Virtual Lebenswelt -New Living Environment

User
Interface of
Virtual Environment

Experience — Information

Sensorial Perception — Mathematical Notation

MODEL DEVELOPMENT ENVIRONMENT   USER EXPERIENCE ENVIRONMENT

OUTPUT DEVICES
Visual Display
Auditory/olfactory;
Haptic/force-feedback

VIRTUAL REALITY MODEL

MODEL-DATA INPUT

INPUT DEVICES
Controllers/gloves/gestures
Head/hand/body tracking
Treadmills

Virtual worlds refer to the metaverse which transmits information through mathematical notation where sensory perception is an integral part of understanding information. Roberto Diodato explains virtual world as an environment of life which is made up of all activities of life that can be perceived through pure experiences, instead of sensible data. In his approach, knowledge is transformed into the shape of experience, or experience is a kind of package that contains knowledge. Our everyday experiences are altered by this knowledge in terms of time and space. All in all, virtual world is intended to be a new living environment which includes objects and the regulations between them, and that gained knowledge regarding their relationships can be carried out through experience. But it also needs to be pointed that this new entity has its own history, socio-cultural and ethical features.

Immersive

Considering virtual reality as a new environment that surrounds us, an immersive experience in virtual reality takes place when a user is placed into this new setting which looks and feels so much like their actual surrounding and replaces the so-called real world, which is convincing enough to engage with this new environment. Since being immersive is defining characteristic of virtual reality, the degree to which it engages participants relies on the degree of immersion.

