

# VR4GETAR

CS4624: Multimedia, Hypertext and Information Access

Instructor & Client: Dr. Edward Fox

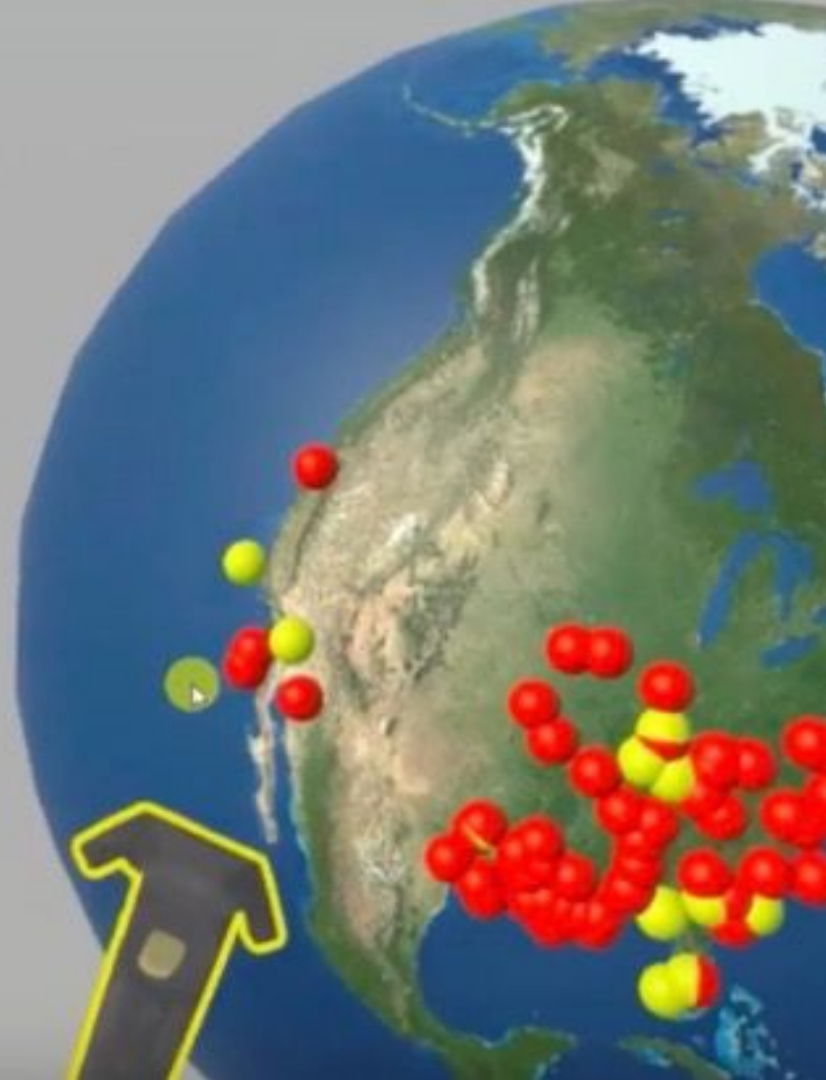
Team members: Jishnu Renugopal, Christian Richardson, Willem Schmidt,  
Mattin Zargarpur, Kevin Zhang, Haiyu Zhao

Virginia Tech, Blacksburg, VA 24061

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# Overview

- Global Event and Trend Archive Research
- VR interface for GETAR
- Tweets, Images
- NSF - IIS-1619028 and 1619371



# Features

- Tweets (with location)
- Pictures (with location)
- Aggregation of Data Points
- Collections
- Persistence

