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# Literature Review of Human Behaviour in Virtual Reality

Keywords: Virtual Reality, Human Behavior

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## Overview

Virtual Reality (VR) has become a powerful tool to monitor human behaviour and evaluate it. Monitoring a worker's behaviour is used to measure his or her performance while completing the work task. Another field of application of VR is virtual training. Virtual training is used to help people to improve their skills or to learn new ones. Both approaches have a big potential in modern industry. But to make such techniques more reliable and robust, it is important to understand how human behaviour differs in reality and VR and what the reasons for such differences are, if they exist.

Nowadays, it is common to use so-called head-mounted displays (HMDs) and controllers for interacting in VR. But such technology has some limitations. It is mostly addressing visual and sometimes haptic and audio perception. This can affect human behaviour in VR, since natural human interaction is not completely supported.



## Tasks

Your task is to summarise existing state-of-the-art in human behaviour research, comparing real and virtual scenarios. You show differences between real and virtual behaviour, explain how to overcome them and what future work may result in. You give an overview how such comparative studies between real and virtual behaviour were conducted. Finally, you present your findings to the ICVR lab and hand in a written report covering your study.

## Workpackages

- Literature research on the state-of-the-art in comparing human behavior in real and virtual environments
- Final presentation
- Written report

## Results

The results of the study have to be summarised in a written report and will be presented to the ICVR in a presentation.

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