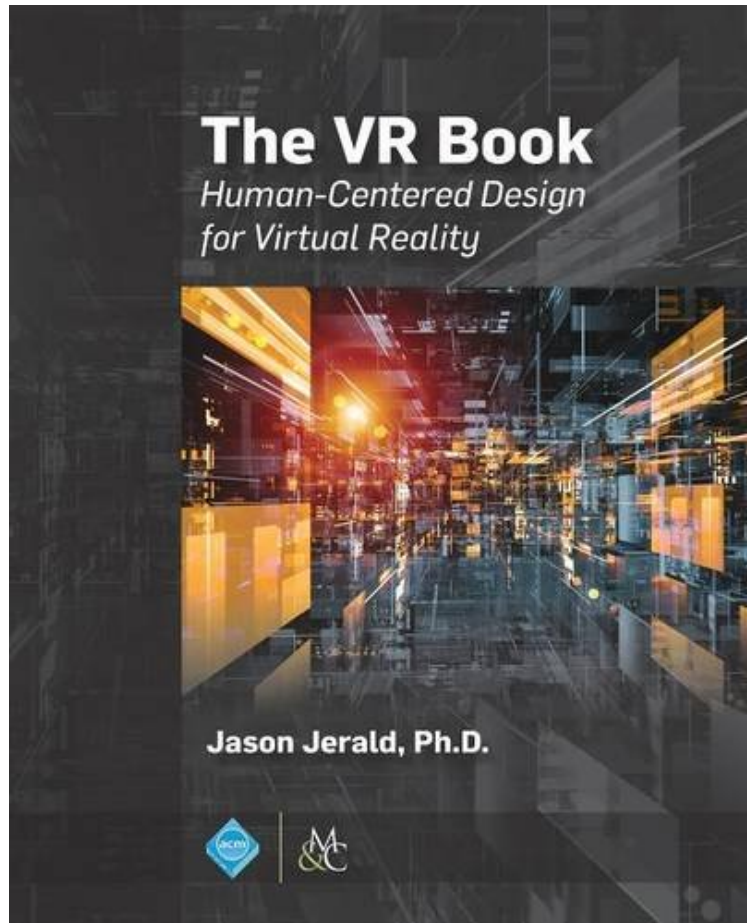


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The VR Book: Human-Centered Design for Virtual Reality (Acm Books)

Jason Jerald

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Jason Jerald : The VR Book: Human-Centered Design for Virtual Reality (Acm Books) before purchasing it in order to gage whether or not it would be worth my time, and all praised The VR Book: Human-Centered Design for Virtual Reality (Acm Books):

0 of 0 people found the following review helpful. Great resource!By Kevin GeigerTHE VR BOOK is a great resource for anyone interested in virtual reality. Jason Jerald comprehensively covers the history, considerations and potential of the medium.9 of 9 people found the following review helpful. Are you interested in Virtual Reality? You should get this book!By T.A.RoeIf you are interested in Virtual Reality, you have to buy this book! I love how Jason was able to capture a snapshot of VR as it stands right now. This book does an amazing job of documenting what is going on in this old technology made new again by all the exciting advancements of the last decade. This book is a perfect resource for writers, media producers, storytellers, and project managers who are involved in VR because they know

that it is the future. I'm very impressed with the research that went into this tome of technical expertise. Excellent work Jason, I can't wait to see more.³ of 3 people found the following review helpful. it has a bit of everything and goes into good to great depthBy StevenMooreThe bible of VR... it has a bit of everything and goes into good to great depth. I am sure this will be a college textbook in this area if it is not already. Easy to read and is a great place to get a solid understanding of the tech, and the space. VR's implications are also included here and is also a great jumping off place to learn more.... No an inexpensive book by any means but you do get what you pay for.

Without a clear understanding of the human side of virtual reality (VR), the experience will always fail. The VR Book bridges this gap by focusing on human-centered design. Creating compelling VR applications is an incredibly complex challenge. When done well, these experiences can be brilliant and pleasurable, but when done badly, they can result in frustration and sickness. Whereas limitations of technology can cause bad VR execution, problems are oftentimes caused by a lack of understanding human perception, interaction, design principles, and real users. This book focuses on the human elements of VR, such as how users perceive and intuitively interact with various forms of reality, causes of VR sickness, creating useful and pleasing content, and how to design and iterate upon effective VR applications. This book is not just for VR designers, it is for managers, programmers, artists, psychologists, engineers, students, educators, and user experience professionals. It is for the entire VR team, as everyone contributing should understand at least the basics of the many aspects of VR design. The industry is rapidly evolving, and The VR Book stresses the importance of building prototypes, gathering feedback, and using adjustable processes to efficiently iterate towards success. With extensive details on the most important aspects of VR, more than 600 applicable guidelines, and over 300 additional references, The VR Book will bring a strong foundation for anyone and everyone involved in creating VR experiences.

About the AuthorJason Jerald, Ph.D., is Co-Founder and Principal Consultant at NextGen Interactions. In addition to primarily focusing on NextGen Interactions and its clients, Jason is Chief Scientist at Digital ArtForms, is Adjunct Visiting Professor at the Waterford Institute of Technology, serves on multiple advisory boards of companies focusing on VR technologies, coordinates the Research Triangle Park-VR Meetup, and speaks about VR at various events throughout the world. Jason has been creating VR systems and applications for approximately 20 years. He has been involved in over 60 VR-related projects across more than 30 organizations including Valve, Oculus, Virtuix, Sixense, NASA, General Motors, Raytheon, Lockheed Martin, three U.S. national laboratories, and five universities. Jason's work has been featured on ABC's Shark Tank, on the Discovery Channel, in the New York Times, and on the cover of the MIT Press Journal Presence: Teleoperators and Virtual Environments. He has held various technical and leadership positions including building and leading a team of ~300 individuals, and has served on the ACM SIGGRAPH, IEEE Virtual Reality, and IEEE 3D User Interface Committees. Jason earned a Bachelor of Computer Science degree with an emphasis in Computer Graphics and Minors in Mathematics and Electrical Engineering from Washington State University. He earned a Master and a Doctorate degree in Computer Science from the University of North Carolina at Chapel Hill with a focus on perception of motion and latency in VR. The graduate work consisted of building a VR system with under 8ms of end-to-end latency; the development of a mathematical model relating latency, head motion, scene motion, and perceptual thresholds; and validation of the model through psychophysics experiments. Jason holds over 20 publications and patents directly related to VR.