

09/15/2008 (Input & Tracking)

Base-Hand 3D Gesture Input to Interactive Systems

The Gait Sensing Disc – A Compact Locomotion Device for the Virtual Environment

User Performance in Relation to 3D input Device Design

09/22/2008 (Vision & Visuals)

A Discussion of Cybersickness in Virtual Environments

An Evaluation of Depth Perception on Volumetric Displays

Calibrated Virtual Reality Supported by Stereo Vision in Intelligent Robot Control System

VR Object Composition Method Using Stereo Vision

09/29/2008 (Displays & Renderings)

Forget the Funny Glasses

The Varrier™ Autostereoscopic Virtual Reality Display

Wearable Olfactory Display: Using Odor in Outdoor Environment

Improvement of olfactory display using solenoid valves

Improving Spatial Perception through sound field simulation in VR

10/06/2008 (Interfaces & Interactions)

Dynamic landmark placement as a navigation aid in virtual worlds

Interaction Techniques in Large Display Environments using Hand-held Devices

A Feedback-Controlled Interface for Treadmill Locomotion in Virtual Environments

Interscopic User Interface Concepts for Fish Tank Virtual Environments

Investigating Interaction in CAVE Virtual Environments

Navigation in 3D Virtual Environments: Effects of User Experience and Location-pointing Navigation Aids

10/13/2008 (Midterm)

10/20/2008 (OSG Tutorial)

10/27/2008 (Applications)

Immersive Virtual Reality for Upper Limb Rehabilitation Following Stroke

VRFire: an Immersive Visualization Experience for Wildfire Spread Analysis

V-Pong: An Immersive Table Tennis Simulation

Virtual Reality for Ecosystem Dynamics Education  
Developing a Virtual Environment for Safety Training

11/03/2008 (Networked Virtual Environments)

Technical and Patient Performance Using a Virtual Reality-Integrated Telerehabilitation System: Preliminary Finding

Building Collaborative Graphical interfaces in the Audicle

Wide Area Network Latencies for a Dis/HLA Exercise

11/10/2008 (Augmented Reality/Mixed Reality)

User interface management techniques for collaborative mobile augmented reality

Integrating Interactive Learning Experiences into Augmented Toy Environments

iLamps: Geometrically Aware and Self-Configuring Projectors

Augmented Reality Authoring: Generic Context from Programmer to Designer

11/17/2008 (3D User Interface)

New Directions in 3D User Interfaces

Multimodal Menu Presentation and Selection in Immersive Virtual Environments

11/24/2008 (Haptics)

Tactile Feedback at the Finger Tips for Improved Direct Interaction in Immersive Environments

Geometry Based Haptic Interaction with Scientific Data

A Large Haptic Device for Aircraft Engine Maintainability

12/01/2008 (Presence & User Evaluation)

Hand-held Virtual Reality: A Feasibility Study

Impact of Immersive Virtual Reality Displays on the Understanding of Data Visualization

(General & Virtual Reality Systems)

PC Clusters for Virtual Reality

Virtual Reality Technology and Museum Exhibit

Walking in Real and Virtual Environments