EE/CprE/SE 491 WEEKLY REPORT XY

**Start Date – End Date:** 11.13 – 11.17

Group number: 8

**Project title:** VR UI design for engineering

Client &/Advisor: Pin & Chu

Team Members/Role:

Yuwen Xia - Team Leader

Xueyuan Chen - Coding team member

Zheng Fang - Coding team member

Hongji Luo - Coding team member

Jiancheng Zhang - Research team member

Ziming Liu - Research team member

## o Weekly Summary

Last week, we searched some technical papers and patents, and discussed them with advisor to make sure that the papers worked. Some member found papers which were too old to get valuable information and knowledge. Then they found other papers. Finally, we planned that we read papers during break, summarized the paper, and provide presentation about them to our client.

# o Past week accomplishments

All members found and read technical papers and had a discussion. For the finally decision, Yuwen Xia found "Towards a Taxonomy of Virtual Reality User Interfaces". Ziming Liu found "Virtual reality technology in product design and manufacturing". Hongji Luo found "Visual and interactive concerns for VR application". Xueyuan Chen found "Smart Prototyping - Improving the Evaluation of Design Concepts Using Virtual Reality". Jiancheng Zhang found "Design of Collaborative 3D User Interfaces for Virtual and Augmented Reality". Zheng Fang found "Efficient VR and AR Navigation through Multiperspective Occlusion Management".

# o Pending issues

Some parts of researches are too professional to understand. It is hard for us to learn all information of papers.

#### o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	Find and read research paper	4	51
Member Xueyuan	Find and read research paper	5	56
Member Zheng	Find and read research paper	5	50
Member Hongji	Find and read research paper	6	52
Member Jiancheng	Find and read research paper	5	48
Member Ziming	Find and read research paper	6	52

### o Comments and extended discussion

Reading researches, we get more idea on VR UI design, especially on solving occlusion issue. And the break provides us enough time to work on our papers. We will analyze and summarize papers, and still work on improving our project design.

## o Plan for coming week

Each of the team members are assigned with one real example and evaluate them, do research on them. We are supposed to give another presentation two weeks later about what they are doing good and what they are doing wrong, it is also better to combine their idea with our own design.

### o Summary of weekly advisor meeting

Advisor gave us advises on our technical papers. We discussed about whether the papers is valuable, and satisfied our demand.