

VIRTUAL ENVIRONMENTS

class web site:
<http://cadia.ru.is/wiki/public:t-vien-10-3:main>

(or find it at cadia.ru.is through [external](#) wiki)

Instructor



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Instructor

- 1991-1994 B.Sc. (CS), University of Iceland
- 1994-1995 Raflind
- 1995-2003 M.SC./Ph.D. (MAS), MIT Media Lab
- 2003-2006 Information Sciences Institute, USC
- 2005- Alelo Inc.
- 2006- Reykjavik University
- 2009- MindGames



Topic

- **Theory and Practice of Virtual Environments**

“Simulations that engage the senses and...
...create an experience of presence within an artificial world”

XBOXIC

Learning Outcomes

- Know the **what, why** and **hows** of VEs
 - **Critical** thinking and design considerations
 - **Understand** how to measure effectiveness
 - **Use** principles of good interaction in VEs
 - **Know** types and techniques for characters
 - **Build** VEs using a range of technologies
- (for a full list see wiki page)

Outline

- **Weeks 1-2:** Context
- **Weeks 3-4:** Immersion
- **Weeks 5-6:** Interaction
- **Weeks 7-11:** Special Topics
- **Weeks 8-12:** Student Projects

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Classes

- Theoretical talks / Discussions
 - Tuesdays **NOTE: 70% Attendance Requirement**
- Practical talks / Demonstrations
 - Wednesdays
- Student labs
 - Thursdays

Discussion Prep

- **You** do research **before** the class
- During the class, you share your findings with other students in small working groups and get ready to present a conclusion to the full class
- Sometimes in the form of questions you work on in class and sometimes open discussions

Evaluation

- Discussion, Labs 10%
- Programming assignments (x2) 20%
- Final project proposal 5%
- Final programming project 30%
- Final project report* 5%
- Final written exam 30%

* More substantial for M.Sc. students

100%

Availability

- After classes
- “open office policy”
Visit my office anytime (2 fl. Venus)
- To ensure I'll be there, send email or call:
hannes@ru.is, 599 6323 (GSM: 618 6323)
- Usually on MSN:
skuggavera@hotmail.com

VIRTUAL ENVIRONMENTS

a glimpse

VIRTUAL ENVIRONMENT VIRTUAL REALITY

A VE / VR system is a human-computer interface that provides interactive immersive multisensory 3-D synthetic environments.

– Rory Stuart, 1993




















