

2. User Experience in VR systems: Testing your understanding - recap and revision

Multi-choice

1. Is virtual reality on a mobile device: a) fully immersive, multiple user; b) fully immersive, single user; c) semi-immersive, multiple user; or d) non-immersive, single user.
2. What aspects should be considered in customizing the visual interface of a VR model: a) software and hardware; b) data analysis and synthesis; c) viewing perspectives, navigation modes, guides and user aids; d) data capture.

Reflective

1. What is the relationship between the representation and our interpretation of it? Provide some examples of representations used in design and construction fields and discuss how different users may perceive, or interpret them differently.
2. What types of experiences characterize perception in virtual environments?
3. How do visual immersion, viewing perspective or navigation mode affect our sense of presence in virtual environments?
4. What distinctions can we make between multi-user VR, individual-user VR and augmented reality systems in terms of hardware, software, and devices?
5. What are some of the notable developments in VR systems in the past several decades?