Navigation: Theoretical Foundations and Techniques for Travel

Organizer: Roy A. Ruddle
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Navigation is one of the most important types of task that users perform in VE's. The overall objectives of this tutorial are to:

i) Provide attendees with a foundation in the basic theories and frameworks used to describe interface devices, interaction techniques, and the structure and content of virtual scenes.

ii) Educate attendees about the impact of different devices, techniques and scenes on navigational tasks.

iii) Give attendees practice in designing an interface suitable for travel in a case study application.

Topics to be addressed
- Theoretical Foundations
- Virtual Scenes
- Techniques for Travel

Aiding and Evaluating Navigation

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Typically 30% of users have great difficulty navigating in VE's, with similar problems occurring in environments as small as virtual rooms, as large as a virtual ocean. The overall objectives of this tutorial are to:

i) Provide attendees with a framework for the design of important forms of aid (maps, Worlds-in-Miniature, and trails).

ii) Educate attendees about the impact of different designs of aid on navigation.

iii) Describe to attendees three levels of metric for evaluating navigation.

Topics to be addressed
- Maps and Worlds-in-Miniature
- Trails
- Evaluation