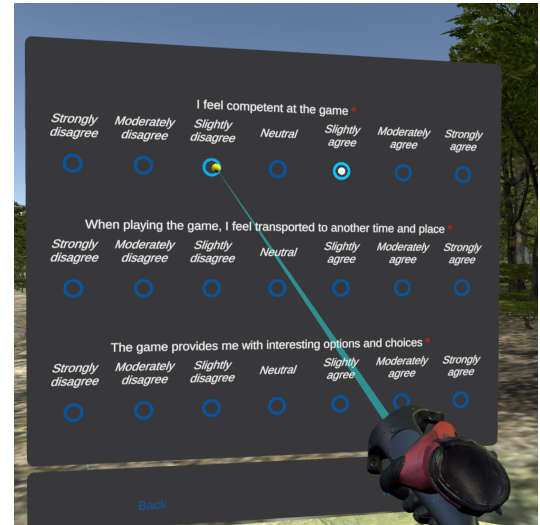


Bachelor/Master Thesis Topics

Evaluating User Experiences in VR

Subjective self-reports are an essential part of studies with human subjects. However, the design of suitable assessment methods such as questionnaire tools is an ongoing research topic. In the context of UX design for proper assessment methods for VR user studies, we offer several Bachelor and Master theses that build on our previous research projects and investigate various research questions in this field.



Possible topics but not limited to:

- Voice input as a modality for open questions in VR user studies
- Experimenter virtualization for VR user studies (e.g., avatars, video streams)
- Automated interviews with virtual agents
- Your own ideas in this field

Tasks:

- Implementation of different assessment and interaction methods for VR user studies
- Design and develop of VR environments
- Conductance a user study to evaluate the approaches
- Optional: Analysis of user's responses using biosignals

We offer:

- Cutting-edge research topics
- Continuation of existing research projects
- Individual and constructive supervision
- English or German possible

Requirements:

- Experience with Unity
- Motivation and self-reliance
- Interest in VR and HCI

When:

- Flexible, Starting as of now or in the upcoming semester

Contact:

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