Immersion

Coherence

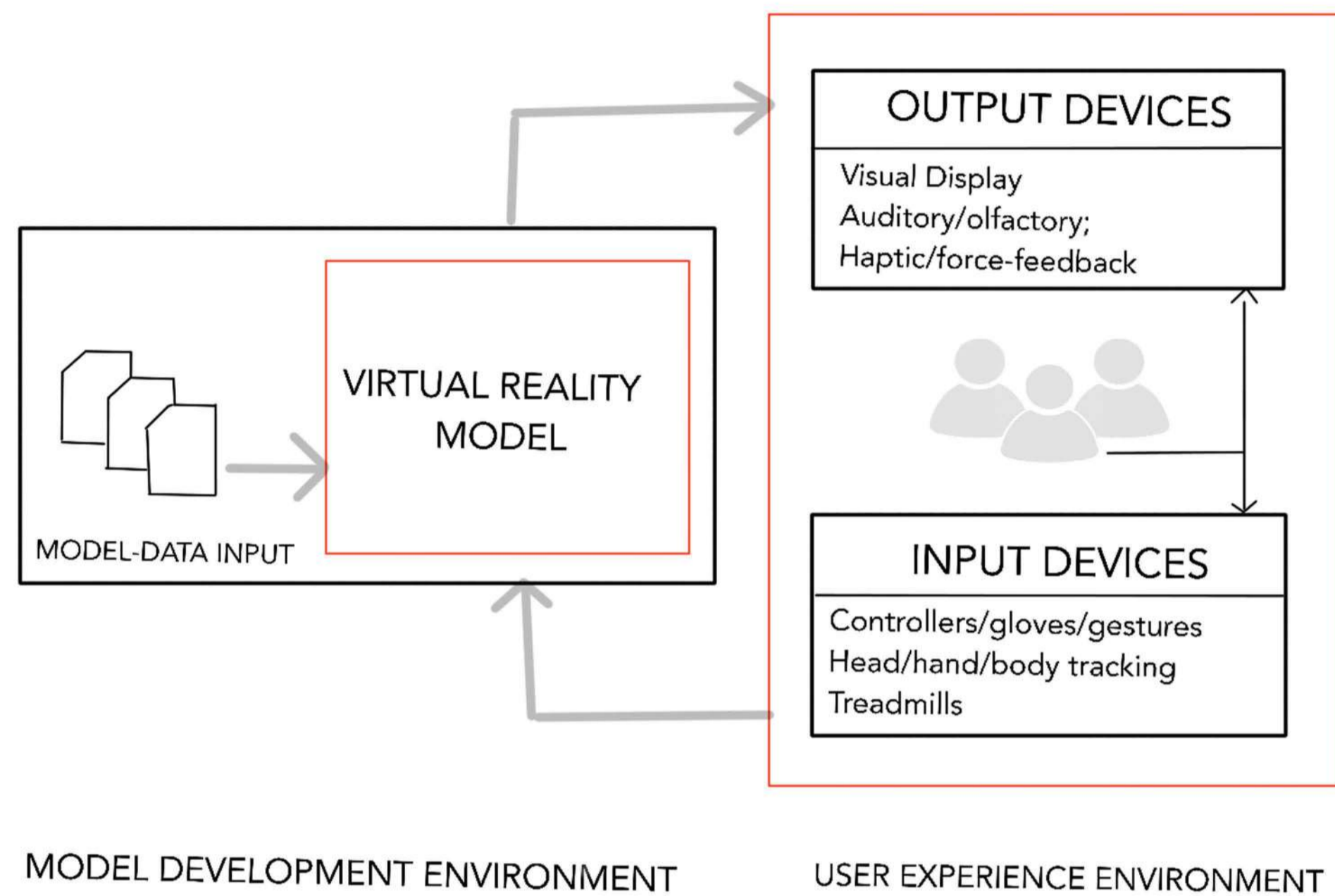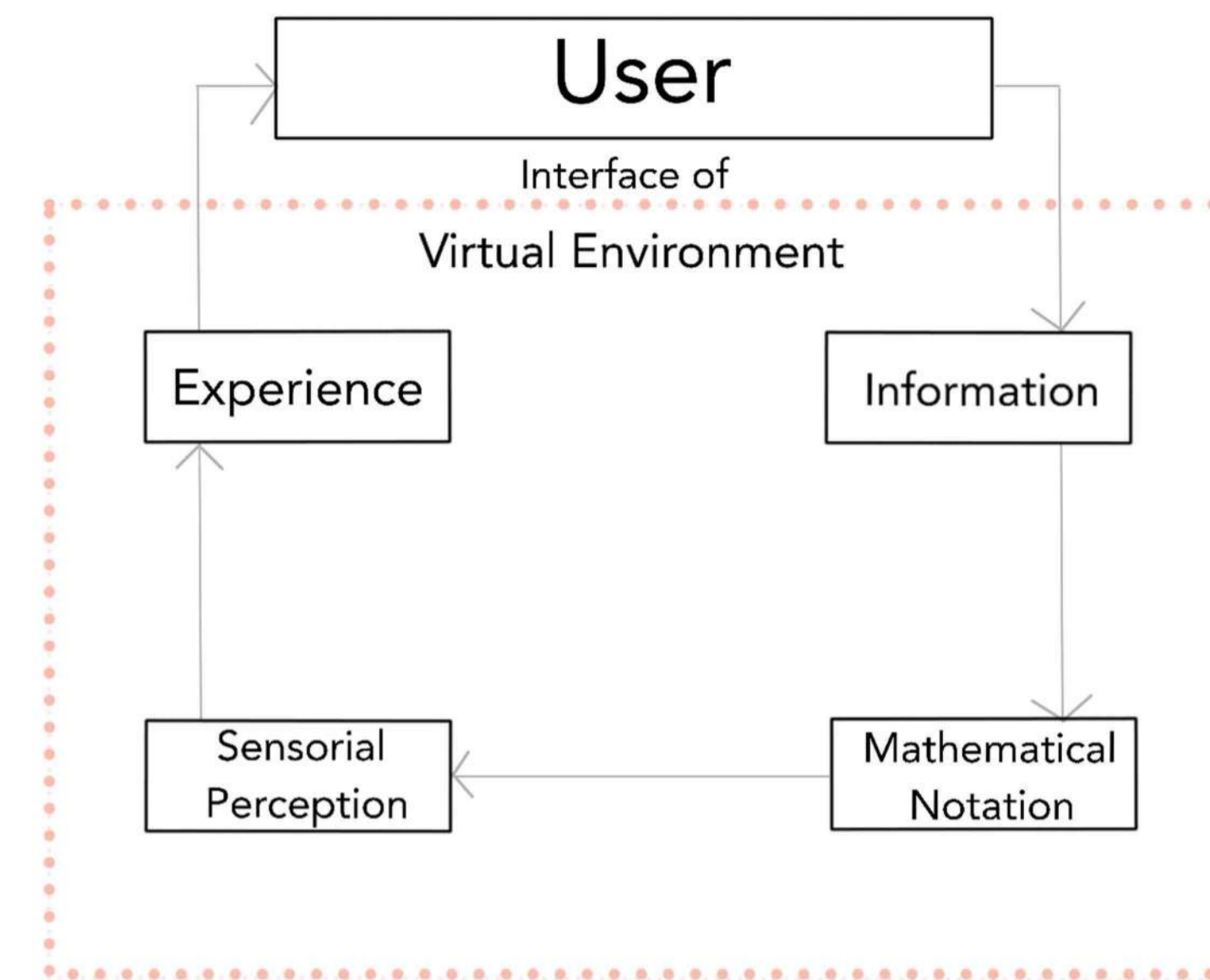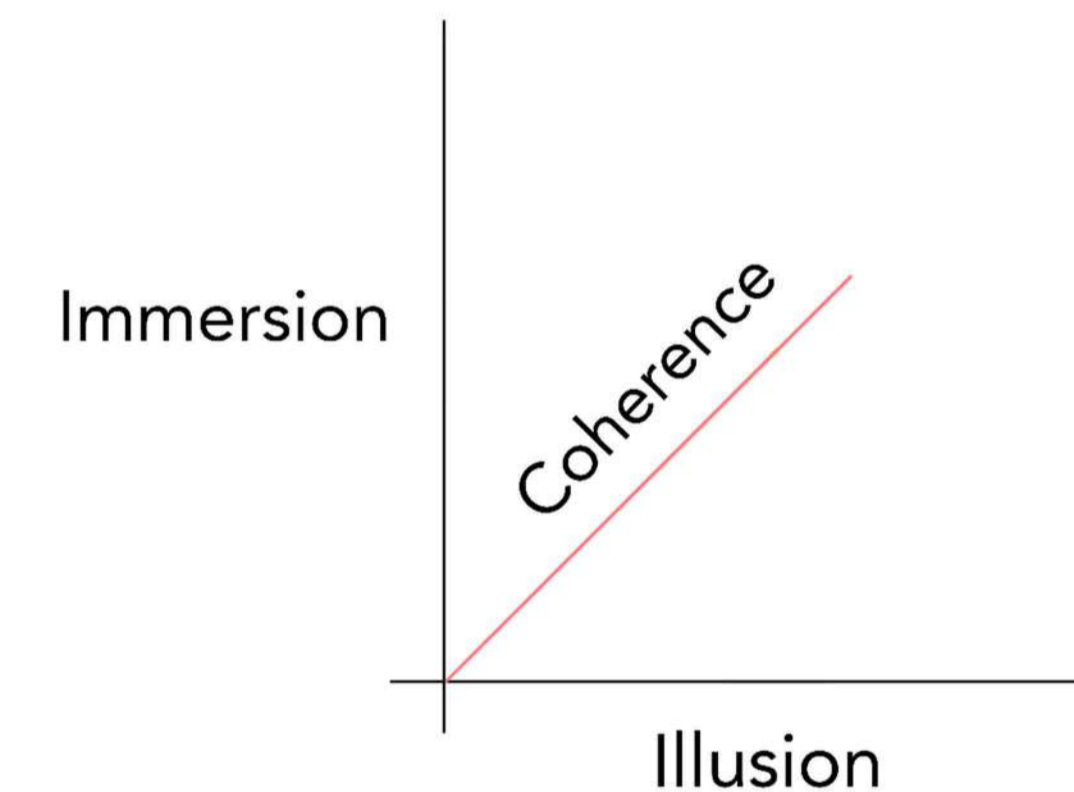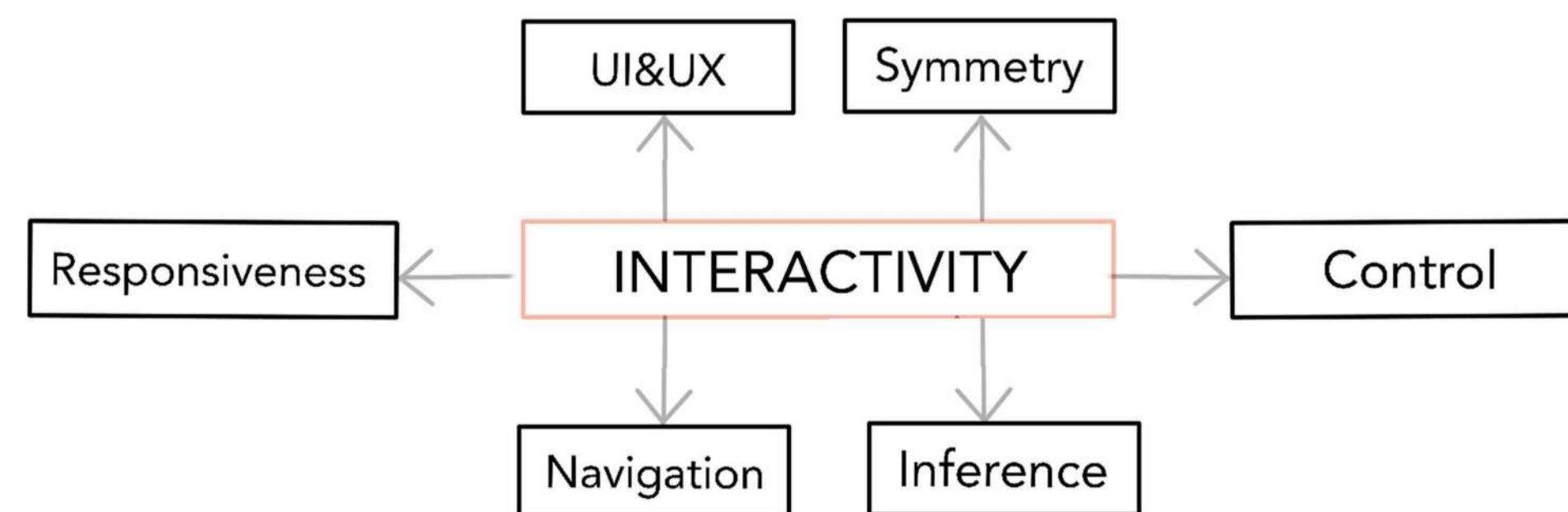Illusion

In the book Neuromancer, written by William Gibson, a virtual reality experience is defined as being an immersion into a computer world that manifests itself in the form of pictures, feelings, and shapes. On the other hand, one interpretation is that it is an interaction with numbers which results in the formation of a variety of forms. The experience of virtual reality can be subdivided into four categories, which are virtual lebnswelt (world), immersion, and interactivity.

Interactivity

UI&UX   Symmetry

Responsiveness ← INTERACTIVITY → Control

Navigation   Inference

Interactivity is one of the key elements of virtual experience because in virtual environments, the relationship between participant and event exists only in the stage of interactivity. As interactivity is among the most significant elements, since it is essential for the virtual world to seem genuine, which may be achieved by reacting to the activities of participants, such as by touching the objects, hearing the appropriate sounds from the environment, smelling things, tasting foods, or seeing forms create the impression on the participants that they are entirely integrated into the environment they are in. In fact, the degree to which participants interact with items, persons, and settings in the virtual world determines level of interaction since they get closer to the real world.

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Master Thesis
Architectural Design and History
April 2023

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