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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1997 1999 2003 2004
**Topic**

- Theory and Practice of Virtual Environments
  
  "Simulations that engage the senses and...
  ...
  create an experience of presence within an artificial world"

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**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)

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**Outline**

- Weeks 1-2: Context
- Weeks 3-4: Immersion
- Weeks 5-6: Interaction
- Weeks 7-11: Special Topics
- Weeks 8-12: Student Projects
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: skuggaveral@hotmail.com

VIRTUAL ENVIRONMENTS

a glimpse

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

— Rory Stuart, 1993
"A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts..."

A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding..."

– Neuromancer by William Gibson 1984