

### **Project Proposal**

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#### **Title**

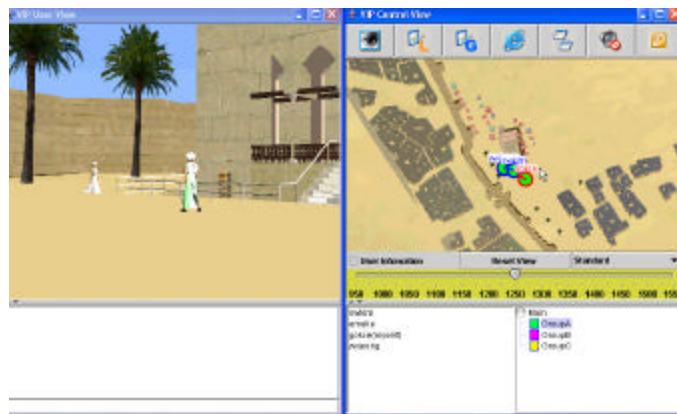
Virtual Avatars Design

#### **Goal**

The goal of this project is to establish design guideline for virtual avatars, from the perspective of environmental design.

There have been many game players and researchers discussing the design of avatars in virtual space, such as online game. But most of them focus on individuals, not on the environment. From an architectural viewpoint, the surrounding environment, including the physical and social factors, might be another issue impacting human behaviors and interaction. Therefore, this project is based on the environmental design theory to discuss the improvement of the avatar design.

#### **Background**



Virtual Cairo is an educational environment for architectural students to learn the city development. Students login as avatars and are guided by a teacher, walking in twelve-century or fourteen-century Cairo, chatting with other avatars, and learning the history of city planning. Unlike other virtual learning environment, there is no agent in the city, in other words, all avatars are controlled by a real person. The interaction between avatars supposes to be consistent with people in physical world. However, in real life, we have additional skills to express our response and emotion, for example, facial expression, body language, and manual gesture. Consequently,

this causes the drawback of Virtual Cairo , lack of sense of immerse. To in order to improve this, it is another approach to use environmental design method, for example, environmental behavior theory.



### **Plan**

In this project, first, I will review both the game and environment design theory. The second stage is to apply these theories to Virtual Cairo. Finally, by interviewing the users, the result will be design guideline of virtual avatars.

### **Virtual Cairo**

Installer at <http://ddr.ced.berkeley.edu/vip1/install.htm>