Virtual Reality Applications
Admission Ticket: Week 3
ISP 101, Prof. Robin Burke
Winter 2005
Due: 1/19

Objective:
Examine current VR applications in a variety of domains.

What to do:
- Read the last four chapters of Essential Virtual Reality Fast.
- Print out and read the article assigned to you. You may skim sections that are too technical or mathematical, but you should be aware of what content they are conveying. You may wish to consult the glossary in the book or other sources for background information.
- Bring the article to class.
- Write a two-page (300-500 word) paper summarizing the research described in the article from a VR point of view. Consider the following questions:
  - Who are the researchers performing this work and what was the venue at which it appeared? (You may need to do some research to answer this one.)
  - What VR technologies were used in the application?
  - What was the prime benefit of using VR in this application?

Discussion Leader:
Read all of the articles in your application area, but write your paper only on the one assigned to you.

What to turn in:
Turn in a hard copy of your admission ticket at the beginning of class on 1/19.