Please Note: Automatic page breaks will only work when using Internet Explorer as your web browser.

The following were results were provided on 9/28/2016 at 11:42:10 AM:

**Tutorial ID:** 1607

**Tutorial Title:** Virtual Reality: Challenges and Solutions for Useful Simulation Training

**Tutorial Outline:**
1. Introduction
2. What are they? – the levels of VR (with examples)
   a. Historical attempts at immersion
   b. VR – Virtual Reality
   c. AR – Augmented Reality
   d. MXR or MR – Mixed Reality
   e. Other immersive approaches that work or help VR
3. How we got here – the technology Progress Train
   a. Projectors
   b. Microdisplays
   c. Large panel displays
   d. Holographic displays
   e. Haptics & Sensors
   f. Positional Sound
4. What we don’t know – gaps in our ability to effectively utilize VR
   a. Interactive characters
   b. User interface & touch
   c. Automated Assessment
   d. Rich & large scale experiences
   e. Human factors (cybersickness, disorientation, etc)
5. What we do know – compelling science as a reason to use VR
   a. Predicted technology roadmap
   b. Successful results using VR for clinical and training purposes (several success stories, w/ data)
   c. Individual vs. Group experiences
6. How can we make it useful? - VR can and does work – here’s how
   a. Keep experiences simple
   b. Have goals for your experience (and way for users to accomplish them)
   c. Use the right VR technology (AR vs MXR vs VR vs Computer Screen)
   d. Use the simplest VR technology that can accomplish your goals
   e. Make sure you are using VR for a compelling reason
   f. Make sure your content can do what it promises to
   g. Focus on great content
   h. Have the knowledge and skills to make the content

**Learning Objectives:**
1. Differentiate types of VR are and the qualities that define several VR genres
2. Appreciate current technologies that enable VR experiences & their improvements
3. Be able to list the most significant VR technology gaps & problems to be solved
4. Identify simple approaches that have been shown to provide effective training
5. Explain comparative advantages of multiperson vs. individual VR experiences