Title: Synergy and Opportunities of Collaborative Virtual Reality Environment

Time & Location:
2:00pm, Friday, March 12, 2010
Tec 205 (Vislab), Bobby Chain Technology Building

Presenters:
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Abstract: Collaborative Virtual Reality Environments (CVRE) is a technology that allows a user to interact with a computer-simulated environment, be it a real or imagined one and collaborate with possibly many participants that may be spread over large distances. The participants could be students, professional, faculty, researcher and any other person or organization with common goals, but perhaps with diverse expertise and experiences. CVRE is also able to integrate into one platform multiple applications ranging from simple databases to complex computational software. Therefore, CVRE provides an excellent platform to capitalize on synergistic multidisciplinary teams. In this seminar, the researchers will present an array of CVRE projects that showcase collaboration within the University of Southern Mississippi and other organizations in Chile, Colombia and Spain. Additionally, an introduction will be provided of the “Open Source Building Environment for Simulation and Training (OS-BEST)” – implemented in the classrooms and continuously under development here at the University of Southern Mississippi. This seminar is intended to share an opportunity for students and faculty to participate in CVRE research and educational activities.