

Discussion Group A: Virtual Reality and Real Learning

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Recent developments on virtual reality technology is greatly changing the way to brain processes electrically-transmitted data. It is necessary for us to discuss VR not only from the viewpoint of technology, but also from that of human beings and society. In this discussion group, some examples of research and development of VR technology in Japan were introduced through video presentations as follows; “Automatic conversion of spatial reference frame in distance collaborative work: A support system using VR technology” (Nagaoka Keizo, Mochizuki Kaname & Ohnishi Hitoshi, NIME), “Gesture Cam:A video communication system to support spatial workspace collaboration” (Kuzuoka Hideaki, Ishimoda Gen, Nishimura Yushi & Nakada Yoshihiro, Institute of Engineering Mechanics, University of Tsukuba), “VR research and developments in ATR Media Integration and Communications Research Laboratories” (ATR Media Integration and Communications Research Laboratories). After these presentations, interesting discussions were held about the application and its evaluation of VR technology in higher education.