

Visual elements influence on navigation in virtual environments

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ABSTRACT

Virtual rehabilitation often incorporates an element of travel in a virtual environment. Whether patients are transported automatically through the environment, or whether they have navigational control, it is important to understand how the design of the environment itself can supply navigational cues, and how the processing of these cues may influence perception, behaviour and task performance. This paper explores the literature, which might inform application design, and presents a case study using a think-aloud protocol to explore the perception of users to visual cues within a running game. We conclude with some preliminary suggestions for positive and negative navigational cues.

Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.