



Comparing Vehicle Motion Impacts on Interaction Quality Between Simulators

Open Bachelor/Master Thesis

Background

Motion simulators convey vehicle motions in different strengths and fidelity. The fidelity depends on the employed simulation method and the available degrees of freedom. Simulators must be tested to ensure that the motion simulation is valid to evaluate the impact on interaction quality. However, there is no comparison of low-cost, high-fidelity motion simulators regarding their influence on interaction quality.

Research Goal

The aim of this thesis is to compare existing low-cost, high-fidelity motion simulators regarding their impact of vehicle motion on interaction quality. A related work research should be conducted, and existing simulators (e.g., see image) should be used. Finally, the defined hypothesis should be evaluated by conducting a study.

Based on bachelor/master level
the scope is adapted.

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