

UNIVERSITY OF SOUTH FLORIDA

Major Research Area Paper Presentation

*State-of-the-Art Locomotion Techniques in Virtual Reality:
with a Focus on Individuals with Autism*

by

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For the Ph.D. degree in Computer Science & Engineering

Virtual reality has become more affordable and widely used in recent years than ever. A good training experience needs to be designed carefully, considering the needs of the targeted users. Individuals with autism have deficits and strengths. This paper considers locomotion, which is an important aspect of virtual reality that can affect user experience significantly. A new taxonomy is proposed and used in an extensive survey of virtual reality locomotion studies. Virtual reality applications for individuals with autism are shared with a focus on locomotion techniques.

Friday, March 4, 2016

1:30 PM

ENB 313

THE PUBLIC IS INVITED

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