

Group Discussion Topics

The intention of these questions is to initiate discussion. Groups are not expected to answer all of these questions but to provide feedback on topics and issues of particular interest to group participants. We are particularly interested in identifying issues that the Halden Project can help to address, either through research or as a catalyst/forum.

General

Collaborative and distributed virtual reality systems can offer a number of advantages over single-user applications. What are your opinions of the technology that you have seen at this workshop? What should researchers and developers focus on to make this technology useful enough for industry?

Can you think of other application areas (besides design, outage and maintenance planning, and training) that within your industry/organisation that could benefit from the use of VR/AR technology?

Do you see any specific issues with integration with existing information systems, including standard file formats and interfaces that you consider particular challenging?

Design

What do you consider the most difficult issues regarding the use of virtual reality technology for design?

What aspects of a design process do you think has the greatest potential to benefit from the use of virtual reality technology?

Outage and Maintenance Planning

What do you think are the greatest benefits and hindrances to your organisation/industry (or on you know well) using interactive 3D technology more actively for the optimisation of maintenance or outage planning activities?

- What planning issues do you think interactive 3D technology could help to solve particularly effectively?
- To what extent are knowledge- and data-capture problems and how is your organisation/industry addressing these issues in the short and long terms?
- Does your organisation/industry have a strategy to link data and planning?

Training

What do you consider the most difficult issues regarding the use of VR/AR technology for training?

What types of training do you think have the greatest potential to benefit from the use of VR/AR technology in the industries with which you have most contact?