PV160
Human Computer Interaction Laboratory

Kickoff Meeting

Organization

- Individual or team work on HCI related <u>research</u> projects
- Each student has a "supervisor" to consult with
- No scheduled lectures/seminars
  - access to the lab
  - Individual consultations with project members/leader
- Evaluation:
  - Mid-semester presentation
  - End-semester presentation
  - results in IS
- Possibility to enroll repeatedly:
  - Long time cooperation
  - Bachelor, Master theses

The LAB

- A421,
- Opened 24/7, shared Google calendar

- Equipment:
  - Stereoscopic rendering wall
  - Full-body Motion Capture setup
  - VR headsets – HTC Vive, Oculus Rift
  - AR headsets – ~~Hololens~~, …
  - 3D scanner, 3D printers
  - Haptic feedback devices
  - Brain-Computer interfaces (EEG)

HCI LAB

Projects and Topics

- AZV – Bojan Kerouš
- BCI – Fotis Liarokapis
- Carto4Edu – Jiří Chmelík
- Caver – Barbora Kozlíková
- Fidentis – Zuzana Ferková
- iMareCulture – Fotis Liarokapis
- Terpsichore – Fotis Liarokapis
- VR Lab – Jiří Chmelík
- 3D printing – Jiří Chmelík
- …
- **Individual, own ideas**

HCI LAB

First Task: Choose a Project and Supervisor

- Condition for course enrolment
- Dead-line: 1. 3. 2018 (including)