

VIRTUAL REALITY DESIGN AND EVALUATION WORKSHOP 22 – 23rd January 2004

Provisional programme

Thursday 22nd January

09.30	Arrival, Registration at Mixed Reality Lab Poster and Demonstration setting up
10:00	Introduction to day and “VIEW of the Future”
10.30	<p>PANEL I: VIEW OF THE FUTURE</p> <p><i>Overview of evaluation programme: VIEW of the future. Presentation and panel discussion.</i></p> <p>Sarah Nichols, Harshada Patel, Alex Mourouzis, Alex Stedmon, Emma Johansen, Giannis Karaseitanidis</p> <p><i>Discussion Session</i></p>
12.00	LUNCH and POSTER/DEMONSTRATIONS
13.30	<p>PANEL II: COLLABORATION IN CVES</p> <p><i>“Emotion rendering as a benchmark for face models”</i> Igor Pandzic, Jorgen Ahlberg, Liwen You</p> <p><i>“Designing Emotionally Expressive Avatas for Virtual Meetings”</i> Marc Fabri, David Moore</p> <p><i>“The usability of shared virtual environments: a comparison of three studies and outlook on the future”</i> Ralph Schroeder, Ilona Heldal</p> <p><i>Discussion Session</i></p>
15:00	TEA/COFFEE BREAK
15:30	<p>PANEL III: PRESENCE/REALISM AND INTERACTION THEORY</p> <p><i>An investigation into virtual representations of real places</i> David Benyon, Phil Turner, Susan Turner, Michael Smyth, Rod McCall, Fiona Campbell, Shaleph O’Neil</p> <p><i>Expanding the techniques of usability for VEs</i> Gareth Griffiths, Victor Bayon</p> <p><i>Virtual Cycling: Effects of immersion and a virtual coach on motivation and presence in a home fitness application</i> W.A. IJsselsteijn, Y.A.W. de Kort, R. Bonants, J. Westerink, M. de Jager,</p> <p><i>Discussion Session</i></p>
17:00	Close of Day 1

Friday 23rd January

09.00	Arrival, Teas/Coffees
09.30	PANEL IV: VR FOR TRAINING <i>Design and Evaluation of Virtual Reality Systems: A Process to Ensure Usability</i> Angelia Sebok, Espen Nystad <i>Expertise space in virtual reality for task-oriented training</i> Piet Kommers, Willem B. Verwey, Jan-Maarten Luursema <i>Rapid Task Analytic Processes to support Human-Centred Design and Usability</i> <i>Maturity Requirements for Aviation and Naval VR Training Systems</i> Bob Stone, Neville Stanton <i>Discussion Session</i>
11:00	BREAK
11.30	PANEL V: INTERACTION METHODS <i>An experimental platform for distributed haptic virtual environments</i> Roy Wai Yu <i>Improving haptic interaction in a virtual environment by exploiting proprioception</i> J. De Boeck, Chris Raymaekers, Karin Coninx <i>Mixed Fantasy: An Integrated System for Delivering MR Experiences</i> Charles E. Hughes, Christopher B. Stapleton, Paulius Micikevicius, Darin E. Hughes, Mathew O'Connor, Scott L. Malo, <i>Discussion Session</i>
13:00	LUNCH and POSTER/DEMONSTRATIONS
14:30	PANEL VI: DESIGN METHODS/PROCESS AND EVALUATION <i>Practical experience building VR systems</i> Damian Schofield, Jolanda Tromp <i>Heuristic evaluation and context analysis to inform virtual reality application development: The VRE, a medical diagnosis and planning system</i> Henriette Cramerm V. Evers, E.V. Zudilova and P.M.A. Slood <i>Three levels of metric for evaluating user behaviour</i> Roy A Ruddle, Simon Lessels <i>Discussion Session</i>
16:00	Round – up of the Workshop

POSTER DISPLAYS

Supporting Users in Virtual Environments: Augmented Navigation and Task Performance
Eyal Haik, Trevor Barker, John Sapsford and Simon Trainis.

Elaborating distraction-conflict theory to an analytical tool for evaluating collaboration in SVEs over time
Maria Spante

Usability development for collaborative virtual environments
Ilona Heldal

Beyond User Task Performance
Katerina Mania

Evaluation of Auditory Feedback on Task Performance in Virtual Assembly Environment
Ying Zhang, Terrence Fernando

Real or Not Real? Designing a Virtual Environment for Learning
Daniel Mellet-d'Huart

VIEW of the Future Project
The VIEW Consortium