

Bauhaus-Universität Weimar
Faculty of Media
Degree Programme Human-Computer Interaction

Jumping for Guided Navigation in Immersive Virtual Environments

Master's Thesis

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Declaration of Authorship

I hereby declare that I have written this thesis without the use of documents and aids other than those stated in the references, that I have mentioned all sources used and that I have cited them correctly according to established academic citation rules, and that the topic or parts of it are not already the object of any work or examination of another study programme.

Date

Ramsha Saad Thaniana

Abstract

This is the abstract...

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1 | Introduction

This is the introduction...

Hypotheses and sub-hypotheses can be formulated like this:

H₁: This is a hypothesis.

H_{1a}: This is a sub-hypothesis.

Hypothesis **H₁** is very importance and must be referenced in the text.

Many navigation techniques exist for both Desktop and Immersive Virtual Reality Spaces.



Figure 1.1: This is an example ToDo picture.

2 | Related Work

This is related work with an example citation [1]...

3 | Guided Navigation Scenarios

This is related work with an example citation [1]...

4 | Automated Jumping for Guided Navigation

This is related work with an example citation [1]...

5 | Comprehensibility of Automated Jumps

This is related work with an example citation [1]...

6 | Design of the User Study

This is related work with an example citation [1]...

7 | Procedure of the User Study

This is related work with an example citation [1]...

8 | Evaluation of the User Study

This is related work with an example citation [1]...

9 | Conclusion and Future Work

This is the conclusion...

Bibliography

- [1] A. Kulik, A. Kunert, S. Beck, R. Reichel, R. Blach, A. Zink, and B. Froehlich, "C1x6: A Stereoscopic Six-user Display for Co-located Collaboration in Shared Virtual Environments," in *Proceedings of the 2011 SIGGRAPH Asia Conference, SA '11*, (New York, NY, USA), pp. 188:1–188:12, ACM, 2011.

A | Appendix

This is the appendix...