



Speaker Information

(Mis-) Perception of Spatial Aspects in Virtual Reality	
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<p>Perception in virtual environments is different than in the real world in many aspects. Distances and sizes are underestimated in the most cases, virtual and real speed are not perceived in the same way, and the dominant scale can be estimated individually different. Because an accurate perception is important for many interaction tasks, e.g. walking, grabbing, or navigation, we are examining ways to overcome these misperceptions. On the other side, limitations of the human perceptual system may also be used to create spatial illusions that can be exploited to implement advanced interaction techniques.</p>	

