

Group 4: General

Collaborative and distributed vr:

- good idea, but the GUI needs to be developed for usability.

- tracking

- positioning

- display, goggles

- technology exist, but financing is needed;

- low demand stops development; problem.

Other application areas:

- urban planning,
- architectural projects,
- information about these for “public acceptance”

- route-planning indoors;
 “follow the arrow” for maintenance people (rfid)

Design:

Most difficult issues:

- Flexibility of modeling, modes of operation
- Collaboration

Aspects that has potential:

- Distributed information for evaluation during the process

Outage and maintenance:

- id
- tracking
- positioning
- rfid