institute of media informatics

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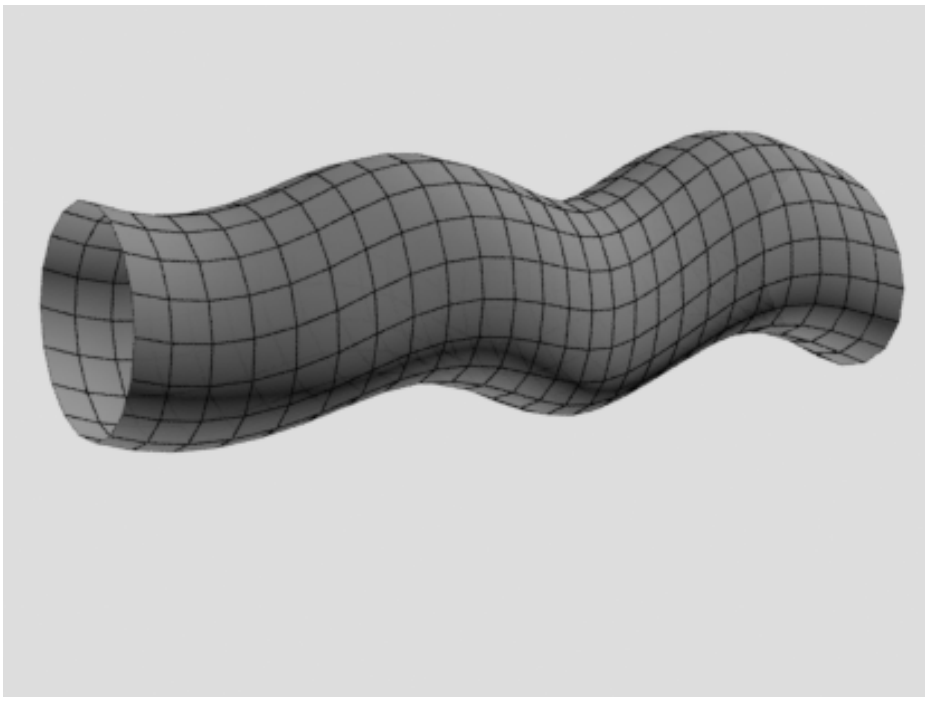
Navigation in Virtual Reality
Exploring Teleportation Techniques for VR

Open Bachelor‘s/Master‘s Thesis

Background

Due to spatial restrictions in room-scale virtual reality (VR), teleportation has become an accepted technique for extending or even substituting navigation inside a VR scene. The nature of teleportation and the implications of its parameters on the user experience and are yet to be fully explored.



Scope of the Thesis

While the selection of a desired teleportation position is shared among most VR experiences and games, there is a variety of implementations for the actual teleporting process. The approaches range from a plain fade-out/fade-in animation to a complex jumping and warping with visual distortion. The goal of this thesis is to research, compare, and evaluate these concepts and find the implications on the user experience and motion sickness. Therefore, a test bed for different teleportation techniques has to be implemented. In addition, an alternative navigation solution can be designed and evaluated against the state-of-the-art techniques.

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