

BA: Interactive semantic labeling in VR

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The semantic representations of the environment in human-robot-interaction is an ongoing research field. Virtual and mixed reality poses great potential in the creation and alignment of such representations. As a preparation step for further research in the field of assistive robotics in home environments, this bachelor thesis project aims at the development and evaluation of strategies for semantic labeling in virtual reality.

Tasks:

1. Development of interaction mechanics for semantic scene labeling in VR.
2. Conducting a user study to evaluate the usability and labeling performance.

Requirements:

Experience in VR/Game development, ideally using the Unreal Engine.