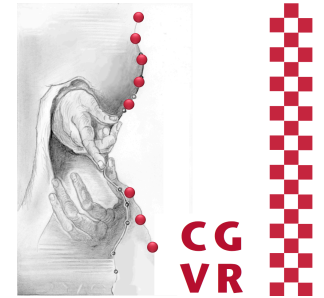
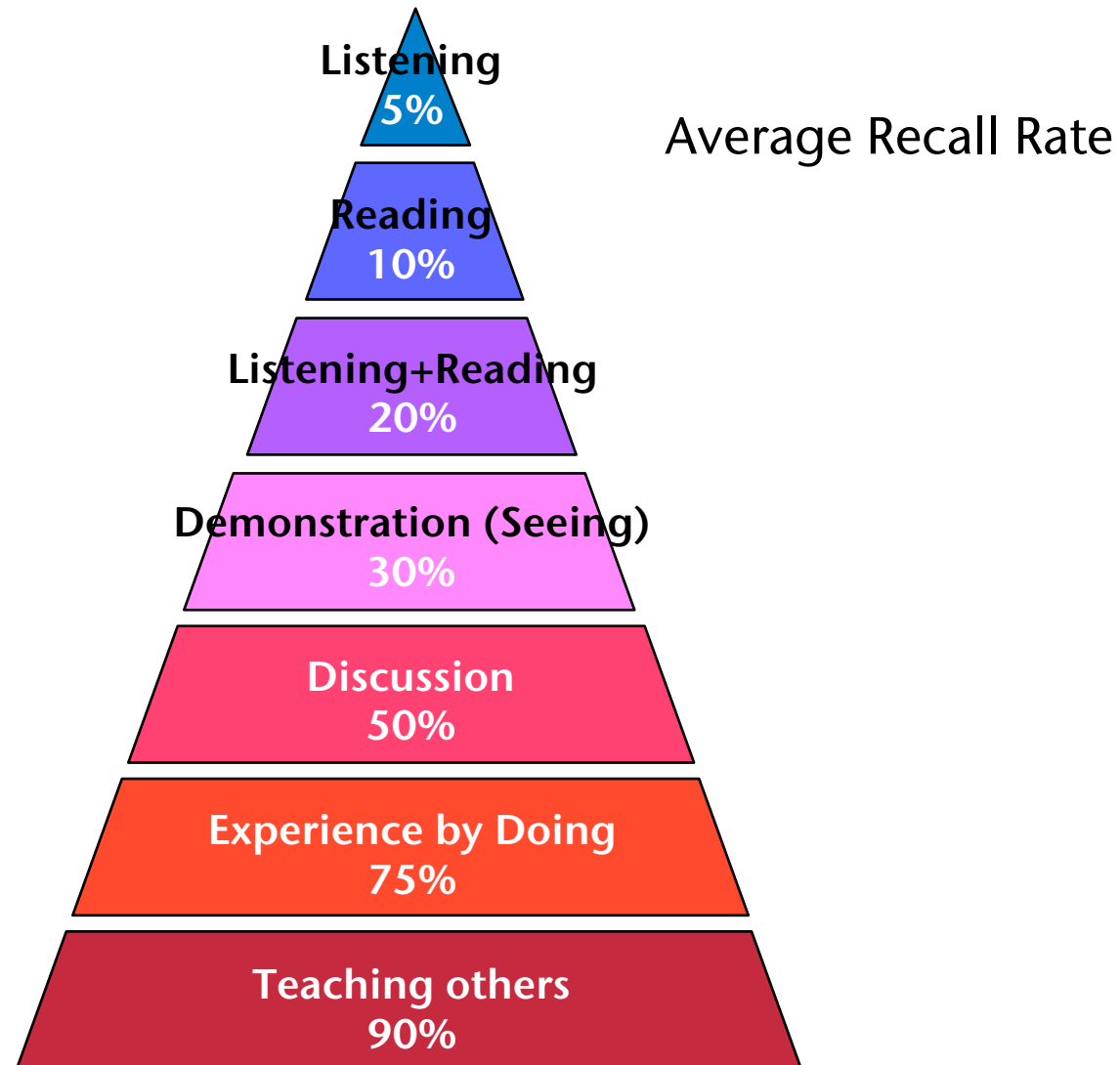


Bremen



# Topics and Tasks For Your Teaching Article Or Practical Work

# The Learning Pyramid [Greene]



# Goal, i.e., Your Assignment

- Write a chapter about a topic in VR such that a fellow student of yours can read it like a chapter in an imaginary text book
- Write clear and correct English
- Try to think about which parts might be difficult for your fellow student
- Don't just explain the way things are – but also *why* things are the way they are

- Interaction Techniques and Methods for (Manual) **Collaboration** in 3D Environments (Interaktionsmetaphern für **kollaborative** 3D-Umgebungen)
- Immersive Displays
- Realtime rendering:
  - Latency (sources, measurement, solutions)
  - Viewport independent rendering
  - Level-of-Detail
  - Progressive Meshes, ...
- Redirection (s. 08-interaction.ppt, p. 95)
- If you have an idea of your own for a topic/chapter ...

# Expected Output

- One article,  $10 \pm$  pages
  - Latex format
- One set of slides
  - Powerpoint
  
- Deadline: before Christmas

- Didactic criteria:
  - Is your text easily comprehensible by someone who has attended the lecture?
  - Did you clearly explain *why* things are the way they are?
  - Does your text also contain good drawings & images?
- Scientific criteria:
  - Are the references to scientific publications complete?
  - Does your text contain references to other topics of this VR course? (e.g., where do we need the techniques presented in the "chapter", or what previous knowledge is required for this "chapter")