

The Future of Skills Development and Virtual Reality Training Systems

Date: Thursday 28 July 2016

Time: 3pm – 4pm

Location: Room 208, Level 2, Te Ao Marama Building

Presenter: Rory Clifford

Abstract:

Computer graphics and human interaction devices are becoming more realistic and natural, to the point where many high stress or risky situations can be re-created with these technologies for training purposes, skill development, and skill retention. Training for situations considered dangerous, risky, or complex are more achievable and can be easily repeated at lower cost or risk using Virtual Reality (VR). How well we can visualise and believe in the VR experiences is an important aspect to consider for greater results in Virtual Reality Training Systems (VRTS). This talk will focus on the way developers and designers can create better VRTS, which enable more immersive user experiences and in turn can improve results and skill retention for mentally or physically challenging tasks.

Biography:

Rory is a UX Engineer, human-computer interaction researcher and PhD student focusing on creating effective user experiences with new technologies. He is a Kāi Tahu Descendant from the Moeraki hapū and is big on VR, computer graphics, and immersive systems.