



echo



Information School
UNIVERSITY of WASHINGTON

Background

Students interested in acoustic design and audio engineering do not have the tools they need in order to learn about acoustic environments.

Problem


How do we develop a user-centered platform for audio visualization so that students and teachers can better understand the nature of sound?

Solution

Interactive Web Application, and iOS Mobile Application utilizing Virtual Reality to immerse users in acoustic environments.

Web Application

Tutorial



1. Place iPhone in cardboard viewer
2. Raise viewer to cover eyes
3. Look around to observe environment
4. Look down to access menu
5. Position reticle on menu item and click anywhere on screen

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Interactive Tutorial

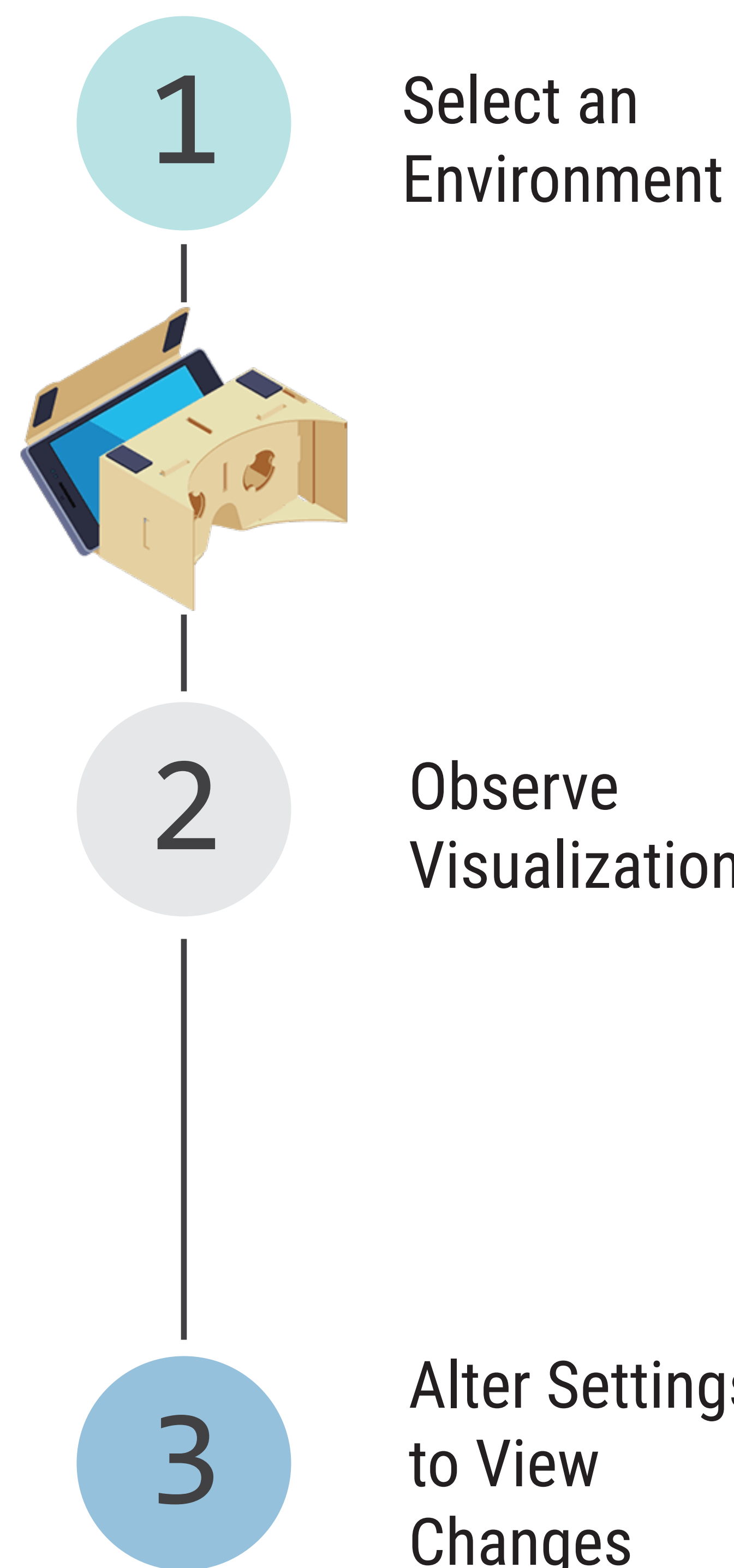
- Intuitive Tutorial for using Virtual Reality
- Detailed explanations of visual encodings and model

Research

- Extensive Literature Review
- Interviews and Questionnaires
- Audio Engineering and Sound Design

Discovery

- Built fully functional 2-dimensional prototypes
- Found Virtual Reality to be best medium for teaching
- Unique approach to interactive data visualization



Mobile iOS Application // Virtual Reality

