk through the building.

## Cyber space :

Cyberspace is a location that exists only in the minds of the participants, often as a result of technology that enables

geographically distant people to interactively communicate.

Example :

In a live chat forum, when asking if a particular person is participating the question asked is "Is beaker here?" here being the space created by the forum.

3. Explain about common issues of Human communication Medium.

Ans. Although there is a wide variety of media used for communication there are a number of issues common to all. The first concern centers on authorship. Other issues that developers and critics of a medium must study include language, interfacing with virtual world, presentation forms, classes of experiences, narrative possibilities, the nature of experience versus information. and exploring the range of a medium.

Authorship :

The author of a work can be considered to be the person who constructs the content presented through some medium.

Interface to the virtual world :

A virtual world has an interface associated with it by which the receipient can access the content.

The access point through the boundary between the recipient and the virtual world is the user interface.

# Language :

Language is not just an artifact of the spoken or written word. It is any system of formalized symbols, signs, gestures or the like used or conceived as a means of communicating thought, emotion etc.

# The idiom of VR :

VR is at a point in its development when language elements are still being created. Even though an audience may be unawe of these elements, they may still be affected by them. To be a fully participating VR recipient requires learning the language of the medium.

# Form and genre :

Form is related to how the narrative is constructed and presented to the audience.

Genre is a way to categorize style. The choice of genre and form is orthogonal that is the selection of a particular genre does not put limitations on what form may be used.