Technology-Derived Environments

Dick Sevier

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Virtual Reality Collaboration

Anthony Ellertson, PhD
College of Innovation and Design

Ann Butt, PhD
College of Health Sciences
Catheter Insertion Simulation
Goals & Benefits

• Advance training in virtual environment before working on dummies.

• Some things best learned in VR- animated spread of contamination.

• Methodology could applied to almost all other training needs.
Gaming, Interactive Media & Mobile Program (GIMM)

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3D Immersion,
Data Wall
Steve Cutchin, Computer Science Dept.
Step Into A VR World Created by 360° Stereo Images and 3D Glasses
Very High Resolution Data Wall
Cutchin Research

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iPerform Lab

PI: Quincy Conley, PhD

Organizational Performance and Workplace Learning
Services Provided by iPerform Lab

• Use of learning resources and tools in the workplace
• Design and develop performance support (monitoring) systems
• Deliver innovative usability testing and research design methods
Tools and Techniques

Facial and Emotional Recognition

Eye-Tracking Technology

Electroencephalogram (EEG) Devices
Shooter Bias Study

• Users asked to play a video game
• Men of different races have either a phone or gun in their hand.
• You are asked to make a instant decision to shoot or not depending on if he has a gun.

• Goal is to assess racial biases, train law enforcement.
Outcomes

Real-time feedback as users complete learning tasks-
• Determine what content user is focused on
• Determine user’s response to content (cognitive, emotional)
iPerform Lab Contact Information

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