

# 780.411

## ADVANCED TOPICS IN COMPUTER GRAPHICS



### SCHEDULE:

Friday, March 5, 2021:  
09-13

Friday, March 26, 2021  
09-13

Friday, April 16, 2021  
09-13

Friday, April 23, 2021  
09-13

Friday, May 07, 2021  
09-13

Friday, May 28, 2021  
09-13



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The course is meant to provide the participants with the means for evaluating end-users' satisfaction with interactive applications.

The evaluation of end-users' perception uses the principles of user studies that are grounded in statistics, but this course avoids the deep mathematical background and goes straight to the application of the resulting methods.

The hands-on examples that are used in homework will be:

- Comparing the video quality of video sequences in an interactive 360-video player in a web browser using the pair comparison method
- Assessing the effect of delay on users' satisfaction with a JavaScript games (cloud games)
- Assessing the effect of the delayed motion of virtual elements in an AR application on a mobile phone