

Association for Information Systems
AIS Electronic Library (AISeL)

AMCIS 2009 Proceedings

Americas Conference on Information Systems
(AMCIS)

2009

The Role of Attention for Visual Perception in Desktop Virtual Reality Environments

Hacer Karacan
Gazi University

Kursat Cagiltay
Middle East Technical University

Follow this and additional works at: <http://aisel.aisnet.org/amcis2009>

Recommended Citation

Karacan, Hacer and Cagiltay, Kursat, "The Role of Attention for Visual Perception in Desktop Virtual Reality Environments" (2009).
AMCIS 2009 Proceedings. 245.
<http://aisel.aisnet.org/amcis2009/245>

This material is brought to you by the Americas Conference on Information Systems (AMCIS) at AIS Electronic Library (AISeL). It has been accepted for inclusion in AMCIS 2009 Proceedings by an authorized administrator of AIS Electronic Library (AISeL). For more information, please contact elibrary@aisnet.org.

The Role of Attention for Visual Perception in Desktop Virtual Reality Environments*Hacer Karacan¹, Kursat Cagiltay²*

1. Computer Engineering, Gazi University, Ankara, Turkey. 2. Computer Education and Instructional Technology, Middle East Technical University, Ankara, Turkey.

Abstract:

Virtual Reality Environments (VRE) is relatively new types of human-computer interaction interfaces in which users perceive and act in a 3D world. Researchers use it both as a tool and as an experimental area for their studies. In this study, a desktop VRE was created and used to explore the role of attention for visual perception of 60 university students who participated to the study. The findings showed that configurational knowledge can be attained in desktop VRE. Furthermore, it is found that visual attention has a significant role on forming cognitive maps since the incidental formation of a cognitive map seems to be not possible on the basis of our results.