KEYNOTE TALK

Monday, October 5, 2020 at 1:30pm

Spatial Perception and Presence in Virtual Architectural Environments

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Abstract: Immersive Virtual Reality (VR) technology has tremendous potential applications in architecture and design. In this talk I will review some of the work being done in my lab to enhance the utility of VR for architecture and design applications, focusing primarily on the investigation of factors influencing spatial perception accuracy in immersive architectural environments, but also including the use of VR technology to investigate questions of interest to architectural and interior designers such as how wallpaper patterns and window features affect people's subjective experience in architectural interiors.

Speaker Bio-Sketch: Victoria Interrante is a Full Professor in the Department of Computer Science and Engineering at the University of Minnesota and a recipient of the 2020 IEEE VGTC Virtual Reality Career Award for her lifelong contributions to the fields of virtual reality and visualization. Her current research interests encompass all aspects of the design, implementation, and evaluation of virtual reality applications for social good. In addition to her long-standing efforts related to spatial perception and presence, other recent projects have focused on: cybersickness mitigation, developing VR applications to understand and address implicit and explicit bias, and the development and use of VR technology in support of psychiatric, cardiac, dosimetric and other medical applications.