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## Tools

- Unity, C#
- HTC Vive
- GitHub



C#

# Agile Development

1) Requirements

Create and modify use cases

2) Plan

3) Design

Change design appropriately

4) Develop

Implement use cases

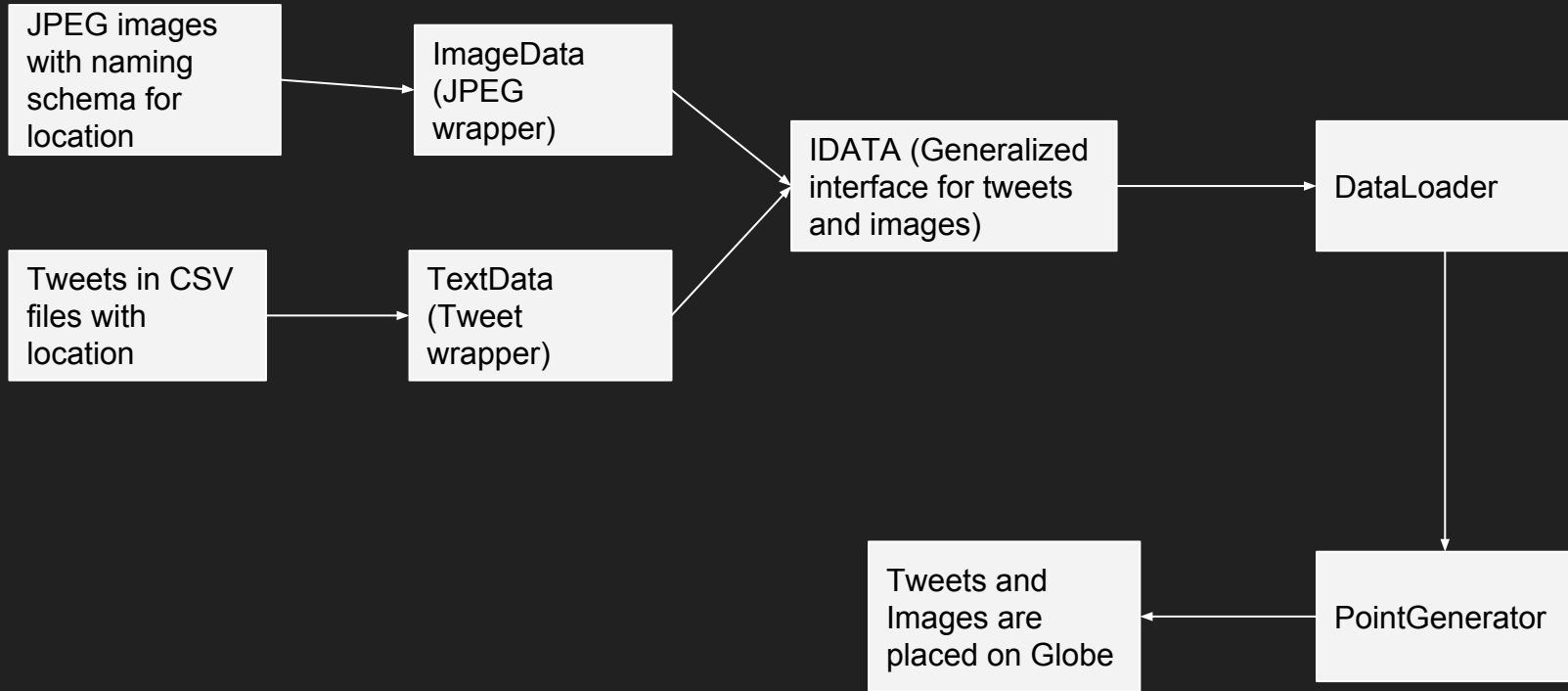
5) Release

Build an application prototype

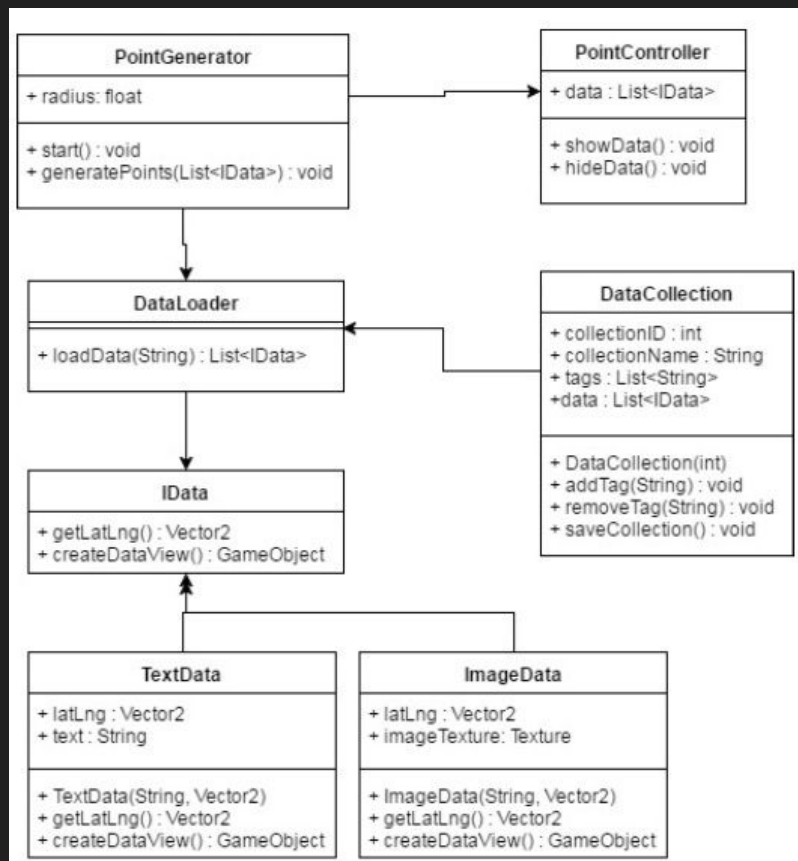
6) Track & Monitor

Feedback from Dr. Fox

# Data flow



# Implementation Design



# Demo

<https://www.youtube.com/watch?v=0zCEVdCprA>



**Questions?**



# References

1. Carbotte, K. (2016, April 05). The HTC Vive Review. Retrieved May 02, 2017, from <http://www.tomshardware.co.uk/htc-vive-virtual-reality-hmd,review-33520.html>
2. Agile. (2015, September 07). Retrieved May 02, 2017, from <https://www.umsl.edu/~sauterv/analysis/Fall2013Papers/Buencamino/AgilePMB.html>