

Using the Virtual World to Improve Quality of Life in the Real World

Larry F. Hodges
Georgia Institute of Technology

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What are the salient characteristics of Virtual Reality?

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Immersion



- Physically immerse the participant in a computer-generated space.
- Provide computer-generated sensation to one or more of the human senses.

Visual – Auditory – Olfactory – Haptic – Taste

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Interactive and Active



- The virtual environment responds to our presence and actions.
- Events are actively happening in the virtual environment to which we may react.

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Cued Gestalt



- We enter the virtual environment carrying the baggage of our beliefs, experiences, fears and expectations.
- What we bring to the VE is as important as what we find there.

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Approximation



Being better than reality may be an option!

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Possibility of Holistic Engagement

Physical

Emotional

Spiritual

Cognitive

Social

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Current Applications of VR

Entertainment

Visualization & Design

Simulation & Training

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Is this all there is?

All of these applications are expensive.
Most are specific to relatively small markets.

What are the mass market applications of Virtual Reality?

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Holistic Engagement

Physical

Emotional

Spiritual

Cognitive

Social

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What can we do in a Virtual Environment that . . .

Is Useful?
Will be used outside a laboratory?
Will be used by more than a few hundred people?
Will be used by hundreds of thousands of people?
Makes Sense to do in VR?
Engages the emotion and social aspects of humans?

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Clinical Virtual Reality

The direct use of VR as a tool in the treatment or assessment of psychological and physical disorders.

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Beyond Clinical VR?

Can we design and build a virtual environment that uses visual, audio and tactile cues to create, guide and maintain a participant's guided relaxation and meditation experience?

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The Meditation Chamber Demo at
Emerging
Technologies
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Thanks!

Office of Naval Research
Georgia Tech GVU Center
National Institute of Mental Health

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