IDEALvr

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Client: Mohamed Magdy
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Overview

- IDEAL tweet collection virtual reality visualization
- Android phone with Google Cardboard

- Parsing into hierarchical structure of collections
  - Word Cloud display
  - Frequent word analysis

- Category <-> Collections <-> Frequent Words
Hierarchy Structure
Interaction Flow

Categories

Collections

Frequent Words
<table>
<thead>
<tr>
<th>Problems</th>
<th>Solutions</th>
</tr>
</thead>
<tbody>
<tr>
<td>JSON Local Storage Not Accessible</td>
<td>StreamingAssets for Android Locality</td>
</tr>
<tr>
<td>Temporal Date Cloud Filter Does not affect cognitive functionality</td>
<td>Ignored Implementation of Date Cloud</td>
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<tr>
<td>Tweets are difficult to read</td>
<td>From Tweet Visualization to Frequent Words</td>
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<tr>
<td>Arrangement of Words Crowded</td>
<td>Limited space because of amount of Objects</td>
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<tr>
<td>Calculating Specific Positioning In Word Cloud</td>
<td>Requires better algorithm for organized display</td>
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Future Work

- Work to make the display of tweets beneficial
- Use of other metadata of collections
- Porting the Application to any device (web/mobile)
- Differentiate Organization of data by view
- Fix inconsistent output during parsing
- Improve usability
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iOS and Android developer researching experimental virtual reality technologies

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References

