

VRTEG - VIRTUAL REALITY INTERFACE EVALUATION





DESIGN AND EVALUATION OF HYBRID VR INTERFACES IN REAL-LIFE USE-CASES



Autors

Léa SAUNIER
Nicolas HOFFMANN
Catalin FETITA
Marius PREDA

Partners



HYBRID VR INTERFACE

VRTEG - VR / EYE-TRACKING / EEG

- Combining HTC Vive Pro Eye with Tobii eye-tracker and g.tec electroencephalogram (EEG)
- Evaluating the efficiency of VR interfaces and applications in real-life use-cases

DEVELOPED PROTOTYPES

MEDICAL APPLICATION

VISUAL DYSLEXIA THERAPY
PROTOTYPE & PUBLISHED ARTICLE

- **Dyslexia** is a reading disorder that affects around 10% of the population. **Digital Therapeutics** offer new forms of therapy.
- Dys&Dragons, a prototype gamified app using
 Visual Exercises, Ecological Exercises and
 Reading Exercises in VR.
- Published article: Saunier, Lea, et al. "Visual Rehabilitation for Learning Disorders in Virtual Reality: Visual Rehabilitation for Learning Disorder in VR." Proceedings of the 27th International Conference on 3D Web Technology. 2022.



Ecological Exercise

INDUSTRIAL APPLICATION

EARTHWORK TELEOPERATION ON-GOING DEVELOMENT

- Earthwork requires highly qualified personnel for machine control in classic supervision.
- Automation and Robotics plays a huge part in Industry 4.0 and with the right interface can tackle the previously mentioned problem.
- Working with Heracles Robotics we are developping a VR interface for natural remote control using eye-tracking interactions, connecting Unity Simulation and ROS Robotic Control.



ROS Controlled Machine

Unity Simulated Digital Twin

Technologies



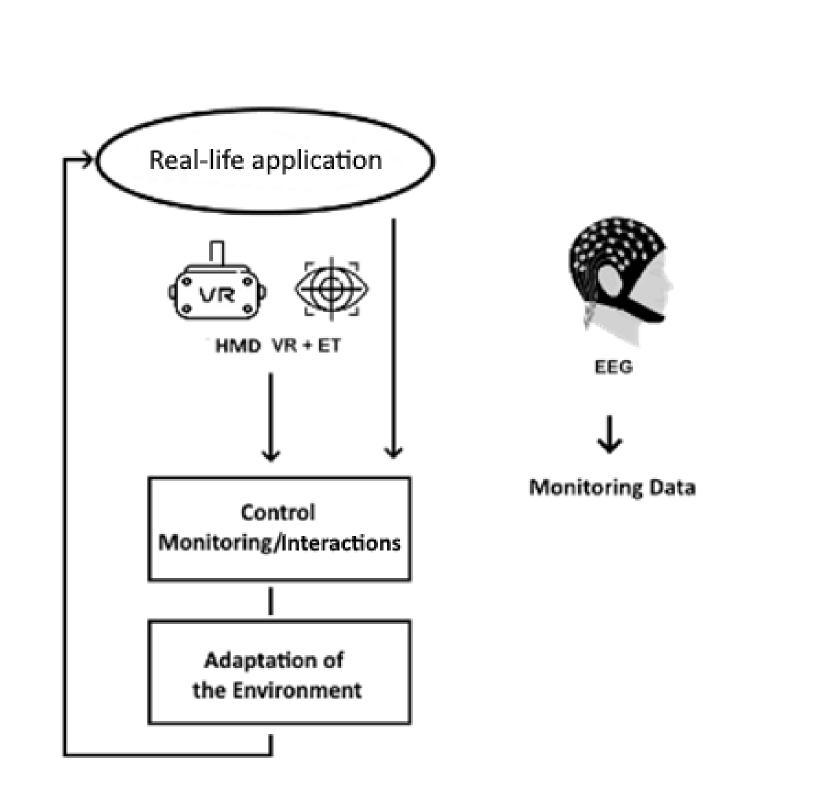




FUTURE WORKS

EEG TESTING FOR EFFICIENCY EVALUATION

- Combining active VR and eye-tracking interactions with passive eye-tracking and EEG analysis for interface evaluation,
- Using both user feedback and EEG analysis cognitive load, stress, brainwave topography – to evaluate and improve the interface.



March 2023