

Social Gatherings in Virtual Reality

Master Thesis/ Bachelor Thesis

Virtual Reality (VR) allows interactive computer-generated experience within a simulated environment. VR is gaining more and more importance in our daily lives as we allow ourselves to be immersed in a simulated environment. Among its many useful applications, VR can be used to carry out meetings among groups of people or even be used in E-learning where the participants can be aided. Gatherings can also extend to examples such as 'Skype Session with family', 'Gathering with friends' etc.

During such group meetings, where the environment is essentially a multi-user environment involving interaction between participants, it is important that each participant can be completely immersed in the environment and for that, interaction and visualization techniques need to be developed. The aim of the thesis is to explore the interaction and visualization techniques for social gatherings.

Tasks:

- Comprehensive survey of related work
- Getting familiar with hardware and software
- Requirements analysis
- Conceptual design of interaction and visual techniques
- Concept implementation
- Evaluation through a user study

Preferred (but not necessary) qualification

- Knowledge and interest about VR
- Able to work independently
- Unity Programming

Contact:

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