

Immersive Analytics

CMPM 290A, F2018

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Today class

- Describe observations in small groups
- Discuss Chadler et al. and Novak
- How to find articles using Google Scholar
- Short video by Kuchera-Morin
- Introduction of first Project packet
- Homework for next Tuesday

Jaron Lanier

Please sign up to see Jaron Lanier talk on 10/29.
Details are here:

<https://thi.ucsc.edu/event/baskin-ethics-lecture-jaron-lanier/>

More info:

<http://www.jaronlanier.com/>

https://en.wikipedia.org/wiki/Jaron_Lanier



Article Databases

Google Scholar

<https://scholar.google.com/>

<https://scholar-google-com.oca.ucsc.edu/>

IEEE Xplore

<http://ieeexplore.ieee.org.oca.ucsc.edu/>

ACM Digital Library

<http://dl.acm.org.oca.ucsc.edu/>

SciHub

<http://sci-hub.tw/>

Google Scholar

- Can search for papers by title, and download them if available publicly or via UCSC library
- Can find author profiles to see all their papers
- Can easily see which other articles have cited a particular paper

Immersive Analytics

Position paper describing the emerging field of Immersive Analytics (IA)

- What do they mean by “immersion”? By “analytics”?
- What are the research opportunities?
- What is a seamless workflow and how does VR enable one?
- How do information visualization, personal visual analytics, and data physicalization relate to immersive analytics?
- How does IA differ from research in VR or 3DUIs?

Liquid Architecture

Speculative vision of the potentials of VR technologies

- How is (or how could) VR the “technology of magic”?
- What are the “operations” of poetry, and how might they inform virtual experiences?
- What does Novak mean by “minimal restriction” and “maximal binding”?
- “What would it be like to be inside a cubist universe?”
- “Cities can exist within chambers as chambers may exist within cities” – how is space conceptualized in Liquid Architecture?
- Are there other people in cyberspace? How do you communicate/collaborate with them?
- What is the role of data in Liquid Architecture?

Homework, pt 1

Reading

- Read Putnam et al.'s *Immersed in Unfolding Complex Systems*
- Read Kuchera-Morin et al.'s *Performing in Quantum Space*

Experiencing

- Use your headsets to experience VR content of your choice (from the Web, from Steam, NYTimes, etc.)
- Write a short response describing the experience, the interactions, the visuals, the sounds. What did you like or not like? What aspects felt realistic, interesting, immersive, engaging, off-putting, ...? Does VR provide you with something that can not be replicated in more common media formats?

Project Packet 1

Part 1-

Summarize scholarly articles

Part 2-

Create a VR data visualization