Research Using Virtual Reality

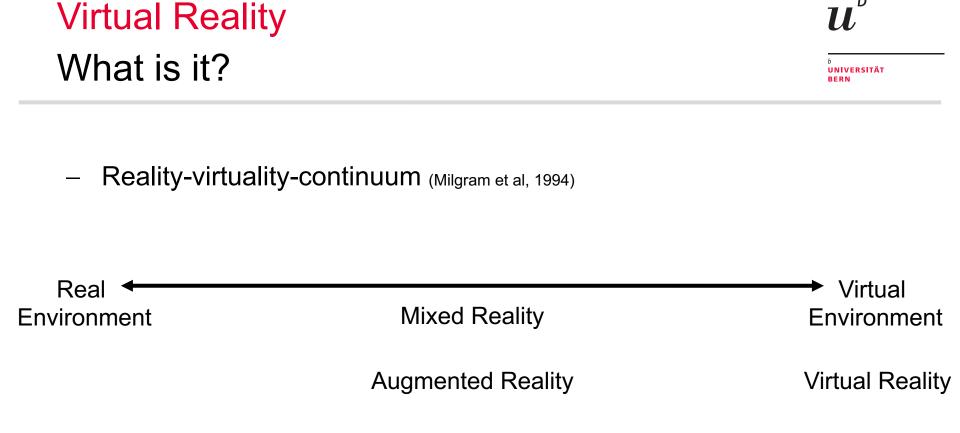
What are the Benefits, Challenges, and Potentials?

M. Sc. Michael Rihs

6th of September 2022, 17th Conference of the Swiss Psychological Society







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U

– Training



Boetje & Ginkel, 2020

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- Training

– Therapy



Miloff et al., (2016)



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- Training
- Therapy
- Education



Ancient Jerusalem in VR

- Training
- Therapy
- Education
- Visualizations



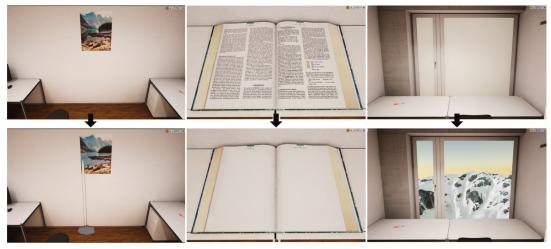


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Thoma et al., (2021)

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- Training
- Therapy
- Education
- Visualizations



Denzer et al., 2022

- Display of alternative realities

Research Using Virtual Reality Benefits

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- Presentation of visual stimuli
- Standardization of social interactions (e.g., using avatars)
- Display of fictive scenarios
- New measurements (e.g., position tracking)
- Combination with existing measurements (e.g., Eye-Tracking, EEG)
- Presentation of real-life scenarios (e.g., recorded with a 360° camera)

Virtual Reality simulates reality

(Slater & Sanchez-Vives, 2016)

Research Using Virtual Reality Technical Restrictions

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- Field of view
- Screen resolution
- Refresh rate
- Field of movement

Research Using Virtual Reality Challenges

- Requires additional skills
 - 3D-modelling of virtual worlds
 - Game development
- Additional hardware (Head-mounted display, tracking devices, PC)
- Space for whole body movements





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Research Using Virtual Reality Potentials

- Increasing locomotion (e.g., omnidirectional treadmills)
- Haptic feedback (e.g., using haptic gloves)
- Social interactions (e.g., metaverse)
- Display improvements (e.g., higher resolution, larger field of view)
- Eye tracking
- Face expression recognition
- Augmented reality





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Thank you For your Attention

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