School: Bath School of Music and Performing Arts

Researcher: Joseph Hyde

Project Title: Collective Reality

UOA: 33

Research Questions

Can a viable alternative be found to the usual model of Virtual Reality, which rejects the solitary nature of the experience and its tendency to isolate the user from others and their environment?

How can multichannel video and sound, projection mapping onto a purpose-built environment (or fulldome) and motion tracking be used to provide a full-body 'embodied' immersive experience?

How can interactive technologies be designed specifically to interact with large groups of people as opposed to individuals?