

# REPORT DOCUMENTATION PAGE

Form Approved  
OMB No. 0704-0188

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden to Washington Headquarters Service, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (0704-0188) Washington, DC 20503.

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1. REPORT DATE (DD-MM-YYYY) 12-Aug-1999		2. REPORT TYPE Technical--interim		3. DATES COVERED (From - To) 16-11-98 to 11-08-99	
4. TITLE AND SUBTITLE  Guidelines for Design of User Based Navigation in a Virtual Environment & Eye-tracking study within a Virtual Environment				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER N00014-99-1-0158	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)  Hix, Deborah, Virginia Polytechnic Institute and State University				5d. PROJECT NUMBER	
				5e. TASK NUMBER Data item 0023 and 0024	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Virginia Polytechnic Institute and State University, Blacksburg, VA 24061				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)  ONR, 800 North Quincy Street, Arlington, VA 22217-5660				10. SPONSOR/MONITOR'S ACRONYM(S) ONR 311	
				11. SPONSORING/MONITORING AGENCY REPORT NUMBER	
12. DISTRIBUTION AVAILABILITY STATEMENT  APPROVED FOR PUBLIC RELEASE					
13. SUPPLEMENTARY NOTES					
14. ABSTRACT  Report on status of delayed completion of the development of guidelines and data for user navigation within a virtual environment.					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT	18. NUMBER OF PAGES  1	19a. NAME OF RESPONSIBLE PERSON Dr. Kenneth L. Reifsnider
a. REPORT	b. ABSTRACT	c. THIS PAGE			19b. TELEPHONE NUMBER (Include area code) (540) 231-9359

19990903 153

**Guidelines for Design of User Based Navigation in a Virtual Environment and Eye-Tracking Study  
within a Virtual Environment—Data Items #0023 & 0024**

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The FakeSpace Immersive Workbench (IWB) funded by NAVCIITI monies was successfully installed on 28 - 29 June, and about eight people had training in its use. The "Dragon" real-time battlefield visualization software developed at NRL now runs on our IWB. This software is the basis for the long-term collaboration between Dr. Deborah Hix at Virginia Tech and Dr. Larry Rosenblum and Dr. Ed Swan in the VR Lab at NRL. Dr. Helen Gigley of ONR funds this collaboration. Mr. Eric Nash, the GRA funded on this project, spent several days with Dr. Swan at NRL, finalizing details for an empirical study of navigation in virtual environments.

Once all issues associated with getting the new IWB up and fully running, we will be able to begin working with it and the CAVE to continue our work in eye tracking and other visualization techniques for VEs.

Because of extremely difficult programming needed to get the Dragon software ready for the experimental study, running on three complex platforms (CAVE, Workbench, desktop), the study has been delayed somewhat. We expect to collect data in early fall and have initial analysis of it done by the end of CY99. Research for the eye-tracking data collection synopsis is being concluded by summer's end, and a report will be finalized by mid-fall 1999.